

2011 – 2012 Rules of Competition for MVSL

FIFA Laws of the Game (2011-2012) shall be used with the following exceptions and/or modifications:

I. Length of game

- U10 – 25 minute halves; 5 minute halftime
- U11/12 - 30 minute halves; 5 min halftime
- U13/14 – 35 minute halves; 5 minute halftime
- U18 – 40 minute halves; 5 minute halftime

II. Match Balls

Home team will provide 3 match balls, meeting FIFA standards for size, weight, and inflation air pressure.

- U10/U12 – Size 4
- U13/U19 – Size 5

III. Field of Play and Equipment

- 1) Field – Field shall adhere to FIFA’s standards for minimum and maximum dimensions. Clubs providing fields for league play shall ensure field of play is suitable and does not contain any hazards that could potentially harm any player, match official or spectator.
- 2) Corner Markings – In the absence of flags, disc cones or cones are suitable alternatives to mark the corners of the field of play.
- 3) Goals – Clubs providing fields for league play are responsible for ensuring all goals are properly anchored, nets affixed to goalposts with no gaps or broken netting, and no safety hazard exists with worn out or defective parts (ie: fittings for the crossbar attaching to the posts). In the event the referee identifies a hazard during their pre-game inspection of the field, the home team is required to fix the problem in a timely manner that is suitable to the referee.

IV. Technical Area – As reprinted from FIFA’s Laws of the Game:

- 1) The technical area extends to 1m (1 yd) on either side of the designated seated area and extends forward up to a distance of 1m (1 yd) from the touchline.
- 2) The number of persons permitted to occupy the technical area is defined by the competition rules. For MVSL play, two (2) coaches, one (1) manager, and the Club’s primary Director of Coaching (even if he or she is not on the particular team’s roster) are permitted within the technical area. Other coaches, whether from a team’s own club or not, are not permitted in the technical area. All Coaches must have a proper OYSA card. Only one person at a time is authorized to convey tactical information from the technical area only. For MVSL play, both coaches are permitted to coach their team, though only one Coach giving instruction at any one time is desired, provided it is actual instruction to their players and is not directed toward the referee or his or her assistants.
- 3) The coaches and other officials MUST REMAIN WITHIN ITS CONFINES, except in special circumstances, e.g. entering the field of play, with the referee’s permission, to assess an injured player.
- 4) The coaches and other occupants of the technical area must behave in a responsible manner.
- 5) Space permitting both teams will sit on one sideline, with parents and spectators watching from the opposite sideline. In the case of games being played in stadiums, spectators can sit behind team benches as long as they are not interfering with the management of the game by coaches and referees.

V. Match Management

- 1) Referees are required to arrive at the field with adequate time to inspect the field and playing equipment, as well as check in and inspect players, to give the home team adequate time to tend to any field hazards before the game is scheduled to start.
- 2) Teams are required to have at least seven (7) rostered players and one (1) rostered adult to start a match. Each team must submit valid OYSA member passes prior to the game. Each player must have a valid pass. At least one Coach/Adult must have a valid pass. A valid pass has a picture, registrar signature, and is laminated.
- 3) Players on the field. U10 – 8 Players on the Field; All other ages, 11 Players on the field
- 4) Team rosters are permitted up to 22 players. Match day rosters are limited to 18 players. U10 is limited to 14 players on the match roster. Any team using an ineligible player shall forfeit all games in which that player participated.
- 5) If the entire team's player passes are not present at the start of the game, then the team has until half time to get the passes to the game. If they are not at the game by half time the game can continue, however the team without cards will forfeit the game 1-0, regardless of the actual outcome of the game. If an individual player is without their player pass, then the player is not permitted to play until a valid OYSA player pass is shown to the match officials. A Team using even one player in a game without a proper pass will be subject to forfeiture of the match.
- 6) Teams are permitted guest players provided they are from the same club, have valid OYSA member passes, and are age eligible to participate.
- 7) Guest players from outside the club are not permitted.

VI. Substitutions – Unlimited substitutions allowed with the consent of the referee on any dead ball situation.

VII. Uniforms

- 1) Players are required to wear matching, numbered uniforms, with no duplicate numbers. Goalkeepers are required to wear a jersey differing in color to the outfield players, and when possible, the referees and opposing goalkeeper.
- 2) Shin guards are required of every player, with socks going over the top.
- 3) It is up to the designated Away team to wear jerseys that do not conflict with the Home team's kit. Should the referee still deem a conflict in the jersey colors, it is up to the AWAY team to change jerseys.
- 4) Hard casts and braces – Hard casts are not permitted. Braces provided they are completely wrapped in a soft material and do not present a hazard to the casted player or any other player, in the opinion of the referee. If the referee feels the player in question is playing in a reckless manner and dangerous to other players, then he or she can require the player be substituted on the next dead ball.
- 5) Players Bleeding - Any players who start bleeding during the course of competition are required to leave the field. The wound must be bandaged and any blood on the uniform must be cleaned, or the jersey/shorts changed before the player is allowed to re-enter the game.
- 6) Head Injuries – With any potential head injuries, the match officials are required to stop the game to check on the injured player, and remove him or her from the game for further evaluation. Concussion awareness and guidelines can be found on our website at www.oyssa.com.

VIII. Participant Discipline

- 1) Yellow cards and red cards are given at the discretion of the Match Referee. Cards may be given to players, coaches, substitutes. In the case of parental misconduct, the Coach will be cautioned that failure to control the behavior may cause abandonment of the match and report of the circumstance to the league for action.
 - a) It is extremely important coaches manage their team parents to not interfere with or verbally abuse the referee and his/her assistants. If, in the opinion of the referee, this occurs then he or she is well within their rights to show a yellow card to the team bench or in extreme cases abandon the match.
 - b) Referees will book the cautioned player or coach and report all bookings to the League Director; the League Director will note and record all offenses, track potential player suspensions, notify clubs of player suspensions, and track aggregate club disciplinary points and notify the Disciplinary Committee of any issues that need their review.
 - c) Referees will not withhold or retain member passes under any circumstances.
- 2) Participants Sent Off or Dismissed
 - a) If a player is sent off or dismissed from a match, either through a straight red card or a double yellow, the player is not permitted to re-enter the match. The player may remain on the team's bench however, in cases of violent conduct, referee abuse or assault, the referee WILL require the player leave the playing facility. Any player sent off or dismissed is the responsibility of the coach, assistant coach and/or team manager, and will remain under the direct supervision of these people for the duration of the match.
 - b) If a coach is dismissed from a match, they are required to leave the playing facility. If there is no other adult with a member pass available to continue coaching the match, then the match is abandoned and subject to the forfeiture rules of the League.
- 3) Discipline Procedures
 - a) Full disciplinary procedures are outlined in the League Handbook, found on our website. Please consult that manual for more detailed descriptions of the below, as well as additional information regarding disciplinary procedures.
 - b) Yellow Cards – An individual player or coach who accumulates three (3) yellow cards throughout the course of the league play will be required to sit out the first match after his or her third yellow card. Furthermore, any player who has received five yellow cards throughout the course of the season will be suspended the next TWO (2) games following the fifth yellow card.
 - c) Red Cards – Players and/or Coaches dismissed from the Field of Play in the MVSL (according to the below), having previously, in the same season, been sent off in a MVSL sanctioned match under sections iii, iv, v, and vi, of the League Handbook, will be suspended for one extra match for each such previous sending off or suspension in addition to the automatic suspension applicable to the dismissal.
- 4) The following game suspensions will apply for automatic red cards:
 - a) 2nd Caution – 1 game
 - b) Foul and Abusive Language – 1 game
 - c) Serious Foul Play – 1 game
 - d) Violent Conduct – immediate suspension, length TBD by League Committee
 - e) Referee Abuse/Assault – immediate suspension, length TBD by League Committee
- 5) Any game where a red card is given is automatically reviewed by the League Director; he will review the referee's match report, speak with the appropriate parties, and the nature of the incident can be determined and the league committee can impose further suspension on the participant and/or fines on the Club.
- 6) The MVSL will not tolerate any verbal or physical abuse toward match officials, whatsoever. Any incident that is reviewable by the league committee with regard to misconduct toward a referee on the part of a player, coach or parent is subject to suspension and/or fines imposed on the club of the

participants. The MVSL will review each and every instance on an individual basis to assess each of these instances for potential disciplinary procedures.

IX. Match Reports

Referee match reports are required to be filed on oregonsoccercentral.com or turned in to the League Director within 48 hours of the match's completion, along with the official rosters collected at the match. Referees are required to confirm the match score with a rostered coach or manager.

X. League Scoring

- 1) 3 points for a win
- 2) 1 point for a tie
- 3) No points for a loss.
- 4) Forfeited games are recorded as 0-1 losses for the team who forfeits.

In the event that teams are tied on points at the end of league play, placement is determined in the following order: head-to-head competition, goal differential (up to 3 goals MAX per game), goals against, goal for, fewest disciplinary points.

XI. Protests and Appeals – As outlined in the League Handbook.