

SODL Rules of Competition

Latest IFAB Laws of the Game apply with the following modifications:

Substitutions:

Unlimited substitutions allowed, with the consent of the Referee, on any dead ball.

Length of Games:

U11/12 - 9v9 - 30 Minute Halves with 10 Minute Half Time

U13/U14/U15 - 9v9 - 35 Minute Halves with 10 Minute Half Time No overtime or tie-breaking kicks from the penalty mark

Ball Size:

U12 = #4

U14 = #5

Home team shall provide 3 game balls.

Field Preparation:

Home Team is responsible for field preparedness: Mowing, lining, goal & net set-up, and corner flags. All goals, including portable goals, must be securely anchored to the ground. It is the responsibility of the home team to provide a playing field with at least the following min. dimensions: 40 x 75 yards (U12 9v9).

Game Start Time:

Teams are expected to play games at the scheduled time and location. Allow a 15-minute grace period before a forfeit is declared. Referees must complete the player/coach credential check-in process (with valid official rosters) prior to scheduled game time. If an unofficial roster is accepted by the referee, SORA still reserves the right to declare a post-game forfeit. For emergency situations, call the SODL weekend hotline phone for guidance. Calls can be placed to Matt Rothrock at 541-659-3129.

Minimum Number of Players/Adults:

A team must have at least 6 players and one rostered adult to start a match. Teams are encouraged to play down to the minimum number of players or share players so each team has an equitable number of players to ensure the best experience and encourage player development.

Team Sidelines:

A Technical Area shall be provided for each team. Teams must be on one side of the field, spectators on the other side, if space permits. A team consists only of those players, coaches or managers who are on the official roster.

Cautioned or Sent Off Participants:

YELLOW CARDS (CAUTIONS): Referees will note all cautioned players/coaches in their game report provided to SODL Administrators

RED CARDS (SEND OFFS): Referees will note all players/coaches sent off in their game report provided to SODL Administrators.

Any coach that is sent off must leave the premises of the game, and not return, even after the game. If a coach is sent off, the assistant coach or an adult with valid credentials belonging to the team's club will be appointed. If no one is available, the game will be forfeited.

GAME SUSPENSIONS:

Minimum that will apply:

2nd caution received in the same game - 1 game

Serious foul play - 1 game

Violent Conduct - 2 games

Foul & Abusive Language - 1 game

Referee Abuse - 3 games

Referee Assault - 3 months or per USSF policy

Additional Suspensions:

1 game for refusal to give name to the official.

Minimum 2 game suspension for a coach that is dismissed. Should the same coach be dismissed within the same seasonal year, they shall be suspended from coaching in the league for a minimum of 1 year.

Sanctions:

A team must have at least six (6) players for 9v9, and one (1) coach/manager and submit to the referee an official Oregon Youth Soccer Association game roster by the official game start time or the game will be forfeited.

All forfeits will also result in a fine. The amount of each fine will depend on the circumstances and severity of the infraction and in all cases will be determined by the League Administrator.

Failure to pay fines within 15 days of receipt of the official notice may result in a club or Team being removed from good standing and could affect the club's eligibility to participate in future SODL seasons.

Guidelines of fines are as follows:

- Rescheduling a match with more than 14 days! notice - \$25 plus any associated referee fees.
- Rescheduling a match with 14 or less days! notice - \$50 plus any associated referee fees.

- Cancelling a match or failing to show for a scheduled match - \$50 plus nonrefundable games fees.
- Withdrawing from the league after application has been received and schedule has been completed - \$200 plus any nonrefundable cancellation, referee, and rescheduling fees incurred.
- Abandoning a Game - \$100.00
- Using an Ineligible Player - \$100.00

Players Equipment:

All players on the field must be attired in matching uniforms (except the goalkeeper) to the satisfaction of the referee. The goalkeeper will be attired in an outfit that is different from the opposing keeper, all other players on the field and the referee.

Each team must have an alternate color of numbered jerseys. Home team will wear White/Light color, and the Away team will wear Dark color. In cases of color similarity, the designated home team (listed first) will change jerseys.

Games are played on artificial turf and natural grass. All players must be prepared to play on either surface independent of schedule.

No equipment shall be worn that is dangerous to another player. (Hard and unyielding items [guards, casts, braces, etc.] on the hand, wrist, forearm, elbow, upper arm or shoulder are illegal unless covered, and must be padded with a closed-cell, slow recovery foam padding no less than 1/2-inch thick. The game official has the final say as to whether or not a cast is properly wrapped and safe for play).

- Shin guards, covered by socks, are mandatory in all US Youth Soccer sanctioned games. Players not wearing shin guards will not be allowed to play.
- **No jewelry is permitted.** Taping of jewelry is not permitted. Medical alert and religious bracelets/necklaces are allowed, if taped.

Player/Coach Member Rosters:

Each team must submit valid US Youth Soccer current seasonal year game roster to the referee prior to each game.

Maximum Game Day Roster size:

18 Players (all age groups)

Any team that plays an ineligible player will forfeit all games in which he/she participates. Failure to submit valid official game roster prior to the scheduled game time will result in a forfeit. Players not rostered for a game may be in the team's Technical Area as long as they are not dressed in uniform or appear as if they are ready and able to play.

Guest Players:

Guest Players from teams within your own club are allowed. Guest players cannot play down in age. The older team competing in that game determines the age group of a

game. Each player's name and birth date must be added (handwritten) to the team's official Roster.

Guest players from outside clubs are prohibited.

Guest Coaches are allowed to participate on any team provided they have a valid and current member pass issued from their club. Each guest coaches name shall be added by hand to the roster and valid member pass presented to the referee. Teams are limited to no more than 4 coaches on the team bench during a game.

Responsibilities of Coaches:

Each coach is responsible for the conduct of his/her team players, staff and spectators. Failure to control the player/staff/spectator conduct will result in the forfeiture of the game.

Coaching is permitted from the Technical Area by ONE coach at a time. All valid coaches/managers must be on the team's roster and present valid member passes to the referee prior to the game.

Coaching is understood as giving directions to one's own team on points of strategy and position. The tone of voice must be informative; no coach is to direct derogatory remarks or gestures to the referee, players or spectators.

The referee may warn or send off a coach if he/she is in violation of any of the rules of competition, including these responsibilities.

Scoring Method and Tie-Breakers:

There are no standings kept in this league, therefore there are no tie-breakers required.

Safety:

In the interest of everyone's safety, please observe the following: No one may play if they are bleeding or there is blood on their uniform. The player must leave the field and may be substituted at the coach's discretion. The uniform must be changed. The player may return to the game after bleeding is stopped and the wound is covered.

No Heading U12 Division:

A player may not use his/her head to play the ball.

The penalty for playing the ball using the head is an indirect free kick at the spot of the infraction. If the infraction is committed by a defending player in the defender's penalty area, the free kick will be taken from a spot on the penalty area line parallel to the end line that is nearest to the spot of the infraction.

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

Concussions:

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 because of a suspected concussion is ineligible to play until the league administrator has received a copy of a medical release signed by a health care professional that authorizes an unrestricted return to competition.

Protest and Appeals:

All game results are final. There are no protests or appeals.

Powers of the League Board:

The League Board is responsible for all competition rule interpretations. All decisions of the League Board are final.

Game Change Protocol:

All Game Changes must be arranged via Club Directors of participating teams

Substance use:

Consumption of Alcoholic beverages and any use of Tobacco products are strictly prohibited at all League game sites. Coaches shall not be under the influence of any illicit drugs or alcohol during any game or league activity.