



Oregon Youth Soccer

Developmental League Rules

Rules For
U8 – U10

Operated by
Oregon Youth Soccer Association
www.oregonyouthsoccer.org



League Management Information

The Oregon Youth Soccer Developmental League is 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 through either OYSA or Washington Youth Soccer Association (WYSA) in accordance with the registration rules of US Youth Soccer (USYS) and their home state association.

The Developmental League is managed by OYSA in accordance with the bylaws and policies of OYSA, US Youth Soccer (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 a league season.

Game play in these leagues is governed by the IFAB Laws of the Game 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 that have been adopted by OYSA. 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.

Consumption or possession of alcohol, tobacco, nicotine, and marijuana products are strictly prohibited at all Oregon Youth Soccer games.

The U8-U10 Developmental League is classified as developmental. This league is intended to foster the development of individual players within a team structure.

League Contacts

League Director:

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League Manager:

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League Scheduler:

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Manager of Referee Operations:

Scott Clark: sclark@oregonyouthsoccer.org; (503) 626-4625 Ext. 9

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)

OYSA BANNED TERM & ANTI-DISCRIMINATION POLICY

The Oregon Youth Soccer has a zero-tolerance policy for discrimination or harassment against anyone based on their race, color, religion, gender, sexual orientation, national origin, preferred language, age, physical or mental disabilities!

1. If a referee hears one of the below terms or any term deemed to be discriminatory, the player/staff will be sent off and removed from the match immediately and the OYSA disciplinary committee will issue a suspension of no less than 5 games in addition to any other sanctions deemed necessary.
2. If there is an alleged Banned Term during the match:
 - a. Ask your player to notify a Coach and/or Referee.
 - b. The referee will stop the match to address the situation with both coaching staff and then allow time for the coaches to address their respective players/staff.
 - c. The match should not restart until both teams are comfortable.
 - d. If there are additional questions during this time, the referee and/or coaches are instructed to communicate with the Gameday Hotline directly.
 - e. The referee will report all information regarding the use of a banned term and the match stoppage in their Reftown game report.

Banned Terms (non-exhaustive)			
F*g	F*ggot	H*mo	N*gger
N*gro	N*gga	Cr*cker	Ch*nk
Bean*r	P*to	Sp*c	Ret*rd
P*ssy	G*y	Wh*te Boy	Mon*ey

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OYSA Developmental League Objective

Where getting better is the goal!

The objective of small-sided games is to make sure that players are getting more touches and decisions with the ball. This also simplifies the decision-making process by having less players on the field. We encourage our coaches to create fun, but learning environment where players can be creative and make mistakes that they can learn from.

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(A) Safety

(1) Bleeding from Nose, Cuts or Other Abrasions

- (a) A player who is bleeding or has blood on his or her uniform must leave the field and may be substituted at the coach's discretion. A uniform with blood on it must be changed. After the bleeding is stopped and the wound is covered, the player may return to the 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) 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) If lightning is seen or thunder is heard, play must be immediately suspended.
- (b) Participants and spectators should immediately move to the closest safer structure or location in a substantial building or a hard-topped metal vehicle.
- (c) Wait 30 minutes after last seeing lightning or hearing thunder to continue the Game. See the [National Weather Service website](#) for more information about lightning safety.
- (d) 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.

(5) Heat

- (a) The coaches of both teams should consult with the referee to determine whether the temperature at Game time will require hydration breaks.
- (b) The referee will pause the Game when the Wet Bulb Globe Temperature (WBGT) equals or exceeds 89.6F.
 - (i) WBGT may be measured directly using an instrument designed for that purpose.
 - (ii) WBGT may be approximated for the area of the field using a cell phone application (e.g. WeatherFX) or estimated from the [US Soccer Heat Guidelines](#).

(1) Air Quality

- (a) The OYSA Valley Academy League will take its Air Quality Index readings from the [AirNow](#) readings for the closest monitor to the venue.
- (b) Games shall be canceled for the field if the AQI reading is 125 or higher.

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- (i) Games may be canceled if the AQI reading is 115 and trending up.
- (ii) Games may resume if the AQI is 135 and trending down.
- (c) 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.

(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) Club-Pass (borrowed) Player Age Allowances

- (a) U8 Division allows U7 and U8 players
- (b) U9 Division allows U8 and U9 players
- (c) U10 Division allows U9 and U10 players

(3) Length of Games and Ball Size

Age	Game Length	Halftime	Ball Size
U8	4 10-minute quarters	2 minutes	Size 3
U9-U10	2 25-minute halves	5 minutes	Size 4

(4) Game Balls

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

(5) No Heading

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

(6) Slide-Tackling and Sliding

- (a) Slide-Tackling is NOT allowed.
 - (i) For this rule, slide-tackling is defined as going to ground to make a play on the ball that engages a player currently in possession of the ball, or that results in contact with another player.
- (b) Sliding is allowed.
 - (i) For this rule, sliding is defined as: going to ground to make a play on the ball that does not engage a player currently in possession of the ball, and that does not contact another player.

(7) Restarts

- (a) For U8: All restarts on the sidelines will be done with a kick in at the spot the ball went out of bounds. A 10-yard buffer must be given to the player kicking in the ball.
- (b) For U9/U10: All restarts on the sidelines will be done with a throw in at the spot the ball went out of bounds.

(8) Goal Crease (U8 only)

- (a) If a player touches the ball while it is inside their own defensive goal crease, play will be stopped, and restarted with a corner kick for the opposing team.
- (b) If a player touches the ball while it is inside their opponent's goal crease, play will be stopped, and restarted with a goal kick for the opponent.

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- (c) If a ball comes to rest inside either goal crease, play will be stopped and restarted with a goal kick for the team defending that goal.

(9) Build Out Line (U9/U10 only)

- (a) The build out line is parallel to the end line, halfway between the penalty area line and the center line.
- (b) When the goalkeeper takes possession of the ball in his/her hands, or during goal kicks, the opposing team must retreat behind the build out line and stay there until the goalkeeper puts the ball into play.

(10) Goal Kicks

- (a) **For U8:** All players on the defending team (team not taking the goal kick) must be behind the half line when the opposing team takes the goal kick.
 - (i) If a defending player is nearer to the opponent's goal than the build out line when the goal kick is taken, the goal kick will be retaken.
- (b) **For U9/U10:** All players on the defending team (team not taking the goal kick) must be behind the build out line when the opposing team takes the goal kick.
 - (i) If a defending player is nearer to the opponent's goal than the build out line when the goal kick is taken, the goal kick will be retaken.

(11) Offside

- (a) There is no offside for U8.
- (b) U9/10: a player may only be offside if the player is beyond the second to last defender or ball and is nearer the opponents' goal line than the build out line.

(12) No Goalkeeper Punts

- (a) A goalkeeper who has taken possession of the ball in his/her hands may not put the ball in play by punting or drop kicking the ball.
- (b) If a goalkeeper punts or drop kicks the ball, the opposing team is awarded an indirect free kick from the spot of the offense.
- (c) If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

(13) Uniforms & Equipment

- (a) All players on the field must wear matching uniforms (except the goalkeeper) to the satisfaction of the referee. Numbers are not required. The goalkeeper's uniform must be a different color from that of the opposing keeper, all other players on the field, and the referee.
- (b) Each team must have two uniform sets (one white or light color and one dark color) **at each Game.**
 - (i) The home team will wear white or light-colored jerseys.
 - (ii) Visiting team will wear dark-colored jerseys.
 - (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**, 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.
- (d) **No jewelry is permitted, even if taped.** Medical alert bracelets/necklaces are not considered jewelry and are allowed, if taped.
- (e) Shin guards, covered by socks, are mandatory. Players not wearing shin guards will not be allowed to play.

(C) Field Preparation

(1) Field Size

Age - Format	Minimum	Maximum	Goal Size
U8 – 4v4	15 x 25 yds	25 x 35 yds	4(H) x 6(W) ft. (max)
U9-U10 – 7v7	35 x 55 yds	45 x 65 yds	6.5(H) x 18.5 (W) ft.

(a) Field Diagrams



(2) Venue with Lines, Goals, and Nets

- (a) All games will be at a designated venue. Fields will be lined, and appropriately sized goals will be installed.

(3) Playability of the Field

- (a) Any complaints regarding field playability must be made to the referee and the opposing coach **before the Game begins**. The referee will make the final decision whether the field is playable.

(D) Game Start Time & Interruptions

(1) Scheduled Time and Location

- (a) Teams are expected to play games at the scheduled time and location.
- (b) Referees must complete the player/coach credential check-in process prior to each scheduled Game.
 - (i) U8 teams will hand a roster to the field monitor/referee.

(2) 10-Minute Waiting Period

- (a) The referee will wait for 10 minutes after the scheduled start time for one or more of the teams to complete pre-Game check-in (by providing rosters or by providing the minimum number of players and eligible adults to begin the Game).
 - (i) If a Game cannot be started after the 10-minute waiting period, the referee and/or the coaches must call the Game Day Hotline before abandoning the Game.

(3) 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.

(4) Missing Referees

- (a) If no assigned referee is present at the scheduled field ten minutes before the scheduled Game start time, call the league’s Referee Emergency number to inform and request guidance.
 - (i) There are very limited opportunities to reschedule games, so if an assigned referee cannot be present for the game, the teams are encouraged to agree on a substitute referee to allow

the game to be played.

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

(1) 4v4 Games

- (a) A U8 team must have a minimum of 3 eligible players and 1 eligible adult who are listed on the Game roster to start a Game.
- (b) A U8 team's Game Roster may list a maximum of 8 players as eligible to play and 4 eligible adults.

(2) 7v7 Games

- (a) A U9/U10 team must have a minimum of 5 eligible players and 1 eligible adult who are listed on the Game roster to start a Game.
- (b) A U9/10 team's Game Roster may list a maximum of 14 players as eligible to play, and 4 eligible adults.

(3) Reducing Game Roster Numbers

- (a) When a team's Game Roster lists more players than the maximum eligible to play in a Game (see 4v4 and 7v7 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 to 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).

(4) Eligible Adult

- (a) An eligible adult is an adult who is either listed on the Game roster or has with them a valid member pass from the same club as the team.

(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 a team fails to maintain an eligible adult in the Team Area/Technical Area, the Game will be abandoned.

(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 Game Roster who have checked in with the referee.
- (b) ALL spectators must be on the opposite side of the field from the teams.

(2) Technical Area

- (a) 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 touch line, and five (5) yards from the halfway line of the field.

(3) Ineligible Players in Technical Area

- (a) A player listed on the Game roster who is indicated as 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).

(4) 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.

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(G) Rosters

(1) Official Game Roster (unique to each Game)

- (a) Each team must present an Official 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.
 - (i) A U8 team's Official Game Roster must not list more than 8 eligible players and 4 eligible adults.
 - (ii) A U9/U10 team's Official Game Roster must not list more than 14 eligible players and 4 eligible adults.
- (b) A player who is not present for pre-Game check-in (i.e., arrives late) must check in with the referee and identify their name on the Official Game Roster before participating in the Game.
 - (i) Players may not be added to the roster after the game has started.
- (c) Club-pass (borrowed) players, which are players borrowed to a team from another team within the same club, are permitted, provided that:
 - (i) All club-pass players are registered with US Youth Soccer through either OYSA or WYSA.
 - (ii) Club-pass players must be the same age as, or younger than, the team's age.
 - (iii) Club-pass player information must be listed or handwritten on the Official Game Roster.
- (d) A player may only play for the club they are registered to.
 - (i) No Recreational- or Futsal-registered players may play in the Developmental League.

(2) Accessing Your Official Game Roster

- (a) [Instructions for printing the Official Game Roster](#) are available on OYSA's "[Leagues](#)" page.

(3) No Roster, No Game – Except as Follows:

- (a) The printed Official Game Roster lists both teams. If one of the teams does not have a printed Official Game Roster for the game, but the other team does, the referee may use the single copy of the printed Official Game Roster to check in both teams.
- (b) Only the players listed on the Official Game Roster used for check-in, including any handwritten amendments to the list, are eligible to participate.
- (c) Before abandoning a game because of missing game rosters, the referee must call the league's Game Day Hotline for guidance.

(H) 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 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) ALL spectators are encouraged to be respectful, supportive, and not to disrupt the game in any way.
 - (iii) Coaches may be warned, cautioned, or sent off for failing to control the conduct of the team's spectators, officials, or players.
 - (iv) 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(s) circumstances with the responsible Team/Club.
 - (v) 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

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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 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 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.

(3) Ensuring Proper Coaching

- (a) Giving direction to one's own team is permitted from the Technical Area by ONE coach at a time.
 - (i) No device may be used to receive coaching 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)

(I) 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.
 - (ii) Referees will report all red cards to the gameday hotline after the game has 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 Emergency 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 may remain on the team sidelines under the supervision of the team coach. Any irresponsible behavior by a sent-off player may result in additional penalties.
- (b) A coach or 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

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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 (L)(1) for minimum suspensions.
 - (ii) See **Rule (O) (3)** for appeal procedures.

(J) Referee’s Game Report

(1) Submitted Online

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

(2) Submit Official Game Rosters

- (a) Referees must submit the Official Game Roster to OYSA when a suspended player or coach is listed on the Official Printed Game Roster used to check-in a team, or when any players or coaches are handwritten onto the Official Game Roster.
 - (i) Official 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, or mail them to OYSA, 7920 SW Cirrus Dr., Beaverton, OR 97008.

(K) Score Reporting in Affinity (Not Publicly Displayed)

(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) 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 score.
 - (ii) [Instructions for entering scores](#) online into Affinity are available on OYSA’s [Leagues page](#).
 - (iii) If teams enter conflicting scores, the League Manager will resolve the conflict in Affinity.

(L) 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 there is a range, the length will be set by the league’s Disciplinary Committee.

Offence	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 offence	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	1-5 games
OIALG directed towards a referee by player or coach	2 games– rest of season
Player sent-off for Violent Conduct	1-3 games
Coach or team official sent off	1-5 games

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Coach or team official refused to leave game site after being sent-off (added to suspension for send-off)	2 games – rest of season
Refusing to give name to referee by player or coach when a card is recorded (added to any suspension for the card, if applicable)	1 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) Suspensions Resulting from a Forced Abandonment of the Game

- (a) A coach who forces 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 league season.
- (b) A coach who forces abandonment of a Game by refusing to leave the premises of the Game after being expelled by the referee will be suspended from participation with any team for the remainder of the league season. The coach will also be referred to OYSA for consideration of additional penalties.
- (c) Any suspension for conduct causing Game abandonment may be imposed only after a disciplinary hearing.

(4) Other Suspensions Details

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

(5) 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 remainder 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 Game officials 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.

(6) 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

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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 an 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) Players who are serving suspensions may sit on the team bench during the game(s) from which they have been suspended ONLY if the player is NOT wearing the team uniform (including team warmups).
 - (i) Misbehavior may result in removal from the team area at the request of the game and/or league officials and additional sanctions are possible.
- (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.

(M) 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 10 minutes after the official Game start time.
 - (i) The penalty for failing to play a Game as scheduled is \$300.
 - (ii) An additional \$200 fine will be imposed if a team's coach is aware that not enough players will be available to play a game, and the coach fails to notify the opposing team and the League Director more than 48 hours prior to the scheduled game time.
 - (iii) 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%.
 - (iv) The League Director will review the circumstances of any failure to play. The League Director may impose additional penalties, up to and including, removing a team from the league.
- (b) A team that incurs a second Failure to Play forfeiture in the league may be considered to have withdrawn from league play.
- (c) A team that withdraws from league play after the first league games have been played will be subject to the following:
 - (i) The league entry fee is forfeited.
 - (ii) Any fines imposed prior to withdrawal are all payable.
 - (iii) A withdrawal penalty of \$1,500 will be imposed.

(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) The minimum fine for forcing abandonment of a game is \$300.
- (c) The League Director may consider that refusing to complete a game constitutes withdrawal from the league.
- (d) 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 fines.
- (b) If one team is found to be at fault,
 - (i) The team at fault will forfeit the Game and will be fined not less than \$500.
 - (ii) The League Director may impose additional penalties, up to and including, removing the team from the league.

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- (c) If both teams are found to be at fault,
 - (i) Both teams will forfeit the Game and will be fined \$500.
 - (ii) The League Director may impose additional penalties, up to and including, removing both teams from the league.

(N) 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.
- (b) All forfeits will result in a fine. Fines will range from \$100-\$1500 for each infraction. The amount of each fine will depend on the circumstances and severity of the infraction(s) and in all cases, will be determined by the League Director. Additional club and/or team sanctions may be imposed.

(2) If not Paid within 10 Days

- (a) If a fine has not been paid within 10 business days after notice has been delivered, the team will be suspended from participation until the fine is paid. Any games that a team misses while suspended will be considered a forfeit and may subject the team to additional fines and/or removal from the league.

(3) Failure to Pay

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

(O) 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 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 judgement 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 call the Gameday hotline to notify the league of the Game being protested and confirming they will submit a written protest in accordance with the league rules.
- (c) The written protest must clearly state the league rule or IFAB law that was misapplied and must be emailed to the league director by the end of the first business day after the protested game.
- (d) In addition to the league director, the written protest must be copied to the league manager, the opposing team's coach, as well as both clubs' directors of coaching.
- (e) The protest must be submitted using the [protest form](#) available on any of the league or tournament pages of the OYSA website.
- (f) 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

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be clear and visible to be utilized for review. OYSA will not review the video without all protest steps being completed.

- (g) A protest fee of \$250 must be delivered to the League Director not later than the close of business on the 2nd business day following the game being protested.
 - (i) If the protest fee is not received, the protest will be summarily dismissed.
 - (ii) If the protest is upheld, the protest fee will be returned.

(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 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 judgement decisions during the Game are final (not subject to Protest or Appeal).

(4) Review

- (a) 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) League Director provides 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.

(P) Powers of League Director

(1) Powers

- (a) Decide all 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 imposed for sanctions other than the automatically imposed minimum sanctions for cards issued in a Game.
- (g) Provide written notice of the disciplinary sanctions and fines imposed for violation of these rules and may reduce or defer payment of fines in appropriate circumstances.
- (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 USSF.
- (i) 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.
- (j) 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.
- (k) 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.
- (l) 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.