



## OHIO SOUTH STATE LEAGUE 2018-19 Season

### General Information Including Club Pass Policy

This guide is to serve as a summary of some key points concerning play in the OSSL. The complete set of OSSL Rules can be found on the OSSL website.

#### **Maximum Roster Size**

Teams shall adhere to National Championship Series maximum roster size and player card requirements. The maximum number of players on a U-12 Team Roster shall be 16 players and on a U-13 through U-18 Team Roster shall be 22 players. The maximum number of players playing per game on a U-12 Lineup Game Card shall be 16 players and on a U-13 through U-18 Lineup Game Card shall be 18 players.

A player who holds a current US Youth Soccer member pass may “guest” on team(s) in other age groups from within the same US Youth Soccer affiliated club, as approved by OSYSA. Teams may not replace Club Pass players once they are placed/added to the OSSL Club Pass Roster Form and filed with the OSSL except if such change is done prior to a team playing its first OSSL game.

The maximum number of players on a U-13 through U-18 Club Pass Player Roster shall be as follows:

- If up to 9 players on a Team Roster: +21 players
- If 10 players on Team Roster: +20 players
- If 11 players on Team Roster: +19 players
- If 12 players on Team Roster: +18 players
- If 13 players on Team Roster: +17 players
- If 14 players on Team Roster: +16 players
- If 15 players on Team Roster: +15 players
- If 16 players on Team Roster: +14 players
- If 17 players on Team Roster: +13 players
- If 18 players on Team Roster: +12 players
- If 19 players on Team Roster: +11 players
- If 20 players on Team Roster: +10 players
- If 21 players on Team Roster: +9 players
- If 22 players on Team Roster: +8 players

The maximum number of players on a U-12 Club Pass Player Roster shall be as follows:

- If 7 players on Team Roster: +18 players
- If 8 players on Team Roster: +17 players
- If 9 players on Team Roster: +16 players
- If 10 players on Team Roster: +15 players
- If 11 players on Team Roster: +14 players
- If 12 players on Team Roster: +13 players
- If 13 players on Team Roster: +12 players
- If 14 players on Team Roster: +11 players
- If 15 players on Team Roster: +10 players
- If 16 players on Team Roster: +9 players

#### **Club Pass (Guest) Player Roster**

Club Pass (formerly Guest) players must come from within your club. Only players that hold a current US Youth Soccer member pass may be club pass (formerly “guest”) for a team within the same US Youth Soccer affiliated club. Please refer to the Maximum Roster Size section above for the allowed number of club pass players.

- In order for a Club Pass (formerly Guest) player to be eligible, a properly completed OSSL Club Pass Player Roster form must be filed with the OSSL office no later than 24 hours prior to the first OSSL game that such player participates. The Club Pass Roster should be shown to the referee before the club pass player can play.
  - a. Send to Jen Tuesdays-Thursdays 9am-2pm by email ([jschuppe@osysa.com](mailto:jschuppe@osysa.com)) or fax (513-576-1666). Send to Pam or Gina on Mondays and Fridays 9am-5pm by email ([pam@osysa.com](mailto:pam@osysa.com), [gina@osysa.com](mailto:gina@osysa.com)) or fax (513-576-1666). **If submitting after 12pm on Friday, please call the office to verify if they will**

**have time to approve it.**

**b. Club pass rosters will not be approved after 5pm on Fridays or on the weekend.**

- An authorized official from the Ohio South Youth Soccer Association must authorize the validity of the OSSL Club Pass Player Roster each and every time a change is made to the Club Pass Player Roster.
- Teams may add Club Pass players to their Club Pass Player Roster throughout the course of the OSSL season provided that the total number of Club Pass payers does not exceed the maximum allowed.
- Teams may not replace Club Pass players once they are placed/added to an OSSL Club Pass Player Roster Form and filed with the OSSL except if such change is done prior to a team playing its first OSSL game this season.

At no time may a player be on a Team Roster or Club Pass (Guest Player) Roster for more than one team within the same age group.

**Player's OSSL Participation on a Daily Basis**

At no time may a player play for more than one OSSL team in any one day.

**Player's Roster Limitation within an Age Group**

At no time may a player be on a Team Roster or Club Pass (Guest Player) Roster for more than one team within the same age group.

**Substitutions**

In the U-18, U-17, U-16 and U-15 age groups the OSSL will operate under the FIFA-Seven (7) "per half" substitution system. Once replaced, players cannot re-enter the game during that half of play. Substitutions may be made during any stoppage in play. Teams that have been found to violate the substitution rule will be given a forfeit for that game. In the U-12 through U-14 age groups, unlimited substitutions will be permitted.

US Youth Soccer Member Passes shall be presented to the referee upon entering the field of play. Passes will be returned to the players at the end of the half. Players will present passes upon entering the match during the second half. This rule shall not apply for U-12 through U-14 age groups due to the unlimited substitution rule for these age groups. All player passes are to be presented to the referee prior to the game. Referees are to collect the player passes for any non-participating player that is sitting on a team's bench for the match prior to the match to insure that such players do not participate in the match. Such player passes are to be returned to the team following the match.

**Match Length and Ball Size**

Match length and ball size for games in the OSSL shall be as follows:

| Age Group     | Length of Half | Ball Size |
|---------------|----------------|-----------|
| U-17 and U-18 | 45 min.        | 5         |
| U-15 and U-16 | 40 min.        | 5         |
| U-13 and U-14 | 35 min.        | 5         |
| U-12          | 30 min.        | 4         |

**Scoring Method**

The standings of teams within Age Group Divisions are based upon the number of points earned. Teams earn points as follows:

- Three (3) points for a win
- One (1) point for a tie
- No (0) points for a loss

**Forfeits**

In the event of a forfeit, the opponent will be awarded three (3) points and a 4-0 win. In the event that a team forfeits more than one game, the OSSL Commissioner shall review the impact that such forfeits have on the standings and may consider dropping all results by all teams versus the team that has committed forfeits from the standings. This shall only be done if forfeits have a direct impact on the final placement of teams in league standings.

**Forfeited Matches**

A team that forfeits a game shall be subject to a \$500.00 fine per forfeited game and may be expelled from the OSSL for the next season of participation. Any game that is not played by the end of the season will be treated as a forfeit and each team involved will be fined \$500.00. Any fine not paid by the end of the OSSL season will be the responsibility of that team's club. Failure to pay may result in denial of admittance for all teams associated with that club for the following OSSL season.

## Scheduling of OSSL Games

- a) All games are self-scheduled by the teams involved.
- b) All teams must schedule their respective games upon receipt of the OSSL age group division information.
- c) Game dates and times must be mutually agreed upon by both coaches.
- d) OSSL will provide home and away team status. The home team is responsible for any expenses incurred for field usage.
- e) Teams may not be scheduled to play any more than two (2) OSSL games on any one day unless approved by the OSSL Commissioner.
- f) If both coaches cannot agree on game date(s), time(s), and location(s) for their game(s), the OSSL Commissioner will schedule the game(s). The game(s) must be played as scheduled by the OSSL Commissioner and each team will be responsible for half of the field cost.
- g) Game logistics (date, time, field, etc) are due in to OSSL no later than the dates set forth by the OSSL Commissioner and can only be rescheduled per Rule 5.10i. The home team is responsible for updating the game logistics in the OSYSA online schedule, contacting the appropriate Referee Assignor, and securing the field at their cost.
- h) Failure to report game logistics by the deadline may include sanctions, including but not limited to, forfeiture of home field advantage, game forfeiture, and/or fines.
- i) Games can be rescheduled due to inclement weather per Rule 5.12 (see OSYSA Policy on Weather) and for instances approved by OSSL, see below. Games may also be rescheduled in cases where two teams, playing each other in a tournament, have a previously scheduled OSSL game against each other. Teams must follow Rule 5.10l or 5.10m in these cases and submit the Tournament Form to OSSL for preapproval before the game can be rescheduled. In instances where games are rescheduled due to weather or tournament play as noted above, the home team AND organization canceling the fields must notify the Referee Assignor and OSSL within 24 hours. The home team is responsible for submitting new game logistics to OSSL within 5 days of the cancelled game. Furthermore, the rescheduled game must take place by the end of the season.

If a game is postponed without the opponent's approval, the game will be treated as a forfeit against the team requesting the change.

In instances where both teams agree to change a game date finalized in the OSYSA system the following must occur:

1. The team requesting the change must contact the OSSL office for reschedule approval and pay a \$50 reschedule fee by credit card.
2. For a game postponed within three days of the scheduled date, the team requesting the reschedule must pay referee fees. Fees must be paid by credit card and only for referees assigned to the game at the time of the request.
3. The team requesting the change must provide the new date, time, and location of the rescheduled game. OSSL will then update the online schedule. Teams are not allowed to update the new game information in the online schedule.

Per the Referee Scheduling Policy, if the rescheduled game date is three to six days from the time of request, the team requesting the change must pay any applicable referee scheduling fees by credit card to OSSL.

- a. Six days prior to game: \$25
  - b. Five days prior to game: \$50
  - c. Four days prior to game: \$75
  - d. Three days prior to game: \$100
4. The team requesting the change must notify the referee assignor of the rescheduled game logistics.
- j) In the event that the home team and organization canceling the fields does not notify the Referee Assignor in time to cancel the assigned referees, the referee fees shall be paid by the home team. The fees must be paid before the rescheduled game will be permitted to be played.
  - k) USYRC games may be counted as OSSL games upon the agreement of both coaches or administrators and with the following conditions:
    - a. USYRC referees are used for the game.
    - b. Teams fill out both USYRC and OSSL paperwork.
    - c. Club pass players are approved on both OSSL and USYRC club pass rosters and are limited to OSSL Rule 3.03 Maximum Roster Size.
    - d. The head referee signs the OSSL lineup game cards.

- l) Ohio South State Cup games may be counted as OSSL games upon the agreement of both coaches or administrators no later than seven days prior to the scheduled game and with the following conditions:
  - a. Teams submit to OSSL for **preapproval** the OSSL Form to Count an USYSA Sanctioned Tournament Game as an OSSL Game. The Tournament Coordinator and Referee Coordinator signatures will be taken care of by OSSL.
  - b. The head referee signs the preapproved tournament form and lineup game cards after the game.
  - c. The home team submits the signed tournament form and lineup game cards to the OSSL.
  - d. The score at the end of regulation time of an Ohio South State Cup game will be used for OSSL reporting.
- m) OSSL games may be scheduled during other US Youth Soccer sanctioned tournaments/showcases upon the agreement of both coaches or administrators no later than seven days prior to the scheduled game and with the following conditions:
  - a. Games must be played under OSSL rules.
  - b. Teams submit to OSSL for **preapproval** the OSSL Form to Count an USYSA Sanctioned Tournament Game as an OSSL Game form with all information/signatures filled out except the Head Referee Signature
  - c. The head referee signs the preapproved tournament form and lineup game cards after the game.
  - d. The home team submits the signed tournament form and lineup game cards to the OSSL.

Teams and host organizations will be held responsible for OSSL rules compliance in these situations. If the above rules are determined to have not been followed, OSSL game forfeiture and fines may be enforced.

### **Match Schedule and Rest Periods**

All matches will be played as scheduled, unless weather conditions dictate. It is the intent of the league to play only one match per day; however, when circumstances dictate, no more than two matches a day will be scheduled (per OSSL Commissioner approval) and no more than three matches per Saturday/Sunday weekend.

### **Inclement Weather**

The Home Club is responsible for notifying the Referee Assignor, OSSL and opponent as soon as possible if the scheduled fields are unavailable due to inclement weather (See OSYSA Policy on Weather). All reasonable efforts must be made to complete the match on the scheduled dates.

### **Uniform Color Conflict**

When there is a conflict in uniform color, the team listed first on the schedule (the home team) must change their uniform color, subject to the Match Referee's decision.

### **Payment of Referees**

Referees and Assistant Referees appointed under the provisions of these OSSL Rules shall be paid at the conclusion of the match upon receipt by the home team of each team's signed OSSL Lineup Game Cards. Each team is responsible for payment of one half of the OSSL required fees of the match officials.

Fees are as follows:

- U12: \$100/game (\$50 per team) breaking down into \$40 Head Referee and \$30 each Assistant Referee
- U13-U14: \$120/game (\$60 per team) breaking down into \$50 Head Referee and \$35 each Assistant Referee
- U15-U16: \$140/game (\$70 per team) breaking down into \$60 Head Referee and \$40 each Assistant Referee
- U17-U19: \$160/game (\$80 per team) breaking down into \$70 Head Referee and \$45 each Assistant Referee

If fields are closed and/or games are cancelled and the referees are not notified prior to their arrival at the site, the officials will be paid for their first scheduled match only. The home club is responsible for collecting the referee fees prior to the match, and distributing them to the officials. In the event that there is only one Assistant Referee, only one Assistant Referee payment is made. The other Assistant Referee fee may be paid to a club assistant referee, if they are a registered USSF official.

### **Filing of Referee Match Report**

In the event that the Match Referee does not provide the home team with the OSSL Lineup Game Cards immediately following the match, the Referee must file the Lineup Game Cards with OSSL within 24 hours of the match. In the event that red cards are issued, the Referee must file with OSSL a Red Card Report within 12 hours of the match and obtain and mail the coach/player card to the OSSL. Filing shall be defined as providing pertinent match information via e-mail or fax. Original copies of all paperwork must be postmarked within 48 hours of a match.

**Send Offs**

Any player given a red card or a coach or team official who is sent off from a match will be suspended for the team's next OSSL match. If a player is given a red card or a coach or team official is ejected two times in a season, the individual will be suspended for the next three (3) OSSL matches. Any player who is deemed guilty of fighting with another player or coach (violent conduct) on or off the field of play will be suspended for a minimum of two (2) OSSL matches, pending further review by the OSSL.

OSSL will make the best effort to monitor and track disciplinary issues and red cards but teams are ultimately responsible for implementing the suspension of players, coaches, and/or team officials due to send offs. With teams playing multiple games during a weekend, we rely on team managers and coaches to self-enforce suspensions. On all Send Offs, the player (and/or coach/manager) must not participate in that team's next scheduled OSSL game.

**Playing of Ineligible Player**

A team that plays an ineligible player shall be subject to disciplinary action including but not limited to: forfeiture of the match and any fines associated with a forfeit, suspension of the team's coach from OSSL competition or expulsion of the team from the OSSL.

**QUESTIONS**

Direct to Jen Schuppe at [jschuppe@osysa.com](mailto:jschuppe@osysa.com).