

A program of:



OSSL RULES

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SECTION I. INTRODUCTION

1.01 Name of Program

The name of the program shall be the "Ohio South State League" (OSSL).

1.02 Mission

As outlined in the OSYSA Constitution the program "will offer programs to participate in national and international competitions and national championships." This program will provide the highest standard of competitive play for youth teams in Ohio South and assure the continued growth and development of elite level players. The program should also increase opportunities for the education of players, coaches, referees and spectators.

1.03 Owner of Program

The Ohio South State League is owned and operated by the Ohio South Youth Soccer Association, Inc. Participation in the OSSL is governed by the rules adopted by the Federation Internationale de Football Association (FIFA), the United States Soccer Federation (US Soccer) and US Youth Soccer, except where modified below.

1.04 Management of Program

The program (OSSL) shall be managed and supervised by the Ohio South Youth Soccer Association, Inc. (OSYSA). The OSYSA Executive Director shall serve as the commissioner of the OSSL. The OSSL Commissioner shall appoint an operations manager to be responsible for the day to day operations of the OSSL.

1.05 Coaching Committee

The OSSL Commissioner shall appoint a Coaching Committee composed of up to seven (7) coaches from the OSYSA membership to advise the program on all soccer related matters.

1.06 Rules, Policies and Procedures

OSYSA, and specifically, the OSSL Commissioner, will have authority to promulgate all league rules, policies and procedures reasonable and necessary for the administration and growth of the OSSL.

1.07 Matters Not Provided For

OSYSA, and specifically, the OSSL Commissioner, shall have final authority in all matters not specifically provided for by the policies or rules.

1.08 Age Group Management

Each age group will be managed and supervised by OSSL, which will be responsible for, but not limited to, the following:

- (a) Creating age group divisions
- (b) Serving as the liaison with the State Referee Assignor(s) to ensure that match officials are assigned
- (c) Collecting approved OSSL team rosters
- (d) Recording and posting of scores and standings
- (e) Communication of age group news and information

1.09 Playing Seasons

The OSSL shall operate one or two playing season(s); September 1 through August 31. The OSSL shall determine the start and end dates of each season within the parameters of the calendar as outline above.

1.10 Precedence of Games

US Youth Soccer National Championship Series, OSYSA State Cup, and USYS Regional Conferences competitions will have priority over OSSL matches.

1.11 Team Rights and Privileges

Any team in the OSSL shall have the same rights and privileges afforded to any team playing in a league within their respective US Youth Soccer state association. Team participation in the OSSL will meet the requirements of the US Youth Soccer National Championship Series.

1.12 Contact Information and Communication

All member teams of the OSSL shall have contact information on file with the OSSL, including, but not limited to (a) the Team Manager's Name, Address, Phone Numbers and valid e-mail address and (b) the Team Coach's Name, Address, Phone Numbers and valid e-mail address. E-mail will be the primary means of communication within the OSSL. It is the responsibility of each team to ensure that accurate contact information is on file with the OSSL.

1.13 Returning Teams and OSSL Team Slots

OSSL acknowledges that any team may apply for inclusion into the OSSL. Each team must comply with the OSSL application rules and policies. OSSL has the final authority in accepting teams for play into the OSSL. The OSSL may, at its sole discretion, deny any team's entry into the OSSL that does not meet the criteria set forth by the OSSL Rules. This criterion includes but is not limited to results in National League, USYS Regional Conferences (formerly Midwest Regional League), State Cup, State League play and roster continuity etc.

Any OSSL team slot shall be allotted to the team/club/organization that owns/controls the name to the team that had participated in the OSSL during the previous season. In situations where the team coach and/or player(s) may depart such team or club and join or create another team, the OSSL slot and previous season's league/tournament results do not follow such group. Any questions in regards to such ownership/control of the slot shall be directed by the OSSL to the Director of Coaching of the OSSL team/club on file with the OSSL. In situations where there is a mutual desire to merge or consolidate organizations/clubs/teams, the OSSL at its sole discretion may review and determine the outcome of any requests for the transfer of an OSSL slot if the organization/club/team that "owns" such slot formally requests the transfer of such slot to a partner organization/club/team. Such transfer must have the written support of both groups involved and the OSSL. The OSSL at its discretion may request additional written information in regards to this matter including but not limited to the rationale for the transfer, a guarantee on the number of returning OSSL players for the coming season and any other matter that the OSSL deems pertinent in the review of this matter.

SECTION II. TEAM APPLICATION AND ADMISSION

2.01 Team Eligibility

Any team affiliated with an Ohio South Youth Soccer Association member league may request entry to the OSSL. Admission to OSSL will be based upon the OSSL Selection criteria outlined in 2.03 and 2.04

2.02 Good Standing

All teams must be properly registered competitive teams that meet the requirements for participation and are in good standing with Ohio South Youth Soccer Association.

2.03 OSSL Selection Criteria

In order to be eligible for acceptance into OSSL, the following criteria will apply in this order;

1. For the U-12 age division, teams that placed in the top eight (8) in OHS State Cup U-11 9v9 division automatically qualify for the OSSL.
2. A team that placed in the top eight (8) in OSSL and also placed in the top eight (8) in OHS State Cup from the previous year automatically qualifies for the OSSL.
3. OSSL Commissioner shall select remaining available positions in each division based upon individual team history which may include participation in OSYSA/USYSA events.

2.04 OSYSA Approval

All teams applying for membership in the OSSL must be approved by the OSSL Commissioner. Teams competing in OSSL must satisfy eligibility requirements for the US Youth Soccer National Championship Series. Refer to Section 4.01 Formation of OSSL Age Groups Divisions.

2.05 Recommendations from OSYSA to USYS Regional Conferences (USYRC)

A maximum of eight (8) teams per age group per gender may be recommended by OSYSA to the USYRC for each season of play. A total of four (4) teams per age group per gender are guaranteed acceptance into the USYRC for each season of play from OSYSA. Recommendations to USYRC from OSYSA will be based upon final standings in the OSSL. Teams playing in the US Youth Soccer National League and Premier I Division of USYRC will be exempt from this clause. These teams will also receive priority recommendation to the USYRC from OSYSA. Teams relegated from the USYRC Premier I to USYRC Premier II will receive an automatic bid in the OSSL.

2.05.01 OSSL Endorsement Criteria

Occasionally the USYRC may request additional teams. OSYSA may supply additional teams based upon the request of the USYRC Commissioner. All teams seeking endorsement and/or selection by OSYSA for participation in OSSL or USYRC must be in good standing.

2.06 Structure

The OSSL will offer competition for boys and girls in seven age groups, beginning with U-12 and concluding with U-18. The U-12, U-13, and U-14 age divisions will consist of one (1) division per gender with a minimum of four (4) teams and a maximum of twelve (12) teams. The remaining age groups will consist of one division per gender with a minimum of 4 teams and a maximum of 10 teams.

2.07 Application Deadlines

All applications for participation in the OSSL must be received by the deadline as established by OSYSA for each playing season.

2.08 Application Process

Team applications to participate in the OSSL must be completed via an on-line system established by the OSSL Commissioner. Teams will register directly with OSSL.

2.09 Acceptance of Teams

Teams approved to participate in the OSSL are not automatically accepted into the OSSL. The OSSL will evaluate all applications and determine final acceptance into the OSSL based on the number of positions available and the configuration of teams in each age group. If a team declines participation in the OSSL after receiving final acceptance, that team will forfeit their application fee and may be placed in bad standing within OSYSA.

2.10 Acceptance of OSSL Rules

Any team applying to play in the OSSL agrees to accept, abide by and comply with all rules, policies, and decisions by the OSSL and further agrees to pay all fees and fines that are due to the OSSL for participation in the OSSL.

2.11 Final Authority

The OSSL shall have the final authority and right to refuse admittance of any team based upon the team's and/or club's prior performance in the OSSL. These factors include, but are not limited to: failure to play OSSL matches as scheduled; failure to comply with OSSL rules; failure to pay OSSL referees; and/or failure to pay assessed OSSL fees or fines on time.

2.12 Fees and Other Expenses

Each team playing in the OSSL will pay the fees established by the OSSL. The OSSL is not responsible for expenses incurred by teams through forfeits, travel, housing, coaching, uniforms, and other related team operating costs.

2.13 Return of OSSL Fees

The OSSL shall return any fees paid to the OSSL for any team that is not admitted into the OSSL. In situations where a team withdraws following formal admission into the OSSL, the team will forfeit its OSSL team application fee and may be placed in bad standing within OSYSA.

SECTION III. TEAM ROSTERS

3.01 Team Rosters

Teams must file with the OSSL, in a process outlined on a seasonal basis by the OSSL, its OSYSA approved Team Roster and OSYSA approved Club Pass Player Roster. All teams must submit an initial official OSSL Team Roster of players no later than seven (7) days prior to the team's scheduled first game. An OSYSA approved Club Pass Player Roster must be filed with the OSSL no later than 24 hours prior to a game's kickoff in order for all players to be listed on the roster(s) to be eligible to play. Additions to the Team Roster or the Club Pass Player Roster must be filed with the OSSL no later than 24 hours prior to a game's kick off in order for players listed on the roster(s) to be eligible to play. An authorized official from OSYSA must verify the validity of all rostered players in order for players to be eligible for OSSL play.

3.02 Player Eligibility

Player eligibility will be governed by the US Youth Soccer National Championship Series rules. All players have to be age appropriate for the age group they are playing in. Younger players may play in older age divisions but older players cannot play in younger age divisions. During a season a player may not be listed on the Team Roster for more than one OSSL team; however, 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. A player may transfer to another OSSL team in a different age group provided the transfer is in compliance with OSYSA State Cup Rules and US Youth Soccer National Championship Series rules.

3.03 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-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

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

3.04 Member Passes

Valid US Youth Soccer member passes will be used for OSSL play. All US Youth Soccer member passes must be valid for the current season, have a current player photo and be laminated.

3.05 Team Roster & Player Guide (Policy)

The OSSL shall provide a policy for participating that may include additional guidelines in regards to team rosters and player eligibility. The OSSL, at its discretion, may establish roster freeze dates during the playing season.

3.06 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.

3.07 Player's Roster Limitation within an Age Group

At no time may a player be on a Team Roster or Club Pass Player Roster for more than one team within the same age group. Transfers between teams within the same age group of OSSL are not allowed.

SECTION IV. FORMATION OF DIVISIONS

4.01 Formation of OSSL Age Groups Divisions

The OSSL divisions in the U-12, U-13, U-14, U-15, U-16, U-17, and U-18 age groups are primarily based on but not limited to previous performance in the Ohio South State Cup and Ohio South State League.

4.02 Age Group Division

Teams will be selected each year on the criteria in 4.01 and 2.03. Teams may also be removed from the OSSL for disciplinary reasons.

4.03 Failure to Return to OSSL

In situations whereby a team does not apply for participation for a season where such team had previously earned placement as an Age Group Division team, such slot may be filled at the discretion of OSSL Commissioner.

SECTION V. MATCHES--OPERATIONAL PROCEDURES

5.01 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

5.02 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.

5.03 Forfeited Matches

A team that forfeits a game may 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 may be treated as a forfeit and each team involved may be fined \$500.00 per game. 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.

5.04 Uneven Number of Games

In the event that the teams in an Age Group Division do not play the same number of games due to unforeseen circumstances, not including games that teams refuse to play (i.e. forfeits), the Final Standings may be determined by using the percentage of points earned versus the maximum points the team could have earned. The OSSL will also determine any tie-breaking procedures that may need to be applied.

5.05 No Contest

Games deemed to be No Contest will be recorded as a game played with a score of 0-0 and each team earning zero points for the contest.

5.06 Reporting of Scores

The home team is responsible for submitting the game day rosters for both teams after a match. Once OSSL receives the game day rosters, the score for the match will be recorded in the system.

5.07 OSSL Standings Tiebreaker

If two teams are tied on the basis of points earned, the team's final placement in the league standings will be determined in accordance with the following sequential criteria:

- a) Winner of head to head competition (this criteria is not used if more than two teams are tied)
- b) Winner of most games
- c) Best Goal differential (goals scored minus goals against) in all games with a maximum of plus/minus four goals per game.
- d) Fewest goals allowed
- e) Coin Toss

Tiebreakers—Not Covered: For any situation not covered within these rules, the OSSL will also determine any tie-breaking procedures that may need to be applied.

5.08 Uniforms

Teams playing in the OSSL are only permitted to wear the following on their game uniforms:

- a) The required OSSL badge as provided by the OSSL.
- b) US Youth Soccer logo
- c) OSYSA logo
- d) Their individual club and/or team logo and team sponsor logo
- e) Manufacturer of uniform logo
- f) Name and number of player
- g) Any and all other logos must be approved by the OSSL Commissioner

5.09 Number of Games

The scheduled number of games shall be determined by the OSSL based on the number of teams in an Age Group Division.

5.10 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 OSSL Referee Assignor who will schedule a referee crew for the game, and securing the field at their cost. Should the home team not schedule the referees properly, the home team will forfeit the game and will be subject to the forfeit fine.
- 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 and rescheduled games 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 OSSL Referee Assignor of the rescheduled game logistics.
- j) In the event that the home team and organization canceling the fields does not notify the OSSL 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 game day rosters.
 - e. The home team submits the OSSL game day rosters to OSSL.
- 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 game day rosters after the game.
 - c. The home team submits the signed tournament form and game day rosters 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 game day rosters after the game.
 - d. The home team submits the signed tournament form and game day rosters 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.

5.11 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 and no more than three matches per Saturday/Sunday weekend.

5.12 Inclement Weather

The Home Club is responsible for notifying the OSSL Referee Assignor, OSSL, and opponent as soon as possible if the scheduled fields are unavailable due to inclement weather (See OSYSA Policy on Lightning and Hazardous Weather). In terms of cold weather, if both teams agree that the safety of the players will be compromised; teams may cancel the game without penalty. Teams will need to contact OSSL and the OSSL Referee Assignor to cancel the referees. All reasonable efforts must be made to complete the match on the scheduled dates.

SECTION VI. RULES OF PLAY

6.01 Laws of the Game

Games will be played under the applicable rules of US Youth Soccer. Teams are responsible for obtaining and being familiar with the U.S. Soccer Official Administrative Handbook and the FIFA Laws as they govern play subject to the modifications noted herein. The OSSL Rules are subject to change by the OSSL Commissioner with or without notice.

6.02 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.

6.03 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

6.04 Field Size

Varying sizes may be used but must meet FIFA requirements for a full size 11v11 field and must meet US Soccer Player Development Initiatives for a full size 9v9 field.

6.05 Official Match

A match shall be considered official after one full half of play is completed (the second half does not have to start). If less than one half is completed and the match is abandoned, the entire match must be replayed, subject to OSSL Rule 8.04 and/or review by the OSSL. If a match is abandoned in the second half of play due to inclement weather, the final score will be the score at the time the match is abandoned. If a match is abandoned for any other reason including but not limited to gross misconduct, the OSSL will decide the disposition of the match score following review of all information available including but not limited to Referee Game Reports, reports for OSSL staff, etc.

6.06 Forfeits-Lack of Appearance

A 30 minute delay in the start of a game due to a team's lack of appearance is permitted for scheduled matches before the game is abandoned unless otherwise agreed to by both teams and the game officials. Failure to appear for a scheduled match will result in a forfeit.

6.07 Anchored Goals

The coaches and match referee should inspect the integrity of the goals to ensure they are secure and suitable for play. Matches shall not begin until both goals have been firmly secured.

6.08 Player Passes/Rosters/Game Day Rosters

Each team must bring their US Youth Soccer member passes signed by an official of OSYSA, an OSSL Game Day Roster, and a copy of their Official OSSL Roster and Official OSSL Club Pass Roster to every match. Game Day Rosters are to be given to the Match Referee prior to the start of a match. The Game Day Roster and/or Official OSSL Team Roster and Official OSSL Club Pass Roster are to be provided to the opposing team upon request. No more than 16 players (U12) or 18 players (U13-U18) from a team may appear on the Game Day Roster as eligible to play in any single 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.

6.09 Playing of Ineligible Player

A team that plays an ineligible player shall be subject to disciplinary action which may include: forfeiture of the match, any fines associated with a forfeit, suspension of the team's coach from OSSL competition or expulsion of

the team from the OSSL.

6.10 Member Passes Presented to Referee

All US Youth Soccer Member Passes are to be given to the referee prior to the game. Referees shall verify that player and player card match. Players, upon entering the field of play, will present their US Youth Soccer Member Pass to the referee. 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. 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. Passes will be returned to each team at the end of the game.

6.11 Availability of Team Rosters

Upon request, copies of official OSSL team rosters must be provided to the opposing team coach/manager prior to the start of each game.

6.12 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.

6.13 Coaching from Sidelines

Limited coaching from inside the team's respective Technical Area is permitted. Coaches may not leave their team's Technical Area or enter the field of play without permission from the Referee. When a technical area is not marked at the field of play the match officials may determine the boundaries of the technical area.

6.14 Team Bench Supervision

A coach must supervise an OSSL team at all times at the Team Bench Area. Coaches are required to provide the Referee with a pass, as provided by OSYSA, certifying that the coach is currently rostered with the team/club. If by send off or emergency, a team does not have a coach to supervise the OSSL team during an OSSL game, then the game shall be forfeited. A maximum of 4 coaches, either coaches registered to the team that is participating in the game or coaches using a D.O.C. pass may be on the team's/coach's sideline during a game.

6.15 Team Coaches – Licensing Requirement

At least one coach on a team's OSSL roster must hold at the minimum a US Soccer Provisional "D" Coaching License or NSCAA National Diploma as the minimum coaching qualification. The coach meeting this requirement must be rostered on the team at the time of OSSL registration/carding.

Each OSSL carded coach must receive concussion education certification through the National Federation of State High School Associations (NFHS) concussion program and receive OSYSA risk management qualification.

SECTION VII. MATCH CONTROL

7.01 Three Person System

Matches must be officiated by the three-person FIFA/USSF Referee System. In the event the assigned referee fails to appear (within 10 minutes of the match time); a certified official should be attempted to be found to officiate the match through the OSSL Referee Assignor. The Referee may appoint certified USSF replacements for Assistant Referees who fail to show up by the match time. In the event certified USSF officials are not available, the Referee may appoint Club Linesmen. Club Linesmen can only indicate when the ball has completely crossed over the touchline or goal line.

7.02 Game Officials

Game officials will be assigned under the authority of the OSSL working with the OSYSA SRA, SYRA or OSSL Referee Assignor(s).

7.03 Payment of Referees

Referees and Assistant Referees appointed under the provisions of these OSSL Rules shall be paid at the beginning of the match. Each team is responsible for payment of one half of the OSSL required fees of the match officials. Referee fees will be determined by prevailing referee fees in the State and/or Region II.

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. 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.

7.04 Termination of Matches

Referees may terminate matches for lack of crowd control, poor team behavior or other unsportsmanlike circumstances. Each coach is responsible for the behavior and conduct of his/her players, parents and supporters. Upon request by the Game Officials, coaches are responsible to assist in the control of parents, fans, and spectators. The Referee will report the termination of any match to the OSSL within 24 hours. The OSSL shall ascertain the facts and determine appropriate disciplinary action that may include:

- a) Reprimand,
- b) Forfeiture of game as appropriate;
- c) Suspension from future OSSL matches or
- d) Recommendation to the OSYSA Executive Director of a more severe penalty. If play is stopped at any time due to one of the teams (by action of players, coaches, administrators, spectators) adjudged to be at fault, it shall be at the discretion of the OSSL Commissioner whether the game is to be replayed or declared a forfeit.

7.05 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.

SECTION VIII. SEND OFFS AND DISCIPLINE

8.01 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. Suspensions should carry over to the following OSSL season. 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 or coach who is deemed guilty of violent conduct on or off the field of play will be suspended for the next two (2) games in which the player or coach is scheduled to participate, whether it is a US Youth Soccer Ohio South State Cup game, tournament game or league game, pending further review by the OSSL.

8.02 Disciplinary Actions

All disciplinary measures imposed by the OSSL shall be limited to an individual or team's participation in the OSSL. The OSSL will record the issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters and immediately distribute this information to OSYSA. Furthermore, OSYSA has the right to impose additional sanctions with regard to any matters arising from participation in the OSSL.

8.03 Violation of Rules

Any violation of the rules herein will be subject to disciplinary action by the OSSL.

8.04 Disciplinary/Fine Schedule

Prior to the start of the playing season, the OSSL may distribute a Disciplinary/Fine Schedule.

SECTION IX. PROTESTS

9.01 Definition of a Protest

A *Protest* is a formal written objection of any violation of established rules, policies, or procedures related to a specific match. Only those teams directly involved in a match (i.e. the two competing teams) are permitted to protest a game result. Third parties, i.e., coaches from other teams, state administrators, cannot file protests on a specific game.

9.02 Filing Procedures

A Protest must be filed in writing and must include:

- a) The nature and specifics of the complaint
- b) A listing of the rules, policies, or procedures that have been violated.
- c) A statement of the desired resolution
- d) Copies of all documents relevant to the Protest
- e) The filing fee for a protest is \$250.00 (certified check or money order – made payable to Ohio South Youth Soccer Association)

All Protests must be filed with the OSSL. The original document of the Protest, along with all supporting documents, must be sent by Certified U. S. Mail – Return Receipt Requested.

9.03 Return of Filing Fee

The filing fee is non-refundable.

9.04 Notification of Parties

The OSSL shall notify all parties involved, no later than three (3) business days from receipt of a Protest, that a Protest has been filed.

9.05 Protests of Games Played

Notice of intent to Protest activity that occurred during a match must be registered with the OSSL Commissioner within 24 hours of completion of the match. All Protests must be submitted in writing with the appropriate fee to the OSSL Commissioner. The Protest must be postmarked no later than three (3) business days from match completion in accordance with the Filing Procedures listed in Section 9.02. The Referee is the final authority on the field of play. All decisions of the referees with the respect to matters of fact, including judgment matters are final. The OSSL Commissioner is authorized to settle disputes which arise in the course of an OSSL match. The OSSL Commissioner, in accordance with the disciplinary policies and procedures of Region II, US Youth Soccer, and US Soccer, will hear the Protest, investigate and adjudicate all allegations of misconduct by teams, coaches, players or others involved related to such match and may impose appropriate sanctions for any violation found. A decision on a Protest must be made within fourteen (14) business days from the receipt of a Protest. Decisions shall be reduced to written form and shall be sent to the principal parties no later than two (2) business days from the conclusion of investigation and adjudication (Sundays and holidays excepted).

9.06 US Youth Soccer Article XVII, Section 4

In accordance with OSSL Rule 1.03, Article XVII, Section 4 states that: "No member of USYSA, official, league, club team, player, coach, administrative, or referee may invoke the aid of the courts of the United States or of a state without first exhausting all available remedies within the appropriate soccer organizations, as provided within USYSA." Additionally, for violation of USYSA Article XVII, the offending party shall be subject to suspension and/or fines, and shall be liable to the OSSL and USYSA for all expenses incurred by the OSSL or USYSA and its officers and members of the Board of Directors in defending each court action, including the following: (a) court costs; (b) attorney's fees; (c) reasonable compensation for time spent by the OSSL, OSYSA and/or USYSA officials and employees in responding to and defending against allegations in the action, including responses to discovery and court appearances; (d) travel expenses; and (e) expenses for holding special meetings by the OSSL, OSYSA and/or USYSA necessitated by court action.