



# 2019-20 Rules of Competition for MVSL

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[FIFA Laws of the Game](#) shall be used with the following exceptions and/or modifications.

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# League Rules:

## I. Length of game

- A. U10 – 25 minute halves; 5 minute halftime
- B. U11/12 - 30 minute halves; 5 min halftime
- C. U13/14 – 35 minute halves; 5 minute halftime
- D. U15/U18 Co-Ed - 35 minute halves; 5 minute halftime

## II. Match Balls

- A. Home team will provide 3 match balls acceptable to the referee, although the referee may accept game balls from either team.

- 1 U10/U12 – Size 4
- 2 U13/U16 – Size 5

## III. Field of Play and Equipment

- A. 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.
- B. Corner Markings – In the absence of flags, disc cones or cones are suitable alternatives to mark the corners of the field of play.
- C. 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.

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## IV. Technical Area

- A. 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 assistant referees.
- B. 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.
- C. The coaches and other occupants of the technical area must behave in a responsible manner. MVSL encourages sportsmanship and positivity at all times.
- D. 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.

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## V. Match Management

- A. 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.
- B. 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 roster prior to the game. Each player must be shown on the photo roster. At least one Coach/Adult show on the photo roster as well. Photo rosters will be moving to digital format to be presented from Affinity on a mobile device prior to start of match.
- C. Players on the field. U10 – 7 Players on the Field; U11/12 – 9 Players on the Field; All other ages, 11 Players on the field.
- D. Team rosters are permitted up to 12 players for U10, 14 players U11/12, and 18 players U13 and above. There are exceptions to the max number of players that outside clubs can have on the roster. We realize that some of the outside clubs only field a few teams in each age group. So to give every opportunity that they can they may need to roster more players. Any team using an ineligible player shall forfeit all games in which that player participated.
- E. A team that fails to provide a photo roster will forfeit the game 0-1.
- F. If an individual player is not on the photo roster, then the player is not permitted to play until the league director, league coordinator or board member gives the OK. A team using even one player in a game without being on the photo roster will be subject to forfeiture of the match. Player cards are an acceptable alternative. If using a player card it MUST be from the teams same club, correct age, and a Valid OYSA recreational card.
- G. The referee will wait for 15 minutes after the scheduled start time for one or more of the teams to complete pre-game check-in (provide rosters, or provide the minimum number of players to begin the match). Before abandoning the match and for any other emergency situations, the referee and/or the coaches should call the league's emergency number for guidance.
- H. Teams are permitted guest players provided they are from the same club, have valid OYSA member player cards, and are age eligible to participate.
- I. Guest players from outside the club are not permitted.

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J. Because this is recreational soccer, players must play at least 50% of the match during the regular season. For the u11 and up Gold brackets players must play a minimum of 20 %. Tournaments play requires that each player have the opportunity to play at least 25% of the match

## VI. Rosters and Guest Players

A. Each team must submit an official match roster for the current seasonal year to the referee before each league match.

1. The match roster given to the referee at the team check-in must list every person who will play in the match and all adults who will be present on the team sideline. These rosters will be accessed digitally from the Affinity website on a mobile device.

B. The official roster must come from the online Affinity website.

C. Guest (borrowed) players are permitted, provided that:

1. All borrowed players must have a player card from the club through which the team is registered.

2. Guest players must be the same age as, or younger than, the team's age. For the MVSL, the youngest club pass player on a

*1 U10 team may be no younger than U8*

*2 U12 team may be no younger than U10*

*3 U14 team may be no younger than U12*

*4 U18 team may be no younger than U14*

3. For the purpose of using guest players in league play, a team is considered to be the age of the division in which the team is playing (e.g., a U12 team playing in a U14 division will be considered to have a team age of U14 so a U14 Club Pass player will be allowed).

4. The name, jersey number, and Player ID number from the player card of each guest player must be on the match roster before the roster is given to the referee.

5. Guest player information may be hand-written on the roster.

6. Guest players must be registered at the recreational play level with OYSA.

*1 Player Card Requirements*

*(1) Be printed in color*

*(2) Show the club name matching the club name on the roster*

*(3) Have a photo of the player*

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- (4) Be laminated
- (5) The referee is responsible for verifying that a player card is presented for each person whose name appears on the match roster as eligible to play. The referee will make a visible check mark next to the name of every player who has completed checking in for the match and make sure that a line is drawn through the name of any person listed on the roster who will not participate in the match.

D. A player who is not present for pre-game check-in (i.e., arrives late) must check in with the referee, identify their name on the match roster, and provide the referee with their member pass before participating in the match.

No roster, No cards, No game - **except as follows:**

E. The official match roster printed from Affinity lists both teams. If one of the teams does not have a match roster for the match, but the other team does, the referee may use the single copy of the match roster to check in both teams. The referee should note in the match report which team did not present an official match roster.

F. Only the players listed on the match roster that is presented for check-in, including any hand-written amendments to the list, are eligible to participate.

G. Before abandoning a match because of players not on the photo roster, the referee must call the league's emergency number for guidance.

H. Even though a match may be played with a team missing an official match roster, the league will still impose a penalty for failing to present a roster as follows:

1. 1st offense - warning from league director/coordinator
2. 2nd offense - warning from league director/coordinator
3. 3rd offense - \$50 fine
4. 4th and each subsequent offense - \$50 fine and 1 point removed from the team's standings

**I. Playing an ineligible player. Ineligible player is a player that currently holds a competitive and a recreational card at the same time or a player who has aged out.**

**1** All games up to the point that it is verified that they are ineligible will be changed to show a forfeit.

**2** The ineligible player will not be allowed to play in MVSL the remainder of the season.

**3** The club will be fined \$300 per ineligible player they rostered.

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## VII. Substitutions

- A. Unlimited substitutions allowed with the consent of the referee on any dead ball situation. Substitutes must check in at mid-field.

## VIII. Player's Equipment

- A. All players on the field must wear matching, numbered uniforms, with no duplicate numbers. Goalkeepers are required to wear a jersey differing in color to the field players, the referees and opposing goalkeeper.
- B. Shin guards, covered by socks, and soccer cleats are required of every player.
- C. It is up to the designated Home team to wear jerseys that do not conflict with the Away team's kit. Should the referee still deem a conflict in the jersey colors, it is up to the Home team to change jerseys.
- D. A player may not wear or use any equipment that is dangerous to themselves or another player.
- E. The referee's decision regarding dangerous equipment is conclusive, although lightweight, padded protective equipment should generally be allowed per FIFA Law 4
- F. 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 players.
- G. **No jewelry is permitted, even if taped.**
  - 1. Medical alert bracelet/necklaces are allowed, if taped.

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## IX. Safety

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.

B. 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 match. Referees will include in their match report information about any player required to leave the field because of a suspected concussion. A player who has been removed from a game by a referee because of a suspected concussion is ineligible to play until the league director/coordinator has received a copy of a medical release signed by a health care professional that authorizes an unrestricted return to competition.

C. Coaches should be aware that SB 721, enrolled as [2013 Oregon Laws Chapter 489](#), and codified as ORS 417.875, became effective January 1, 2014 and applies to all competitions sanctioned by OYSA. If a player exhibits signs of concussion following an observed or suspected blow to the head or body, a coach is prohibited from allowing that player to participate in any competition, including practice, until the player has been cleared to return to play by a health care professional.

D. No players U11 and under shall do headers. In the event a player heads the ball, it will become a turnover and possession goes to the other team and becomes an indirect kick.

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## X. Participant Discipline

A. Yellow cards (Cautions) and red cards (Send Offs) are given at the discretion of the Match Referee. Cards may be given to players or substitutes. Referees should not show yellow or red cards to coaches or other team officials. 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.

1. 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 caution the team bench or in extreme cases abandon the match.
2. Referees will book the cautioned player or coach and report all bookings on the match report and to the League Director/Coordinator; the League Director/Coordinator will note and record all offenses, track potential player suspensions, notify clubs of player suspensions, and track aggregate club disciplinary points.
3. Referees will not withhold or retain member passes under any circumstances.

### Participants Sent Off or Dismissed

B. 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.

C. The player should be directed to his/her parents, a team official, or another responsible parent from the player's team. If no responsible adult is available to take charge of the sent off player, the player may remain on the team sidelines under the supervision of the team coach. Any irresponsible behavior by a sent off player may result in additional penalties.

D. 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.

E. Players who have been sent off (received a red card) and coaches or team officials who have been expelled have mandatory game sit outs of at least one match

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## XI. Discipline Procedures

### A. Yellow Cards –

1. If a player receives a yellow card they must have a 5 min cooling off period. The coach will sub them off and can not return until the referee says the 5mins has expired.
2. 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.
3. 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.

B. 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, 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.

1. The following game suspensions will apply for automatic red cards:
  - 1 a *2<sup>nd</sup> Caution received in the same match – 1 game*
  - 2 b *Denying goal by handling the ball – 1 game*
  - 3 c *Denying goal by committing a foul – 1 game*
  - 4 d *Abusive and Offensive Language – 1 game*
  - 5 *Serious Foul Play – 1 game*
  - 6 *Violent Conduct – immediate suspension, length TBD by League Director/Coordinator*
  - 7 *AOL towards a specific person (other than the referee) – length TBD by League Director/Coordinator*
  - 8 *AOL directed towards a referee – immediate suspension, length TBD by League Director/Coordinator*
  - 9 *Referee Abuse/Assault – immediate suspension, length TBD by League Director/Coordinator*
  - 10 *Irresponsible Behavior (expulsion of a coach or other team official) – 2 games*
  - 11 *Refusing to give name to official when a card is recorded (added to any suspension for the card) – 1 game*

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2. Any game where a red card is given is automatically reviewed by the League Director/Coordinator; they will review the referee's match report, speak with the appropriate parties, so the nature of the incident can be determined. The League Director/Coordinator can impose further suspension on the participant and/or fines on the Club.

C. 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.

## XII. Match Reports

A. Referee match reports are required to be filed on [oregonsoccercentral.com](http://oregonsoccercentral.com) or turned into the League Director/Coordinator 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.

## XIII. League Scoring

A. 3 points for a win

B. 1 point for a tie

C. No points for a loss.

D. Forfeited games are recorded as 0-1 losses for the team who forfeits.

1. If a match is forfeited, with no previous communication to the other team and the league, besides having a loss of the game forfeited you will also have a second match of are choice as a forfeit as well.

E. In the event that teams are tied on points at the end of league play, placement is determined in the following order:

1. head-to-head competition
2. goal differential (up to 3 goals MAX per game)
3. goals against
4. goals for
5. fewest disciplinary points

F. If only two teams are tied, tie breakers are applied in order beginning with (5) (a) until the tie is broken.

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G. If three or more teams are tied in points, tiebreakers are applied beginning with (5) (a) until one team is either advanced or eliminated. If a tie still remains, the remaining teams will be compared using the criteria in order beginning with (5) (b) until only 2 teams remain tied. When only 2 teams remain tied, criteria are applied beginning with (5) (a).

H. If a tie remains after all tie breakers have been applied, the tie in league standings will remain in effect while a coin flip will determine seeding for the MVSL playoffs.

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## XIV. Protests, Appeals, and Hearings

- A. A protest is a complaint arising out of the misapplication of the Laws of the Game or misapplication of a league rule. The protest must be based upon violations of these league rules or FIFA Laws of the Game.
- B. Procedures for submitting a protest:
1. Protests may only be submitted by the head coach of a team, or the acting head coach of a team, who is present at the match being protested.
  2. The person submitting the protest must verbally notify both the referee and the opposing coach within 15 minutes following the end of the match that the game will be protested.
  3. A written protest that clearly states the league rule or FIFA Law that was violated must be submitted to the League Director/Coordinator by the end of the first business day following the protested game.
  4. The protest may be submitted using the protest form on the OYSA website, but an email to the League Director/Coordinator that provides the same information as the form will also be accepted.
  5. A protest fee of \$100 must be delivered to the League Director/Coordinator not later than 5:00pm on the 2nd business day following the game being protested.
  6. If the protest fee is not received, the protest will be summarily dismissed.
    - 1 *If the protest is upheld, the protest fee will be returned.*
- C. An individual may appeal a sending off (player) or expulsion (team official) from a match by following these steps:
1. Send an email to the League Director/Coordinator with the following information:
    - 1 *The name of the individual appealing*
    - 2 *The game number, date, time, home team, and visiting team of the match from which the person was sent off or expelled*
    - 3 *A description of the incident that led to the individual being sent off or expelled; and*
    - 4 *A citation of the specific league rule or Law of the Game that is alleged to have been improperly applied by the referee.*
  2. The written appeal must be sent to the League Director/Coordinator not later than 5:00pm on the first business day following the match from which the individual was sent off or expelled.
- D. Referee judgment decisions during the game are final (not subject to Protest or Appeal).

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- E. The League Director/Coordinator will review and decide all protests and appeals.
  - 1. The League Director/Coordinator may hold such hearings as the League Director/Coordinator deems appropriate, or may determine issues based on written documentation.
  - 2. The League Director/Coordinator will provide a written notice of decision to the person who submitted the protest or appeal.
- F. A decision of the League Director/Coordinator regarding protests or appeals is final.
  - 1. A decision of the League Director/Coordinator regarding imposition of disciplinary suspensions is not subject to appeal unless a suspension would extend to an individual's right to participate in competitions beyond the end of the specific competition for which the disciplinary measure is imposed.

Link to Concern Form. Use this link to start the appeal process or inform the league of a concern you have.

[https://creator.zohopublic.com/keizersoccerclub/ksc-concern-form/form-perma/Submit\\_New\\_Concern/Rr0eSGU4TpXJwTsNxUCZ3My0bgBFRUk4qg1xW95URUwC3DrVvGS24UD6rCumwPGzgnCghws4EHZnFnDxxHeRMdvYuwmqUAQNNqhC](https://creator.zohopublic.com/keizersoccerclub/ksc-concern-form/form-perma/Submit_New_Concern/Rr0eSGU4TpXJwTsNxUCZ3My0bgBFRUk4qg1xW95URUwC3DrVvGS24UD6rCumwPGzgnCghws4EHZnFnDxxHeRMdvYuwmqUAQNNqhC)

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# 2019/20 Laws of the Game – Changes and clarifications Changes

- Team Officials  
If any coach, assistant coach, athletic trainer or representative of the team on the sidelines is found to be guilty of misconduct but the referee cannot distinguish who committed the infraction, the highest-ranking team official will receive the Yellow/Red Card.
- 
- Substitutes  
Anyone who is being substituted needs to leave at the closest point of the touchline/goal line. If the halfway point is the closest point, please go off there. If you are injured or the safest point to exit the field is not the nearest, then the referee will indicate so and you can leave at the halfway point. This change is trying to eliminate the practice of wasting time by substituting a player who is on the opposite side of the field.
- Goal kick **MVSL WILL NOT BE FOLLOWING THIS NEW RULE**  
~~In the past, the attacking team could not touch a goal kick until it had left the penalty area. Now, an attacking team may enter the penalty area as soon as the ball is in play. For the ball to be in play it must have been kicked and clearly moved. This change is meant to speed up the play of the game.~~  
~~Does this change affect the buildout line?~~  
~~No, the ball is considered in play when it has been kicked and has clearly moved. Players must still remain behind the build out line until the ball is considered in play. If a team chooses to take a goal kick or free kick quickly, they are doing so at their own risk as the normal build out line rules still apply.~~
- Clarifications
  - Dropped ball  
If the ball touches the referee or another match official and goes into the goal, team possession changes or an attack for the opponents begins, a dropped ball is awarded.  
If play is stopped inside the penalty area, the ball will be dropped for the goalkeeper (no other player participates).  
If play is stopped outside the penalty area, the ball will be dropped for one player of the team that last touched the ball at the point of the last touch of the ball. In all cases, all the other players of both teams must be 4.5 yards away from the dropped ball.

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- Free Kicks
  - When there is a 'wall' of three or more defenders, attackers are not allowed within 1 yard of the wall. If an attacker is inside that 1-yard area when the kick is taken, the defending team is given an Indirect Free Kick from the spot of the infraction.
  - Indirect Free Kicks
    - Once the kick has been taken and it is clear that a goal will not be scored from the kick, there is no more need for a signal.
    - Quick Free Kicks and Red/Yellow Cards
      - If a free kick is taken quickly, before an official has the chance to issue a Yellow or Red Card, and a goal-scoring opportunity is created, the referee can award the Yellow Card/Red Card at the next convenient point.
  
- Kicking Objects
  - If you kick an object at the ball, an opponent or a match official the other team will receive a Direct Free Kick from the spot of the infraction.
  
- Goal Celebrations
  - If a goal is disallowed, any Yellow Card given for an 'illegal' goal celebration still stands.
  
- Handball
  - The following 'handball' situations, even accidental, will be a free kick
    - The ball goes hits a player's hand or arm and goes into the goal off an attacker.
    - A player gains control/possession after the ball has touched their hand/arm and scores, or creates a goal-scoring opportunity
    - The ball touches a player's hand/arm where the player has tried to block the ball by extending their arms away from their body.
    - The ball touches a player's hand/arm when it is above their shoulder (unless the player has deliberately played the ball which then touches their hand/arm)
  
- The following 'handball' situations will not usually be a free kick:
  - The ball touches a player's hand/arm directly from:
  - Their own head/body/foot, if the player has not made themselves unnaturally bigger
  - The head/body/foot of another player who is close/near, if the player has not made themselves unnaturally bigger
  - The ball touches a player's hand/arm which is close to their body and has not made their body unnaturally bigger
  - If a player is falling and the ball touches their hand/arm which is between their body and the ground to support the body (not extended to make the body bigger)

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- The goalkeeper cannot score by throwing the ball into the opponent's goal.
  - If a goalkeeper attempts to play the ball by legal means on a throw-in or a deliberate pass from a teammate (heading, kicking) but the attempt is misplayed, the goalkeeper can play the ball with his/her hands.
  
- Penalty Kick
  - If an attacking team's player is injured on the play they may have a quick treatment/assessment and then take the kick
  - The goalkeeper cannot be touching the goalposts, crossbar or nets and cannot move until the ball is in play.
  - The goalkeeper only needs to have one part of one foot on the goal line when the kick is taken.
  - If an offense occurs between when the penalty is declared and before the kick is taken, the offender may receive a Yellow Card/Red Card but the penalty kick will still be taken.
  
- Player's Equipment
  - Players may wear multi-colored or patterned undershirts, if the undershirts are the same pattern or color as the main shirt.
  
- Verbal Offenses
  - All verbal offenses will be penalized with at least an Indirect Free Kick.

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