

Oregon Founders Cup

RULES FOR
U11 – U19

Oregon Youth Soccer Association
www.oregonyouthsoccer.org

Tournament Management Information

The Oregon Founders Cup presented by Oregon Youth Soccer Association (OYSA) is open to any competitive team registered with OYSA at ages U11-U19 and that is not barred from entry by tournament rules. The tournament is intended for non-premier teams who want to play in a state tournament so there are eligibility restrictions that prohibit some teams from entering. Those eligibility restrictions are found in Rule (M)(3).

OYSA has NO TOLERANCE for any form of harassment, intimidation, abuse, assault, or racism!

Consumption or possession of alcohol, tobacco, nicotine, and marijuana products are strictly prohibited at all Oregon Founders Cup games and facilities.

Tournament Contacts

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Referee Evaluation Form: Referee Feedback Form

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 only on game days)

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OYSA BANNED TERM POLICY

OYSA 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 game 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 game:
    a. Ask your player to notify a Coach and/or Referee.
    b. The referee will stop the game to address the situation with both coaching staff and then allow time for the coaches to address their respective players/staff.
    c. The game 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 game 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

Oregon Founders Cup Rules:

(A) Safety

(1) Bleeding from Nose, Cuts or Other Abrasions

(a) A player who is bleeding or has blood on his or her uniform must leave the field and may be substituted at the coach's discretion. A uniform with blood on it must be changed. After the bleeding is stopped and the wound is covered, the player may return to the game when beckoned onto the field by the referee.

(2) Possible Head Injuries

(a) A player who demonstrates signs of concussion as a result of an observed or suspected blow to the head or body must leave the field and may not return to play in that game unless an athletic trainer registered by the Oregon Board of Athletic Trainers or licensed medical professional determines that the player has not suffered a concussion.

(b) A referee will accept the determination of a certified athletic trainer only if the trainer has identified themselves 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 Tournament Manager 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 a safe location, in a substantial building or a hard-topped metal vehicle.

(c) Wait 30 minutes after last seeing lightning or hearing thunder to continue the game. See the National Weather Service website at https://www.weather.gov/safety/lightning-sports for more information about lightning safety.

(d) The Team coaches and Referee should call the gameday hotline to inform OYSA and be given further information on procedures to continue or cancel 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 will take its Air Quality Index readings from Purple Air.
  (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 150 or higher.
  (i) Games may be canceled if the AQI is 140 and trending up.
  (ii) Games may resume if the AQI is 160 and trending down.

(c) If travel is in question, OYSA recommends not traveling early or booking hotels ahead of time.

(d) The Tournament Manager makes final decisions regarding Game cancellation(s) due to AQI and will notify Directors of Coaching/Teams. Referees must call the Game Day Hotline to confirm with the Tournament Manager before canceling a game.

(7) Inclement Weather Policy

(a) OYSA will use all available weather resources to assess the forecast and travel conditions.

(b) The Tournament Manager will make final decisions and notify Directors of Coaching/Teams.

(B) Laws of the Game and Rules of Competition

IFAB Laws of the Game apply except as specifically modified by these rules.

(1) Substitutions

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

(b) Substituted players must leave the field of play at the half line near their team bench.

(2) Length of Games and Ball Size

Age	Length of Half	Halftime	Ball Size	Overtime
U11-U12 (9v9)	30 minutes	10 minutes	Size 4	Two 10-minute halves
U13-14	35 minutes	10 minutes	Size 5	Two 10-minute halves
U15-U16	40 minutes	10 minutes	Size 5	Two 15-minute halves
U17-U19	45 minutes	10 minutes	Size 5	Two 15-minute halves

(a) Overtime is used for Semifinal and Final games only. All overtime periods are played in full.
  (i) If a game is still tied after two full overtime periods, then FIFA Kicks from the Penalty Mark will determine the winner.
  (ii) For ties in bracket games refer to Rules (K)(2)-(K)(5). For knockout games refer to Rule (K)(6).

(3) Tie Games

(a) All games that end with a tied score will be followed by FIFA Kicks from the Penalty Mark.

(b) In bracket games, the results of Kicks from the Penalty Mark do not determine the winner of the game, but rather provide a tie breaker that may be used to advance a team from the bracket. See Rule (K)(2).

(c) In all knockout rounds the results of Kicks from the Penalty Mark will decide the game winner.

(d) **For score reporting**, the score of the game is the tied score at the end of the game, following any applicable overtime periods.
  (i) Results of FIFA Kicks from the Penalty Mark are always reported separately, by both referees and team personnel entering game scores.

(ii) **Referees enter these results in the "Abnormal or Unusual Situations" section of the game report.**

(iii) **Team personnel enter these results in the "comments" section of game scoring for preliminary games, or the PK results boxes for knockout games.**

(4) Game Balls

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

(5) Heading Limitations

(a) In the U11 age group a player may not play the ball with their head.

(b) The infraction consists of intentionally playing the ball with the head. If the referee determines that the ball struck a player in the head when the player is not trying to play the ball, the referee will allow play to continue.

(c) Deliberately playing the ball using the head results in an indirect free kick at the spot it occurred.

(d) If the infraction is committed within the goal area, the indirect free kick will be taken from the goal area line parallel to the end line at the nearest point to where the infraction occurred.

(6) Uniforms & Equipment

(a) All players on the field must wear matching jerseys and socks (except the goalkeeper). Jerseys must 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 Printed Match/Roster Game Report.

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

(ii) Any material on/covering the socks must be the same color as the part of the sock that it covers (this applies to all material, not just tape). Enforcement is at the discretion of the referee.

(iii) Undershorts/tights must be the same color as either the main color of the shorts or the lowest edge/bottom (hem), and the team must all wear the same color. Enforcement is at the discretion of the referee.

(iv) Undershirts must be a single color which is the same color as the main color of the shirt sleeve, or a pattern/color which exactly replicates the shirt sleeves. Enforcement is at the discretion of the referee.

(c) Each team must have two uniform sets (one white or light color and one dark color) **at each game.**

(i) Home team listed first in the schedule will wear white or light-colored jerseys and socks.

(ii) Visiting team listed second will wear dark-colored jerseys and socks.

(iii) In cases of uniform color similarity, the team violating rule (B)(6)(c)(i) or (B)(6)(c)(ii) will change jerseys.

(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 and there shall be no exposed metal or any other hard material.

(iii) The referee may withdraw approval for a player to participate while wearing a cast or other protective equipment if the referee finds that the protective equipment is being used in a way that endangers the safety of any player.

(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

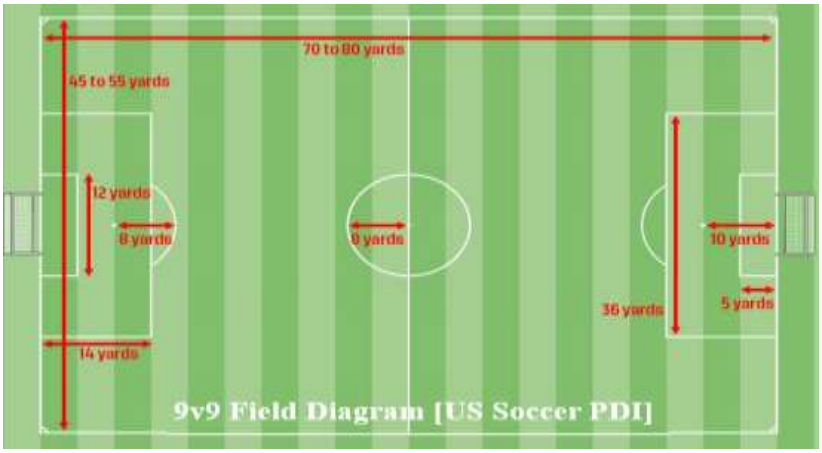
Age - Format	Minimum	Maximum	Goal Size Minimum
U11-U12 - 9v9	45x70 yds*	55x80 yds*	6.5x18.5 ft*
U13-U19 - 11v11	50x100 yds ‡	100x130 yds ‡	8'x24' ‡

*US Soccer Federation Player Development Initiatives ‡IFAB Laws of the Game

(a) The goal size for 9v9 is mandatory.

(b) For all 9v9 games, the reduced field size is mandatory. Where the facility owner does not permit paint or other semi-permanent markings, field lines may be temporarily marked using flat discs or disc cones.

(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.



(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) OYSA reserves the right to change the game location due to adverse field conditions, scheduling conflicts or field access changes.

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

(a) The home team's club and the home team are required to complete field preparation: mowing, lining, goal and net set-up, and corner flags before the scheduled game time.

(i) All goals (including 9v9 goals) must be securely anchored to the ground or use sandbags. Goals can be securely anchored to the ground or use sandbags/weights.

(ii) Teams playing home games on artificial turf fields should provide corner flags suitable for use on such fields. The referee may permit cones or other alternative corner markers on artificial turf fields when corner flags are not available.

(iii) Goal Nets are to be properly secured around the entire goal and any visible holes are to be properly fixed.

(iv) 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 playable.

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

(b) For tournament rounds played at a venue hosting multiple games, OYSA will arrange with the venue for field preparation. Semifinals and Finals will be venue based. Other rounds *may* be venue based.

(4) 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 tournament 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, then it will be rescheduled as determined by the Tournament Director and Tournament Scheduler. Their rescheduling decision is final.

(iii) The referee must include specific information about an unplayable field to the game day 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 Game Roster		
Team Age	Team Roster	Game Roster
U11-U12 (9v9)	22 players/4 coaches	22 players/4 coaches
U13-U19	22 players/4 coaches	22 players/4 coaches

Team Roster: players/coaches assigned to the team

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

(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 printed Official Match/Roster Game Report and who have a valid, printed or digital 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 printed Official Match/Roster Game Report and who have a valid, printed or digital 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 or digital Member Pass for the current seasonal year to the referee.

(b) Printed or Digital Member Pass Details

(i) Only Competitive & Developmental member passes are allowed in the Oregon Founders Cup. 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.
- Show Oregon Youth Soccer as the State Association
- The club's name must match the club's name on the roster.
- Be printed in color.
- 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 or digital Member Passes may be used. No photos of printed or digital Member Passes or copies of printed or digital 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).

(c) A player who is serving a suspension or is indicated as medically ineligible to play a game may be permitted in the Technical /Team Area ONLY if the player is NOT wearing the team uniform (including team warmups).

(E) Game Start Time & Interruptions

(1) Scheduled Time and Location

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

(2) Printed or Digital Member Passes with Official Printed Match/Roster Game Report

(a) Prior to each scheduled game, referees must complete the player/coach credential check-in process, by using Printed or Digital Member Passes with the Official Printed Match/Roster Game Report.

(3) Check-in Procedures

(a) Referee Responsibilities During Check-In

(i) The referee is responsible for verifying that a printed or digital Member Pass is presented for each eligible person whose name appears on the Official Printed Match/Roster Game Report, 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 was 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 Match/Roster Game Report who will not participate in the game.

(iii) All printed or digital member passes will be returned to the team before the referee leaves the field.

(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 Match/Roster Game Report presented to the referee at team check-in.
- The player's name was not crossed off the Official Printed Match/Roster Game Report.
- The player completes check-in upon arrival by identifying their name on the Official Printed Match/Roster Game Report and presenting a printed or digital Member Pass to the referee.

(4) Accessing Your Official Match/Roster Game Report

(a) Each team must print an Official Match/Roster Game Report from OYSA's Affinity online software.

(i) Instructions for printing an Official Match/Roster Game Report are available on the Founders Cup page of the OYSA website.

(5) Printed Official Match/Roster Game Report Additional Details

(a) Printed or digital Member Passes are required for all Oregon Founders Cup games.

(b) The name, jersey number, and player ID number from the printed or digital Member Pass of each player, must be on the Official Printed Match/Roster Game Report before the roster is given to the referee.

(c) The roster for the Oregon Founders Cup is frozen on the date set by OYSA. **No club pass (borrowed) or handwritten players are permitted on the roster.** Coaches with a valid coaches card can be handwritten onto a roster provided the club name on the coaches card matches the club name of the team roster they are handwritten onto.

(6) Missing Official Printed Match/Roster Game Report and/or Member Passes Guidance

(a) An Official Printed Match/Roster Game Report lists both teams. If one of the teams does not have an Official Printed Match/Roster Game Report, but the other team does, the referee may use the single Official Printed Match/Roster Game Report to check-in both teams – and should note in their Game Report which team did not present one.

(i) Even though a single printed roster may be used to check-in teams, all players, coaches, and other team officials who will participate in the game MUST present a valid Member Pass to the referee.

(b) Before abandoning a game due to no access to an Official Printed Match/Roster Game Report with printed or digital Member Passes, the referee must call the Game Day Hotline for guidance.

(7) 15-Minute Waiting Period & Maintaining Participate Minimums

(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 or digital

(b) Member Passes with the Official Printed Match/Roster Game Report, and providing the minimum number of players and eligible adults to begin the game).

(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 Tournament Manager will make the final decision, you must call the Game Day Hotline before abandoning the Game.

(iii) Both Teams and the referee must be in communication regarding the status of the Game.

(d) The Tournament Director will review the circumstances of any failure to play forfeiture.

(i) The Tournament Director may impose additional penalties, up to and including the removal of a team from the tournament. If a team is removed from the tournament, all of the team's scheduled games (played or unplayed) will be scored as forfeits.

(8) Delayed or Suspended Play

(a) If a game cannot be played, or if play must be suspended for safety issues (such as lightning or other severe weather conditions) or cannot be completed due to safety concerns or other issues arising during the game, the referee and coaches/team officials must call the Game Day Hotline for guidance.

(i) If the first half of the game has been completed, the game will be considered completed and the result considered final.

(ii) Games that are not played or have completed less than one half of play will be rescheduled, if possible. OYSA will oversee all rescheduling of games.

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

(9) Missing Referees

(a) If no assigned referee is present at the scheduled field by fifteen minutes before the scheduled game start time, call the tournament's Referee Emergency number to inform and request guidance.

(i) If the game cannot be played, the game will be rescheduled, if possible.

(F) Team Sidelines

(1) Team Placement / Spectator Placement

(a) Except where field conditions prevent, both teams must be on one side of the field.

(i) A "team" consists of those players, coaches and team officials listed on the team's Official Printed Match/Roster Game Report who have checked in with the referee.

(b) ALL spectators must be on the opposite side of the field from the teams, at least six feet behind the touchline and more than 18 yards from the corner flag. Coaches, players, and spectators are not allowed behind the end line.

(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 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 tournament games or for the remainder of the tournament.

(2) Team Area / Technical Area

(a) Team officials, substitutes, and substituted players are not allowed on the field without the referee's permission.

(b) People in the technical area must behave responsibly, if they do not, they may be shown a red or yellow card.

(c) Each coach, substitute, and all other team personnel not involved in active play must remain within their respective 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) 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.

(4) Circumstances Involving Player / Team Official Illness or Injury

(a) Additional adults may be in the team area, at the discretion of the referee, to aid an ill or injured player or team official.

(G) Responsibilities of Coaches and Team Officials

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

(a) Coaches are responsible for knowing the IFAB Laws of the Game and the Oregon Founders Cup Rules.

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

(a) The head coach is the senior team official and is responsible for the behavior of everyone in the technical area, including substitutes, substituted players, 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 does not tolerate any behavior or acts of racism on or off the field. A player, coach, team official, referees and spectators that is reported of such behavior or action by the referee of the game will be suspended for a range of games up to removal from the Tournament. The OYSA disciplinary committee will review the report of the referee and communicate the decision to the clubs DOC.

(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 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 for disciplinary proceedings as specified by US Soccer Federation Policy 531-9.

(c) Coaches, staff, players, and spectators 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 offence responsible club/team will receive an official warning.

(ii) 2nd offence responsible club/team will receive a fine, and/an official reprimand from OYSA.

(iii) 3rd offence responsible club/team will be removed from the tournament and pay an associated fines imposed for the removal of the team.

(iv) 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) Match Manipulation

(a) Teams that fail to compete in the spirit of the competition or are involved in the manipulation of a game result will forfeit the game and will be disqualified from all levels of the National Championships Series competition.

(b) A referee who observes a failure to compete should warn the teams involved. If the teams do not take corrective action the referee may abandon the game.

(c) Tournament officials who observe failure to compete may also warn the teams involved. If corrective action is not taken, the team, or teams, will be subject to disqualification.

(5) 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 tournament.

(c) If both teams are found to be at fault: the game will be scored as a 0-0 draw, a forfeit by both teams and neither team will receive points for the forfeiture of the game.

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

(1) Players, Coaches, & Team Officials

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

(b) Referees will note and provide a detailed description for all send-offs (red cards) as soon as possible in their Game Report.

(i) Referees will call the Referee Hotline and Gameday Hotline to report all send-offs (red cards) immediately 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 tournament.

(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 (L)(1).

(I) Referee's Game Report

(1) Verify the Score

(a) Both coaches should verify with the referee at the game's conclusion that their score games the score recorded in the referee's Game Report.

(2) Submitted Online

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

(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 Match/Roster Game Reports

(a) Referees must submit the Official Printed Match/Roster Game Report to OYSA when a suspended player or coach is listed on the Official Printed Match/Roster Game Report used to check-in a team.

(b) Referees must submit the Official Printed Match/Roster Game Report to OYSA when any coaches are handwritten onto the Official Printed Match/Roster Game Report.

(i) Official Printed Match/Roster Game Reports submitted to OYSA must clearly indicate which listed players/coaches participated in the game and which were ineligible.

(ii) Official Printed Match/Roster Game Reports may be submitted to OYSA by scanning/photographing them and sending as an email attachment to roster@oregonyouthsoccer.org, via text to the Gameday Hotline at (971) 732-9897or mailing them to Oregon Youth Soccer Association, 7920 SW Cirrus Drive, Beaverton, OR 97008.

(J) 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 Founders Cup page of the OYSA website.

(iii) If the teams in a Game enter conflicting scores or fail to enter a score, the Tournament 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 Tournament Manager, using the referee's Game Report.

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

(1) Bracket Play

(a) The standings of teams during bracket play are based upon the number of points earned in bracket play games. Teams earn points as follows:

(i) 3 points for a win (forfeits are considered a 4-0 victory)

(ii) 1 point for a tie
(iii) 0 points for a loss

(2) Tie-Breaking Criteria:

(a) Except when advancing wildcards from unequal brackets [Rule (K)(4)(c)] standings within a bracket or advancement from the bracket will be determined by applying the criteria below. See Rule (K)(3)(b) for ties among 3 or more teams and Rule (K)(4)(b) for advancing wildcards from equal brackets.

(i) Winner in head-to-head competition
(ii) Winner of most games.
(iii) Highest goal differential (goals scored minus goals against) with a maximum differential of four (4) goals per game counted both for and against.
(iv) Total goals allowed
(v) Total goals scored
(vi) Most shutouts from wins.
(vii) Fewest Disciplinary Points
(viii) Kicks from the Mark:
(A) When a game in bracket play ends in a tie, FIFA Kicks from the Penalty Mark will take place and the results will be reported separately from the tied score.
(B) The results of the FIFA Kicks from the Penalty Mark in bracket play will only be used if two teams remain tied in their brackets after all other tie-breakers have been applied.

(3) Breaking Ties in Bracket Play Within a Bracket

(a) If 2 teams are tied in points at the conclusion of bracket play, team placement or advancement will be determined by applying the criteria in Rule (K)(2), in the order listed, beginning with (K)(2)(a)(i).

(i) The tie is broken when the first of the tie-breakers in Rule (K)(2) distinguishes between the two teams.
(ii) Results of Kicks from the Penalty Mark as provided in Rule (K)(2)(a)(viii) will only be used if the 2 teams have played each other and none of the tie-breakers in (K)(2)(a)(i)-(K)(2)(a)(vii) have differentiated the teams.

(b) If 3 or more teams are tied in points at the conclusion of bracket play, team placement or advancement will be determined by applying the criteria in Rule (K)(2)(a), in the order listed, beginning with (K)(2)(a)(ii), but not including (K)(2)(a)(viii).

(i) The tie is broken when the first of the specified tie-breakers sorts the teams.
(ii) If a tie-breaker only sorts some of the tied teams, the standings of the remaining teams is determined by applying the tie-breakers to the remaining teams.
- If only 2 teams remain tied, placement or advancement will be determined in the order listed beginning with (K)(2)(a)(i)
- If 3 or more teams remain tied, team placement or advancement will be determined beginning again with (K)(2)(a)(ii), but not including (K)(2)(a)(viii).

(iii) The process listed in rule (K)(3)(b) until all ties are broken and team placement or advancement is determined.

(4) Wildcard Advancement – Comparing Teams Across Brackets

(a) When the tournament format for a particular age group requires advancing an unequal number of teams (wildcards) from each bracket (e.g., best 2nd place team or top two 2nd place teams), teams in different brackets will be compared to each other using criteria that are applied the same way to all teams in the group being compared.

(i) Wildcards are always drawn from the same level in each bracket.
(A) When the format is the top team and NN wildcards, only the teams finishing 2nd in each bracket will be compared for wildcard advancement.

(B) When the format is the top 2 teams and NN wildcards, only the teams finishing 3rd in each bracket will be compared for wildcard advancement.

(ii) When all brackets have the same number of teams, results within brackets can be directly compared as specified in (N)(5)(b).

(iii) When brackets do not have equal numbers of teams, results within brackets cannot be directly compared because teams will not have played the same number of games. The method of comparing teams between brackets with unequal numbers of teams is specified in (K)(4)(b).

(b) **Equal Brackets**: When all brackets have the same number of teams playing the same number of games, the first criterion for advancing teams is the number of points earned. If there is a tie in the number of points, the tie will be broken by applying the criteria from (K)(2)(a)(ii) through (K)(2)(a)(vii), in the order shown. The criteria will be applied until the teams have been sorted. If a tie-breaker only sorts some of the tied teams, the teams remaining tied will be compared by restarting the tie-breaker comparison with (K)(2)(a)(ii) until all slots in the next round have been filled.

(c) **Unequal Brackets:** When not all brackets have the same number of teams and a comparison is made across brackets, the teams will be compared using the following criteria in the order shown:

(i) Average points per game: determined by dividing a team's total points earned in bracket play by the number of games the team has played.

(ii) Average goal difference: determined by dividing a team's total goal difference (using a maximum of four (4) goals difference per game counted both for and against) by the number of games a team has played (e.g., team A plays 3 games with a +3, +2, and -1 goal difference in each game. The total goal difference is +4. The average goal difference is 4/3=1.33. Team B plays 2 games with a goal difference of +3 and – for a total goal difference of +3. The average goal difference for team B is 3/2=1.5. In a comparison between team A and team B, team B would advance based on a superior average goal difference).

(iii) Average goals allowed: determined by dividing the total number of goals allowed by the number of games played.

(iv) Average goals scored: determined by dividing the total number of goals scored by the number of games played.

(v) The criteria in this section (K)(4)(c) will be applied until the tied teams have been sorted. If a tie-breaker only sorts some of the tied teams, the teams remaining tied will be compared by restarting the tie-breaker comparison with (K)(4)(c)(i) until all slots in the next round have been filled.

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

(5) Coin Toss

(a) If all the tie-breakers and team comparisons specified in (K)(3), (K)(4)(b), or (K)(4)(c), as appropriate, have been applied and a tie remains, any remaining ties will be determined by a coin toss conducted by the Tournament Director. In any coin toss, the higher seeded team will select heads or tails before the Tournament Director tosses the coin.

(6) Breaking Ties in Knockout Rounds

(a) When a game other than a semifinal or final ends in a tie, and the tournament format requires that a winner be determined for that game (e.g., a quarterfinal game), the winner will be determined by Kicks from the Penalty Mark in accordance with IFAB Laws of the Game. No overtime will be played.

(b) When a semifinal or final game is tied at the conclusion of the regulation period:
  (i) Teams will play two equal overtime periods
  (ii) Games which remain tied after the overtime will be determined by FIFA Kicks from the Penalty Mark.

(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 a suspension range is shown, the Disciplinary Committee will set the length.

Offense	Minimum Suspension
Player sent-off for a second caution received in the same game	1 game
Player sent-off for denying a goal or obvious goal-scoring opportunity by committing a handball 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 (other than a referee)	1-5 games
OIALG directed towards a referee	1-5 games
Player sent-off for Violent Conduct	1-3 games
Coach or team official sent off	1-5 games
Coach or team official refused to leave game site after being sent-off (added to suspension for sending-off)	2 games – rest of cup
Accumulation of 3 yellow cards in separate games by player or coach during the tournament	1 game
Refusing to give name to referee by player or coach when a card is recorded (added to any suspension for the card, if applicable)	1 game

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

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

(3) Other Suspension Details

(a) A minimum suspension of 2 games will be assessed for each game in which a player or coach participated while suspended.

(b) A coach who allows a player to participate while suspended will have a minimum suspension of 2 games imposed for each game in which the suspended player participated

(c) A player who is found to have submitted false birth documentation is ineligible to compete further in the National Championship Series, at any level, in the current and next seasonal years.

(d) A coach who forces the abandonment of a game by removing a team from play after the game has begun will be suspended from participation with any team for the remainder of the tournament.

(e) A coach who forces abandonment of a game by refusing to leave the premises of the game after being sent-off by the referee will be suspended from participation with any team for the remainder of the tournament. The coach will also be referred to OYSA for consideration of additional penalties.

(f) An individual who has received a second red card in the same seasonal year for any combination of violent conduct, OIALG directed toward a referee, or a violation of OYSA's banned term policy may be suspended for up to an additional 5 games on top of the suspension for their 2nd red card offense.

(g) 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 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.

(h) The Tournament Director will refer any issues regarding participation by an unregistered or improperly registered player to OYSA for disciplinary proceedings.

(i) 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) A coach who knowingly permits a suspended player to participate will be suspended for the remainder of the current year's tournament.

(b) A coach who knowingly permits an ineligible player to participate will be suspended for the remainder of the current year's National Championship Series competition and for the National Championship Series competition in the next seasonal year.

(c) 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 tournament 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 Suspension

(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 sit in the Team Area/Technical Area during the game(s) from which they have been suspended provided that they are NOT wearing the team uniform (including team warmups).

(c) Unserved suspensions from cup play for individuals will carry over to the next OYSA operated competitions (*e.g.,* an unserved suspension from Founders Cup will carry over to the next cup or league competition that individual participates in).

(M) Team Eligibility

(1) Qualifying League

(a) OYSA-registered competitive teams that have participated in a competitive league designated by OYSA as a qualifying league are eligible to enter the Oregon Founders Cup provided they are not barred by Rule (M)(3) may enter.

(2) Southwest Washington Teams

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

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

(a) Any team, aged U11-U19, participating in a Platform League or a SCL-Premier division in the current seasonal year.

(4) U15 in Fall

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

(2) Roster Limitations

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

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

(N) Player Eligibility

(1) Properly Registered, Listed on Roster

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

(2) Player Eligibility

(a) To be eligible to participate in the OYSA Founders Cup, any player must be rostered to an RCL team roster

at the beginning of the Fall or Winter League season (depending on age group).

(3) Player Restrictions

(a) A player who was on the roster of a team that participated in the quarterfinal, semifinal, or final round of the state level of the National Championship Series in any state association during the current seasonal year is not eligible to be on a team's Oregon Founders Cup roster.

(b) Any player added to a roster during the transfer window who was not previously on an RCL roster will not be eligible to be on a team's Oregon Founders Cup roster.

(c) Any player officially rostered to a Platform League or SCL-Premier division team at any point in the current seasonal year is not eligible to be on a team's Oregon Founders Cup roster.

(d) Any player who has participated in the Oregon State Cup or the Oregon Presidents Cup during the current seasonal year is not eligible to be on a team's Oregon Founders Cup roster.

(4) By the Roster Freeze Date

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

(5) Improperly Registered Player

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

(O) Ineligible Participation

(1) Team Will Forfeit

(a) A team will forfeit any game in which an ineligible player is listed on the team's tournament roster.

(b) A team will forfeit any game in which an ineligible player participates (NOTE: participation includes a player being present on the team's bench wearing the team's uniform, regardless of whether the player enters the field as a player).

(c) A team will forfeit any game in which the team no longer has an eligible adult present in the Team Area/Technical Area.

(6) Removed from Oregon Founders Cup

(b) Any team found to have an ineligible player/coach on its roster at the time of its first tournament game, or thereafter, is not eligible to compete further in the Founders Cup competitions in the current seasonal year.

(i) The team will be removed from the tournament.

(ii) See Rule (S)(5) for fines and penalties resulting from disqualification.

(c) A coach, manager, team official, or club official who knowingly allows an ineligible player/coach to participate is ineligible to compete further in the Founders Cup competition, with any team, in the current and subsequent seasonal year.

(d) A player who is found to have submitted false birth information is prohibited from competing further in Founders Cup Competitions in the current and subsequent seasonal year.

(e) A player/coach who participates with a team knowing that he or she is ineligible for such participation is ineligible to compete in Founders Cup Competitions in the current and subsequent seasonal year.

(2) Effect of Removal from Tournament

(a) If a team is removed from the tournament during bracket play, all of that team's scheduled games, played or unplayed, will be scored as forfeits.

(b) When a team is removed from the tournament at quarterfinals or semifinals, the opponent will automatically advance to the next round. When a team is removed from the tournament during a final game, the team will not be eligible to receive any awards that go to a tournament finalist.

(P) Table of Fines in Addition to Forfeit

Offence	Fine/Punishment

Failure to play a game (local)	$500
Failure to play a game (local) - 2nd offense	Remove from Tournament
Failure to play a game (Travel) ***see below for details***	$1,000
Failure to play a game (Travel) - 2nd offense	Remove from Tournament
Abandoned Game - Behavior [Rule (G)(5)]- 1st offense	$500
Abandoned Game - Behavior (2nd offense for same reason)	Remove from Tournament
Abandoned Game - Forced [Rule (G)(5)]	$500
Abandoned Game - Forced (2nd offense)	Remove from Tournament
Abandoned Game – Forced after coach expulsion [Rule (G)(5)(a)(ii)]	Remove from Tournament
Match Manipulation [Rule (G)(4)]	Remove from Tournament
Ineligible Player - Suspended [Rule (L)(2)]	$300
Ineligible Player - Suspended (2nd offense)	Remove from Tournament
Ineligible Player - Registration	Remove from Tournament
Abandoned Game - No Adult - Discipline	$300
Abandoned Game – Not enough Players – Discipline	$300
Removal from Tournament (penalty added to other accrued fines)	$1,500 Forfeit entry fee Forfeit all Games $300/unplayed game
Referee abuse by player, coach/team official, or spectator (1st offence in seasonal year)	$500
Referee abuse by player, coach/team official, or spectator (2nd offence in seasonal year)	$1000 Remove from competition
Referee assault by player, coach/team official, or spectator (1st offence in seasonal year)	$2,000
Referee assault by player, coach/team official, or spectator (2nd offence in seasonal year)	$5,000 Remove from competition

A travel game is any game in which the visiting team is required to travel more than 50 miles, as measured by Google Maps from the residence address of the visiting team's head coach to the scheduled game site.

(Q) Withdrawing from Tournament - Refunds and Penalties

(1) Refunds or Penalties due to Withdrawal from Tournament

Withdrawal Date	Refund	Penalty
Before entry deadline	Full refund	N/A
After entry deadline, before seeding	Refund entry fee less administrative fee	$100 administrative fee
After seeding, before scheduling	None	Forfeit entry fee
After scheduling has begun	None	$1500 Forfeit entry fee
After first game played	None	$1500 Forfeit entry fee Forfeit all games $300/ unplayed game

(R) Payment of Fines and Penalties

(1) Fine Notice

(a) Fines are due and payable by the club upon notice sent to the individual, team, or club against which the fine has been imposed.

(2) If not Paid within 10 Days

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

(3) Failure to Pay

(a) A club that fails to pay fines levied against it, or has teams, or individuals representing the club who fail to pay fines, may have its teams denied entry into other leagues or tournaments operated by OYSA.

(S) 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 tournament rules, policies, or procedures related to a specific Game. Only those teams directly involved in a Game (i.e., the two competing teams) are permitted to submit a protest. Third parties cannot file protests on a specific game.

(b) The Tournament Director will deal with issues related to the Laws of the Game that may arise from the competition. The Tournament 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 tournament of the Game being protested and confirming they will submit a written protest in accordance with the tournament rules.

(c) The written protest must clearly state the tournament rule or IFAB law that was misapplied and must be emailed to the Tournament Director by the end of the first business day after the protested game.

(d) In addition to the Tournament Director, the written protest must be copied to the Tournament 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 Tournament Director not later than the close of business on the 2nd business day following the game being protested.

(i) If the protest fee is not received, the protest will be summarily dismissed.

(ii) If the protest is upheld, the protest fee will be returned.

(3) Appeals

(a) Red Card Appeals

(i) A Club DOC or ED 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.

(ii) Video evidence is required for a red card appeal to be reviewed. The video provided must be clear and visible to be utilized for review. OYSA will not review any red card without video evidence.

(iii) 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 disciplinary measure is imposed.

(iv) OYSA will not accept any appeals for a yellow card offense.

(b) Red Card Appeal Procedures

(i) All red card appeals must be submitted by 8AM the Wednesday immediately following the issuing of the red card.

(ii) All teams are allowed two (2) Red Card appeals for the entirety of the seasonal year (League & Cup).

(iii) If the red card that is appealed is overturned, the team will keep that appeal. If the red card is upheld, the team will lose that appeal for the rest of the seasonal year.

(iv) If OYSA deems that the appeal was unwarranted, that team will lose all remaining red card appeals for the remainder of the seasonal year.

(c) Appeals for Recruiting Violations & Fines

(i) A Club DOC or ED may appeal a recruiting violation or any other disciplinary sanction that results in a fine by submitting the Appeal Form located on any of the league pages of the OYSA website. Only appeals submitted using the official form will be considered.

(ii) All appeals must be filed by end of business (4PM) on the day the fine for the violation is due.

(iii) Upon receipt of the Appeal Form, the party submitting the appeal must provide all written arguments and documentation they wish to enter as evidence for the hearing panel to review.

(iv) The original fine amount must be delivered to the League Director no later than the close of business on the 2nd business day following receipt of the appeal.

- If the fine if not received, the appeal will be summarily dismissed.
- If the appeal is successful, the appeal fee will be returned.

(v) OYSA will convene a hearing panel of unbiased persons to review all submitted documentation as well as conduct a hearing on the appeal.

- The decision of the hearing panel is final and may not be taken beyond this

level.

(4) Review

(a) The Tournament Director and protest committee will review and decide all protests and appeals.

(i) The Protest Committee may hold such hearings as the committee deems appropriate or may determine issues based on written documentation.

(ii) The Protest Committee will provide a written notice of decision to the person who submitted the protest or appeal.

(b) A decision of the Protest Committee regarding protests or appeals is final.

(c) A decision of the Tournament Director imposing a disciplinary suspension is not subject to appeal unless a suspension would extend to an individual's right to participate in competitions beyond the US Youth Soccer National Championship Series.

(T) Powers of Tournament Director

(a) Decide all contested scores and other matters pertaining to the operation of the tournament.

(b) Determine all questions of eligibility for players and teams to participate in the tournament.

(c) Make final decisions whether to accept teams into the tournament.

(d) Provide written notice of fines imposed in accordance with these rules.

(e) Decide all disciplinary matters that do not require a hearing and may impose sanctions up to and including suspension from participation in the state level of the tournament.

(f) Appoint a Protest and Appeals Committee that will:

(i) Hear and decide all protests;

(ii) Decide all appeals from send-offs and expulsions during the tournament; and

(iii) Decide disciplinary matters that may exceed minimum suspensions.

(g) Provide written notice of the disciplinary sanctions imposed for sanctions other than the automatically imposed minimum sanctions for cards issued in a game.

(h) Arrange for a hearing on all matters that require a hearing under these rules, the applicable bylaws and policies of OYSA, or the applicable policies of the USSF.

(i) Refer matters to OYSA for additional disciplinary proceedings when the Tournament Director believes that behavior warrants penalties that exceed the Tournament Director's authority.

(j) Decisions of the Tournament Director regarding the conduct of the tournament, application of tournament rules, and interpretation of tournament rules are not subject to appeal.

(k) The Tournament Director may delegate performance of any one or more of the powers and/or duties of the Tournament Director described in these rules to one or more persons that the Tournament Director designates.

(l) The person(s) exercising any of the powers or authority delegated by the Tournament Director shall have all of the power and authority of the Tournament Director in regard to such matters.