OYSA Competitive Soccer League Rules

RULES FOR
U11 – U19

Sanctioned by
Oregon Youth Soccer Association
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 (WYS A) 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 endof 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. Winter U15-U19 teams within the following divisions are statewide travel: Premier Gold, Premier Silver.

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, marijuana and vape products are strictly prohibited at all OYSA Youth Soccer League games.

League Contacts

League Director:
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League Manager:
Ian Miller: ian@oregonyouthsoccer.org; (503) 626-4625 Ext. 2

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

State Youth Referee Administrator:
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

U11 to U19 Boys/Girls

- Premier Gold Placed based on **the previous year's** 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**
- o **Gold/Silver cannot be more than a single round**

Travel Updates

- Premier Divisions – Statewide Travel
- A travel game is defined where the visiting team must travel more than 50 miles, measured by Google Maps from the residence of the visiting head team's coach to the scheduled game site **(Premier Divisions ONLY)**
- Division 1 and Division 2 - Regional Play
- o U11 to U14
  - 2 Regions – Metro and Central Valley (Woodburn to Roseburg to Bend)
    - U15 to U19
- All games hosted from Roseburg to Vancouver
- State and Presidents Cup are statewide
- Founders Cup will be played between Roseburg 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.
  - Regardless of League Approval, Teams are NOT ALLOWED to play up in any Cup Compeitions

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.
- 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 BANNED TERM 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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(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) 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 make the final decision on the hydration breaks in agreement with both team's coaches. and add time to the end of each half to account for the time allowed for hydration breaks.

(c) The referee will pause the game when the Wet Bulb Globe Temperature 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.

(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.

(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.

(8) AQI & Weather Procedures

(a) Friday:

(i) Email teams letting them know there are travel concerns, do not travel ahead of time. Email sent by 4 pm.

(ii) Create a spreadsheet of all teams that are traveling through potential areas that have travel concerns.

(iii) Create an email with club leaders involved, done by 4 pm.

(b) Saturday/Sunday:

(i) Email teams letting them know there are travel concerns, do not travel ahead of time. Email sent by 4 pm.

(ii) Create a spreadsheet of all teams that are traveling through potential areas that have travel concerns.

(iii) Create an email with club leaders involved, done by 4 pm.

(iv) If a Bend, Roseburg, Grants Pass, or Medford team 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.

(v) 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.

(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.

(3) Game Balls

(a) The 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 from the same team must wear matching uniforms (except the goalkeeper) that distinguishes themselves from the opposing team, the opposing goalkeeper, and the referee 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 match that player's jersey number on the Official Game Roster.

(i) A badge displaying the registering club's logo must be on each jersey. A team will forfeit any game played without their club's badge on their uniform, after OYSA review.

(ii) 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) The 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 provided they are taped.

(f) Shin guards, covered by socks, are mandatory in all games. Players not wearing shin guards will not be allowed to play.

(C) Field Preparation

(1) Field Size

Age - Format	Minimum	Maximum	Goal Size Minimum
U11-U12 - 9v9	45x70 yds*	55x80 yds*	6.5x18.5 ft*
U13-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 recommended. 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 should meet the field requirements, the referee of the game will determine if the field is playable or unplayable.

9 v 9 Field Dimensions

(2) Playing Surface

(a) Games are played on artificial and natural turf. All players must be prepared to play on either surface independent of their 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 Gameday Standard

(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.

(iii) Any field issues or complaints regarding the playability of the field must be reported to the referee and both coaches **before the Game begins.** The home team is responsible for correcting the field issues in making the field payable.

(iv) If the game is played, then the coaches agreed the field was playable and the game's score will stand.

(b) If the Game is abandoned due to field/goal preparation issues within the home team's control, such as incorrect type of goals, or improper anchoring of goals, a forfeit and/or fine will be applied to the home team.

(i) The first offense will be a forfeit for the home team and official notice to the club.

(ii) The second offense will be a forfeit for the home team and a fine to the club.

(iii) The 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) Unplayable Field

(a) If the field is determined by the referee to be unplayable, both teams and the referee must call the Game Day Hotline to inform the league before abandoning the game.

(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, <u>then it will be rescheduled as determined by the League Director and League Scheduler, subject to field availability. Their rescheduling decision is final.</u>

(iii) The referee must include specific information about an unplayable field to the gameday hotline and in their official Game Report.

(b) 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.

(D) Rosters & Member Passes

(1) Rosters

(a) Maximum Roster Size (all individuals assigned to a team)

(i) No team may roster more than 22 players.

(ii) No team may roster more than 4 coaches.

Maximum Team Roster vs. Maximum Match Roster		
Team Age	Team Roster	Match Roster
U11-U12 (9v9)	22 players/4 coaches	16 players/4 coaches
U13-U19	22 players/4 coaches	18 players/4 coaches

Team Roster: players/coaches assigned to the team

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

(b) Minimum Number of Participants

(i) **9v9 Games:** A team must have a minimum of 6 eligible players and 1 eligible adult who are listed on their Official Game Printed Game Roster and who have a valid, printed member pass for the current seasonal year to start a game.

(ii) **11v11 Games:** A team must have a minimum of 7 eligible players and 1 eligible adult who are listed on their Official Game Printed Game Roster and who have a valid, printed member pass for the current seasonal year to start a game.

(2) Member Passes

(a) Passes are Mandatory

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

(b) Printed Member Pass Details

(i) Only Competitive & Developmental member passes are allowed in the OYSA Competitive Youth Soccer League. Recreational & Futsal member passes are NOT ALLOWED.

(ii) All printed Member Passes must be an official US Youth Soccer Member Pass and must include:

- The US Youth Soccer logo as a watermark.
- The club's name must match the club's name on the roster.
- Display a photo of the player or team official.
- Be laminated.
- Show the current seasonal year.
- Show the name and age of the player.

(iii) 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.

(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.

(E) Club-Pass (borrowed) Players

(1) Definition

(a) A "club-pass" player is a player borrowed from another team within the same club provided the player is registered with and has a valid member pass from that club.

(2) 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).

(3) 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.

(4) 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.

(5) 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.

(F) 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 after the game has kicked off.

(ii) All players/ coach's cards must have a picture. (see rule D.2)

(3) Check-in Procedures

(a) Referee Responsibilities During Check-In

(i) 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.

(ii) 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.

- 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.

(iii) 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.

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

(i) 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:

- The player's name was on the Official Printed Game Roster given to the referee at check-in.
- The player's name was not crossed off the Official Printed Game Roster.
- 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.

(4) 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.

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

(6) 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.

(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.

(7) 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.

(c) If a team fails to complete pre-Game check-in within the 15-minute grace period, fails at any time to maintain the minimum number of players on the field, or fails to maintain an eligible adult in the technical area, the game will be abandoned and deemed a forfeit by that team.

(i) 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.

(d) 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.

(ii) A team that makes a good faith attempt to play a Game but does not have enough players at the game location in time to begin play may have the penalty reduced by up to 50%.

(8) Suspended Play/Cannot Begin Due to Weather Conditions

(a) If a match cannot be player or 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. OYSA will oversee all rescheduling of matches.

(iii) The referee must include information about the suspended play in their Game Report.

(iv) If a reschedule is determined to not be possible, the score will be entered as a DNP (did not play).

(v) If teams are in route to their game, please refer to section (P).

(9) 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.

(G) 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 behind the touchline and more than 18 yards from the corner flag.

(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 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.

(ii)

(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.

(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 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, other team officials, and spectators.

(i) The referee may require the coach to take action to control the behavior of or remove spectators whose words or actions are offensive, insulting, abusive, profane, disruptive, or interfere with a referee or the orderly conduct of the 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) 1st offense responsible club will receive a fine and official warning.

(ii) 2nd 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.

(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)

(4) Abandonment – Behavior or Forced

(a) A team that forces a referee to abandon a Game for any of the following reasons will forfeit the game and receive a fine.

(i) Refusing to continue to play after the Game has begun.

(ii) Refuses to continue a Game after a coach is sent-off, and there is another eligible adult for the team present at the Game.

(iii) Due to the conduct of coaches, team officials, players, or spectators.

(b) The Disciplinary committee will review the abandoned game and will communicate further disciplinary action to those teams involved which may include the removal of coaches and/or spectators up to the suspension or removal of the team(s) from the league.

(c) If both teams are found to be at fault: the game will be scored as a 0-0 draw and a forfeit by both teams.

(I) Club Tryouts, Recruiting, & Camps/ID Events

(1) Club Tryouts

(a) In order to participate in OYSA leagues, no club may hold a tryout, for any league, before the day following the conclusion of the state cup competition. A tryout is defined by any event being used for the purpose of identifying players.

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

(a) Recruiting is defined as any communication between a club official, team administrator, parent or player and a player who is, at that time, currently registered with a different club. In the instance that the player is in contact with the new club, all communication must cease until the Director of Coaching, or Executive Director from the player's existing club has been notified, and permission to speak has been granted.

(i) Asking players to "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 club's first verified instance of recruiting results in a $1,500 fine.

(ii) A club's second verified instance of recruiting results in a $3,000 fine.

(iii) A club's third verified instance of recruiting results in the club's removal as a member association.

(c) The number of recruiting violations will reset on July 1st of every even-numbered calendar year.

(3) Camps & ID Events

(a) Clubs are not allowed to host camps/ID events for players outside of their own club while active games are taking place during the competitive league/cup season.

(i) Fall: Sept 7 – Nov 17

(ii) Winter: Jan 25 – Mar 16

(iii) Spring: Apr 5 – May 11

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

(1) Players, Coaches & Team Officials

(a) Referees will note & provide a detailed description for all cautions (yellow cards) in their Game Report.

(b) Referees will note & provide a detailed description for 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 call the Referee Hotline and Gameday Hotline to report all send-offs (red

cards) to the referee hotline and gameday hotline after the Game has been completed.

(2) 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 player will remain in the team/technical area for the rest of the game under the supervision of the team's coach. Any additional misconduct committed by a sent-off player will be given to the team's coach.

(ii) Any additional misconduct or irresponsible behavior by a sent-off player may result in additional disciplinary action by the league.

(b) If a coach or team official is sent off, they must promptly leave the playing area and remain out of sight until the game has ended.

(i) The assistant coach or an eligible adult with a valid Member Pass from the team's club will assume the coach's responsibilities.

(ii) 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.

(c) 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.

(i) 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.

(d) 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 (N)(1).

(K) 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 within 48 hours of the match's completion.

(b) If the referee gave a send-off (red card) they must complete the game report through Reftown by 11:59 PM the 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 or mail them to OYSA, 7920 SW Cirrus Drive, Beaverton, OR 97008.

(L) 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 or fil to enter a score, 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.

(M) Points Scoring Method and Tiebreakers

(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
(v) Total Goals Scored
(vi) Most Shutouts
(vii) Fewest Disciplinary Points

(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 (M)(2)(a)(ii) until the tie is broken.

(i) If two teams remain tied after following Rule (M)(2)(b), then Rule (M)(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.

(N) 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 for reasons not listed above	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.

(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 2nd 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 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.

(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 will carry over to the next OYSA operated competitions (*e.g.,* an unserved suspension from winter league will carry over to either the next cup or league competition that the individual participates in).

(O) 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) Caution – 1 point
  (ii) Send-off – 2 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) $250 fine to the team's club
  (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) The club will pay all associated fines resulting from the removal of the team from the league.

(P) 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, OYSA 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) OYSA 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 agree to the mid-week Game.
  (iv) OYSA 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.
  (viii)

(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, OYSA will use the existing field information and team conflicts to reschedule as many Games as possible, without contacting the team or club leaders.
  (i) OYSA will make every reasonable effort to reschedule games that involve more than a 3-hour drive.

(ii) OYSA 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 at any time during the season. All other team-requested reschedules will not be accepted after Sept 1st.
(i) What constitutes an emergency will be determined on a case-by-case basis.
(ii) Missing players because of SAT testing, prom or other school social events, coaching conflicts, or not having the required minimum of players does not constitute an emergency.
(b) Your club's DOC must reach out to the DOC for the club of the affected game and both DOCs must agree to reschedule the game.
(c) Both DOCs must inform the League Director and the League Manager of the need to reschedule the game.
(d) The League Director will make a final determination whether a situation constitutes an emergency requiring reschedule. If so, OYSA will work with the teams to arrange a new playing date and time.
(e) Payment of a $100 change fee (to OYSA) must be made before the change will be made.

(4) Decisions are Final

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

(5) 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 OYSA and the opponent to reschedule a Game.

(Q) Table of Fines (in addition to forfeit) for Failure to Play and Abandoned Games

Offense	Fine/Punishment
Failure to play a game (local)	$500 + Forfeit
Failure to play a game (local) – 2nd offense	$2000 + Forfeit
Failure to play a game (local) – 3rd offense	$4000 + Removal from the league
Failure to play a game (Travel)	$4000
Failure to play a game (Travel) – 2nd offense	$6000 + Removal from the league
Abandoned Game – Field Preparation Issues (local)	$1000 Fine + Forfeit
Abandoned Game – Field Preparation Issues (local) – 2nd offense	$1500 Fine, Removal from the league + Removal of venue from schedule

Abandoned Game – Forced or Behavior [Rule (H)(2)]	$1500+ Forfeit
Abandoned Game – Forced or Behavior (2nd offense)	$3000 + Removal from the league
Ineligible Player – Suspended [Rule (N)(3)(a)]	$500 + Forfeit
Ineligible Player – Suspended (2nd offense)	$500 + Removal from the league
Ineligible Player	Forfeit
Ineligible Player – 2nd offense	Forfeit + $500 Fine
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 (1st offense in seasonal year)	$3000
Referee abuse by player, coach/team official, or spectator (2nd offense in seasonal year)	$4000 + remove from all leagues in seasonal year
Referee assault by player, coach/team official, or spectator (1st offense in seasonal year)	$5000 + Removal from the league

(R) Withdrawing from League - Refunds and Penalties

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

(S) 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.

(T) 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 suspension 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 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 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 their position 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).

(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 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.

(U) Powers of League Director

(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.