



OYSA NW FUTSAL LEAGUE RULES

Sanctioned by
Oregon Youth Soccer Association
www.oregonyouthsoccer.org



OYSA NW FUTSAL LEAGUES 2018-2019

League Information

The OYSA NW Futsal League is sanctioned by Oregon Youth Soccer Association (OYSA). The league is open to teams that have all their players and coaches registered with US Youth Soccer (USYS) through OYSA in accordance with the registration rules of USYS and their home state association.

League Contacts

League Director/Manager:

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Facility Coordinators:

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Referee Coordination:

Carlos Tercero - tercero.carlos@yahoo.com

Registration:

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Referee Feedback Form: <https://oysa.wufoo.com/forms/r11mxfb911rg2jd/>

Day of Game and Emergency Contact Numbers:

Referee Issues: 503-577-6076

Game Day Hotline: 971-732-9897

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(A) Laws of the Game

To read the full report please click here:

<https://www.ussoccer.com/referees/laws-of-the-game/futsal-laws-of-the-game>

For a short highlights of the rules please click here:

<http://rosecityfutsal.com/knowledgebase/5-v-5-futsal-rules/>

(1) Substitutions

Unlimited substitutions are permitted.

- (i) On the fly
- (ii) The player leaves and enters the pitch via his own team's bench area.
- (iii) The substitute only enters the pitch after the player being replaced has left the court.
- (iv) If a substitute enters the pitch before the player being replaced has left or, during a substitution, a substitute enters or leaves the pitch from a place other than his team's substitution zone the referees may caution him/her for infringing the substitution procedure. Same rules apply for goalkeepers.

(2) Players and substitutes sent off.

A substitute player may replace a sent-off player and enter the pitch **two full minutes** after the sending-off, provided that he has the authorization of the referee or assistant referees, unless a goal is scored by the opposing team before the two minutes have elapsed, in which case the player may go in.

(3) THERE IS NO OFFSIDE IN FUTSAL

(4) Length of Games and Ball Size

- (a) All games are 22 minutes long with a 4 minute halftime
- (b) K to 6th Grade and U8 to U12 use a size 3 ball.
 - (i) Everyone else uses a size 4 ball.
 - (ii) Use the rules for the oldest age group for combined brackets.
- (c) Stop clock last 2 minutes.
- (d) 1 time out per half for 1 minute.

(5) Player's Equipment

- (a) All players on the field must wear matching uniforms (except the goalkeeper) to the satisfaction of the referee. The goalkeeper's uniform must be a different color from that of the opposing keeper, all other players on the field, and the referee.
 - (i) Jersey numbers are not required.
- (b) In cases of uniform color similarity, the designated away team (listed second) will change jerseys or wear pinnies of a different color.
- (c) A player may not wear or use any equipment that is dangerous to himself or another player.
 - (i) The referee's decision regarding dangerous equipment is conclusive.
 - (ii) 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.
- (d) **No jewelry is permitted.** Medical alert bracelets/necklaces are not considered jewelry and are allowed, if taped.
- (e) Shin guards, covered by socks, are mandatory in all games. Shin guards must be entirely covered by the socks.
- (f) Goalkeeper is allowed to use pants instead of shorts.
- (g) No cleats are allowed. Futsal shoes, or footwear of canvas or soft leather training or gymnastic shoes with soles of rubber or a similar material.

(B) Safety

- (1) 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.
- (2) 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 unless an athletic trainer registered by the Oregon

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Board of Athletic Trainers determines that the player has not suffered a concussion.

- (a) A referee will accept the determination of a certified athletic trainer only if the trainer has identified himself or herself to the referee prior to the match and has shown the referee a current Athletic Trainer registration identification card.
- (b) If a coach returns a player without approved clearance, the referee will end the game.
- (c) 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 has received a copy of a medical release signed by a health care professional that authorizes an unrestricted return to competition.
- (d) Coaches should be aware that ORS 417.875, effective January 1, 2014, applies to all competitions sanctioned by OYSA. Unless an athletic trainer registered by the Oregon Board of Athletic Trainers determines that a player has not suffered a concussion, a coach is prohibited from allowing a player who exhibits signs of concussion following an observed or suspected blow to the head or body to participate in any competition, including practice, until the player has been cleared to return to play by a health care professional.

(C) Game Start Time & Interruptions

- (1) Teams are expected to play games at the scheduled time and location. Referees must complete the player/coach credential check-in process (with valid member passes for all coaches and players) prior to each scheduled game. Referees will hold onto your cards until the game is over. A carded coach is required at all games.
- (2) After hearing the referee's whistle or the timekeeper's acoustic signal the game is over. Unless an indirect or direct free kick has been awarded, in which case the period in question is extended until the kick has been taken.
- (3) If the ball has been played towards one of the goals, the referees must also wait for the kick to end
- (4) The referee will wait for 10 minutes after the scheduled start time for one or more of the teams to complete pre-game check-in (provide cards and the minimum number of 3 players and 1 carded adult/coach to begin the match). Before abandoning the match and for any other emergency situations, the referee and/or the coaches must call the league's emergency number (see page 1) for guidance.
- (5) If a game cannot be started on time, must be temporarily suspended for safety issues, or cannot be completed as scheduled due to safety concerns or other issues:
 - (a) The referee or a team official must call the league's emergency number (see page 1) for guidance.
 - (b) If the first half of a match has been completed, the match will be considered completed and the results considered final.
 - (c) Games that are not played or have completed less than one half of play will be rescheduled, if possible.
- (6) Missing Officials - If no assigned referee appears at the scheduled field by fifteen minutes after the scheduled game start time:
 - (a) Call the league's Referee emergency number (see page 1) to advise that a referee is not present and request guidance.
 - (b) If the game cannot be played, the game will be rescheduled, if possible.

(D) Kick-Off

- (1) The visiting team kicks off to start the first half, home team kicks off to start second half.
- (2) A goal may not be scored directly from the kick-off. If done so, opponent team is awarded a goal clearance.
- (3) The ball is in play when it is kicked and moves forward.

(E) Ball out of play

- (1) The ball is out of play when it fully crosses any of the boundary lines or if it hits the ceiling.
- (2) Teams have 4 seconds to put the ball back in play.
- (3) Ball must be on the line and play foot must be out of bounds.
 - (a) If the ball hits the ceiling while in play, the game is restarted with a kick-in taken by the opponents of the team that last touched the ball. The kick-in is taken from the point on the touch line nearest to the place on the ground above which the ball hit the ceiling.

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(F) Ball in Goalkeepers' hand

- (1) The goalkeeper may throw the ball over the halfway line at any time. Goalkeepers may not throw the ball directly into the opposing goalie penalty area.
- (2) The goalkeeper can only touch the ball once per possession. The goalkeeper plays the ball to a teammate with hands or feet; the goalkeeper cannot touch the ball again on his/her own defensive half until the possession changes. Goalkeeper acts as a field player when playing in the offensive half.

(G) Goal Clearance

- (1) A goal may not be scored directly from a goal clearance.
- (2) The opponents must be on the pitch and outside the penalty area of the team taking the goal clearance until the ball is in play.
- (3) The goalkeeper of the defending team takes the goal clearance within four seconds of being ready to do so. If the goal clearance is not taken within four seconds an indirect free kick is awarded to the opposing team, to be taken from the penalty area line at the place nearest to where the infringement occurred.
- (4) The ball is in play when it is thrown directly out of the penalty area by the goalkeeper of the defending team. If the ball is not thrown directly out of the penalty area from a goal clearance the clearance is retaken.
- (5) Goal keeper cannot throw the ball into the opposing team's penalty box. If done so, an indirect free kick from the center line is awarded to opposing team.

(H) The Corner Kick

- (1) A goal may be scored directly from a corner kick.
- (2) The opponents must be on the pitch at least 5 m from the corner until the ball is in play.
- (3) The team taking the kick must deliver the ball within four seconds of being ready to do so..
- (4) If, when a corner kick is taken, an opponent is closer to the ball than the required distance the corner kick is retaken by the same team and the offending player is cautioned.
- (5) If the corner kick is not taken within four seconds a goal clearance is awarded to the opposing team.

(I) Direct Free Kicks

- (1) The referees may allow play to continue by applying the advantage if the team has not previously committed seven accumulated fouls and the opposing team is not denied a goal or an obvious goal scoring opportunity.
- (2) If they apply the advantage, the referees will indicate an accumulated foul as soon as the ball is out of play.
- (3) All opponents must be at least 5 m from the ball until it is in play.
- (4) **After 7th accumulated foul by each team:**
 - (a) If a player commits his team's seventh accumulated foul in the opposing team's half or in his own half in the area bordered by the halfway line and an imaginary line parallel to the halfway line passing through the second penalty mark, the free kick is taken from the second penalty mark.
 - (b) If a player commits his team's seventh accumulated foul in his own half of the pitch between the imaginary 10 m line and the goal line but outside the penalty area, the attacking team decides whether to take it from the second penalty mark or the place where the infringement occurred.
 - (c) No wall.
 - (d) The goalkeeper stays at least 5 m from the ball. The players, except the kicker and the defending goalkeeper, remain behind an imaginary line that is level with the ball and parallel to the goal line and outside the penalty area, at a distance of 5 m from the ball. They may not obstruct the player taking the free kick. No player, except the kicker, may cross this imaginary line until the ball is in play.

(J) Indirect Free Kicks

- (1) If an indirect free kick is kicked directly into the opponents' goal, a goal clearance is awarded.
- (2) All opponents must be at least 5 m from the ball until it is in play.
- (3) An indirect free kick conceded in the penalty area is taken from the penalty area line at the point nearest to where the offense was committed
- (4) An indirect free kick is awarded to the opposing team if a **goalkeeper** commits any of the following offences:
 - (a) Controls the ball with his hands or feet in his own half of the pitch for more than four seconds
 - (b) Touches the ball with his hands inside his own penalty area after it has been deliberately kicked to him by a

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team-mate.

(K) Minimum number of Participants

- (1) A match is played by two teams of not more than **five players**, one of whom is the goalkeeper.
- (2) A match may not start if a team does not consist of **three players and a coach**.
 - (a) If a team is unable to maintain the minimum number of players on the field, three (3), after a match has been started, the match will be abandoned. A match abandoned for too few players will stand as a completed game with a final score of 3-0 defeat for the team that forfeits the game.
 - (b) Please remember that you can borrow players/coaches from any club/team as long as they are registered and have a valid 2018-2019 card. The referee must notify the league and the front desk if a game is forfeited.

(L) Age Groups

- (1) Developmental and Competitive age groups are done by birth year.
- (2) Recreational teams are formed by grade.
- (3) The team is considered to be the age/grade of the bracket in which the team is playing. For example, any team playing in the U14 bracket will be considered a U14 team and will be only able to use U12, U13 and U14 players.
- (4) When the league playing format groups teams together that would normally have a different game length or ball size, the rules that apply to the oldest team in the division will apply to all games for all teams in the combined group.
- (5) Players are not allowed to play up more than 2 years or 2 grades except in the U15 to U19 age brackets.
 - (a) High school teams (U15 to U19) can have a player as young as U14.
 - (b) 12th Grade team may have 9th graders.

(M) Team Sidelines

- (1) Both teams must be on one side of the field.
- (2) Teams will switch benches after the first half. Team bench is always located on the defending side.
- (3) A “team” consists of those players, coaches and team officials who have checked in with the referee.
- (4) A player who is ineligible to play in a match may be permitted on the team sidelines **ONLY** if the player is **NOT** wearing the team uniform. Team warmups are considered part of the team’s uniform.
- (5) Only coaches with a valid OYSA Member Pass may sit in the team bench area.
- (6) Additional adults may be in the team area, at the discretion of the referee, to provide assistance to an ill or injured player or team official.

(N) Team Set-Up

An official game day roster is not required for futsal games.

- (1) Each team must have at least **5 players and 1 coach registered before the league starts**.
- (2) Futsal teams may have a maximum of **10 players and 2 coaches** or other team officials.
- (3) Teams can borrow players and coaches that have a valid 2018-2019 OYSA member pass.

(O) Member Passes

Each team must provide a member pass for the current seasonal year to the referee for each player, coach, or other team official who will be in the team area during the match.

- (1) Printed Member pass requirements.
 - (a) Each printed member pass must:
 - (i) Show the OYSA logo as a watermark,
 - (ii) Show the club name.
 - (iii) **Have a photo of the player or team official.**
 - (iv) **Be laminated.**

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- (b) Only original member passes may be used.
- (c) The signature of the person named on the card is not required.
- (d) Competitive and Recreational member passes are valid to play futsal.
 - a) **Futsal member passes cannot be used for anything other than futsal games.**

(P) Check-in Procedures

- (1) The referee is responsible for verifying that each player has a current member pass as well as coaches and other team officials.
- (2) A player who is not present for pre-game check-in may participate if the player checks in with the referee by providing the referee with their current laminated member pass once the referee allows the player to do so.
- (3) **NO CARD NO GAME** - Before abandoning a match because of missing cards, the referee must call the league's emergency number (see page 1) for guidance.

(Q) Official's Report

- (1) Coaches should verify with the referee at the game's conclusion that their score matches the official report AND collect their member passes.
- (2) All match officials must submit online game reports including the score and red cards.

(R) Score Reporting

- (1) Teams in Developmental and Competitive Divisions are required to enter their scores into the Affinity Game System within 48 hours of the game ending. Any coach or team manager rostered to the team may enter scores. Both teams should enter the score so that any discrepancies can be resolved in a timely manner.
 - (a) Only record scores at max of plus/minus 7 goal differential (a 10-1 game would be recorded at 8-1)
- (2) Instructions for entering scores are available on the main Futsal page of the OYSA website:
https://docs.wixstatic.com/ugd/e0e3f4_034cd340cb534b5f9871267ee291a359.pdf
- (3) If there is a conflict in the entered scores, the final score will be entered by the league director based on the score reported by the referee.
- (4) Teams should not enter red/yellow card information. Disciplinary items will be entered by league administrators. See Rule (AA) for information about appeals.

(S) Responsibilities of Coaches and Team Personnel

- (1) The coach in charge of a team at a match is responsible for the conduct of the team's spectators, team officials, and players. The coach in charge of the team may be warned or expelled for failing to control the conduct of the team's spectators, team officials, or players.
 - (a) The referee may require the coach to take action to remove or control the behavior of spectators whose words or actions interfere with the referees or the orderly conduct of the match.
 - (b) If a game is abandoned because of the behavior of spectators or team personnel, the coach may be suspended in addition to any other effect of the abandonment on the team.
 - (c) Any reported instances of referee abuse or referee assault by a coach, team official, player, or spectator will be forwarded to OYSA, or the alleged perpetrator's home state association, for disciplinary proceedings as specified by US Soccer Federation policy.
- (2) Coaching - giving direction to one's own team on points of strategy and position - is permitted from the sidelines by ONE coach at a time, provided:
 - (a) neither mechanical nor electronic devices are used; and
 - (b) the tone of voice is informative and not abusive or derogatory.
- (3) No coach, team official, substitute, or player is to make derogatory remarks or gestures to the referees, other players, substitutes or spectators.
- (4) No coach, team official, substitute, or player is to use profanity.
- (5) No coach, team official, substitute, or player is to incite, in any manner, disruptive behavior of any kind.
- (6) Coaches and other team officials may be expelled for engaging in irresponsible behavior. What behavior is irresponsible depends on the judgment of the referee in the context of the match. The following are examples of some of the behaviors that are considered irresponsible and may result in dismissal from the match:

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- (a) Throwing objects in protest of referee calls or in response to occurrences on the field.
 - (b) Striking advertising boards, fences or any fixed items near the facility in a visible sign of reaction to actions occurring in the match.
 - (c) Kicking or striking chairs or any other objects located in the team area.
 - (d) Speaking insulting words or making offensive gestures towards referees, opponents, spectators, or players.
 - (e) Making unwanted contact with an opposing player or team official.
 - (f) Persistently and flagrantly protesting decisions of an official.
 - (g) Entering the field of play without the permission of the referee.
 - (h) Approaching any person near the match — referees, spectators, opponents, or players — in a way that would appear as threatening to the person approached.
- (7) If there is a violation of any item listed above by a coach or other team official, the referee will warn the offending party and ask for compliance with the rules.
- (a) A coach or other team official may be expelled from a match if the individual does not comply with a referee's request to stop the irresponsible behavior.
 - (b) If the referee considers that an individual coach or team official's actions are a flagrant display of irresponsible behavior, the referee may require the offending person to leave the team area without issuing a prior warning.
 - (c) A coach or other team official is expelled from the match when the referee tells the person to leave the team area.
 - (d) If the offending party refuses to leave the playing area, or returns after leaving, the referee may abandon the match and include the details of the game abandonment in the written match report.
- (8) The referee will include information about any warnings or expulsions in the referee's written match report.
- (9) Players, substitutes, or substituted players engaging in irresponsible conduct will be cautioned or sent off by the referee in accordance with the Laws of the Game.

(T) League Disciplinary Actions for Players, Coaches, and Team Officials

- (1) Players
- (a) **Yellow Cards** (Cautions): Referees will note all cautioned players in their game report.
 - (b) **Red Cards** (Send Offs):
 - (i) Referees will record send off information as soon as possible after the game is complete but will return all member passes back to the team.
- (2) Coaches and other team officials.
- (a) Referees will not show yellow or red cards to coaches or other team officials.
 - (b) Coaches and other team officials may be warned or expelled for irresponsible behavior.
 - (c) Referees will record the expulsion of coaches or other team officials as soon as possible after the game is complete.
 - (d) If a coach is expelled, the assistant coach or an adult with a valid member pass from the team's club will assume the coach's responsibilities. If no one is available, the game will be abandoned.
- (3) Effect of a sending off or expulsion:
- (a) A player who has been sent off must leave the team bench and the team/players side of the field.
 - (i) The player should be directed to sit with his/her parents, a team official, or another responsible parent from the player's team on the spectator side of the field.
 - (ii) 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.
 - (b) A coach or other team official who has been expelled must leave the facility and must remain out of sight of the game until the match is completed.
 - (c) **Players who are sent off and coaches or team officials who are expelled are automatically suspended for *at least* the next match.** A suspension of more than one game may be imposed.

(U) Scoring Method and Tie-Breakers

- (1) The standings of teams during the league are based upon the number of points earned as follows:
- (a) 3 Points for a Win (Forfeits are considered a 3-0 victory).
 - (b) 1 Point for a Tie.

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(c) 0 Points for a Loss.

(2) **Tie Breakers:** If two or more teams are tied in points at the end of the league, final league standings will be determined by applying tie breakers.

(a) The following tie breaking criteria will be used in the order stated:

(i) Winner in head-to-head game.

(ii) Highest goal difference (goals for minus goals against) with a maximum of four (4) goals difference per game counted both for and against. For example, if the score was 8-3, the calculation would be +4 goals for the winning team, -4 goals for the losing team. If the score was 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team;

(iii) Total goals conceded. Team with the least total goals conceded finishes ahead;

(b) If only two teams are tied, tie breakers are applied in order beginning with (M)(2)(a)(i) until the tie is broken.

(c) If 3 or more teams are tied in points at the conclusion of the league, final standings will be determined by applying the criteria in Rule beginning with (M)(2)(a)(ii).

(i) The tie is broken when the first of the specified tie breakers sorts the teams.

(ii) If a tiebreaker only sorts some of the tied teams, the standings of the remaining teams is determined by applying the tie breakers to the remaining teams beginning again with (M)(2)(a)(ii).

(iii) If two teams remain tied after applying all the tie breakers in (M)(2)(a)(ii)-(M)(2)(a)(iii), and the two teams have played each other, the two team results will then be compared using (M)(2)(a)(i).

(V) Game Suspensions for individuals

(1) Minimum suspensions that apply without a hearing are listed in the following table. Where a penalty is shown as a range, the length of the suspension will be set by the league disciplinary committee.

(2)

Offense	Suspension
Second caution received in the same game	1 game
Sent off	1 game
Abusive or Offensive Language	1-2 games
Violent Conduct	3-5 games
Irresponsible Behavior (expulsion of a coach or other team official) [default is 2 games, increase or decrease for	1-3 games
Refusing to leave the facility after expulsion (added to suspension for expulsion - applies to coach or team official)	Rest of the League
Refusing to give name to official when a card is recorded (added to any suspension for the card)	1 game

(3) **A team will forfeit every match in which a suspended (or otherwise ineligible) player or coach participates and the individual will be subject to additional penalties.**

(4) Suspensions for reasons other than violations of the Laws of the Game:

(a) The league director will refer any issues regarding participation by an unregistered or improperly registered player to OYSA for disciplinary proceedings.

(b) Any allegations of referee abuse or referee assault will be forwarded to the home State Association of the alleged perpetrator for disciplinary proceedings in accordance with USSF Policy.

(5) Conditions of Suspension:

(a) Coaches serving suspensions cannot participate in any game activities related to the team from which they were suspended. Coaches are prohibited from participating in any pre-game activities and must remain out of game sight during matches from which they are suspended.

(b) Players who are serving suspensions may sit on the team bench during the game(s) from which they have been

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suspended ONLY if the player is NOT wearing the team uniform. Team warmups are considered part of the team's uniform. They must conduct themselves in an appropriate manner. Misbehavior may result in removal from the team area at the request of the game and/or league officials and additional sanctions are possible.

(W) Abandoned Games

- (1) If the referee abandons a game without fault by either team,
 - (a) the league director and scheduler will work with the teams to try to reschedule the game.
 - (b) If a reschedule is determined to not be possible, the game will be scored as follows:
 - (i) the score of a game abandoned following the end of the first half will be the score at the time of abandonment.
 - (ii) the score of a match abandoned during the first half will be entered as a 0-0 draw.
- (2) If the referee abandons a game because of the improper behavior of a coach, players, spectators, or any combination thereof, **The match will NOT be rescheduled.**
 - (a) If only one team is at fault, the score will be entered as a forfeit by the team at fault.
 - (b) If both teams are at fault, the game will be scored as a forfeit by both teams and neither team will receive any points from the match.

(X) Penalties for Failure to Play and Abandoned Matches

- (1) Failure to Play
 - (a) A team fails to play a match when a team does not have the required number of players and team officials at the location of a scheduled match to begin the game within 10 minutes after the official game start time.
 - (b) The result of the game will be scored as a forfeit by the team that failed to play.
- (2) Forced Abandonment
 - (a) A team that forces a referee to abandon a game by refusing to continue play after the game has begun will forfeit the game.
 - (b) If a team refuses to continue a match after a coach is expelled, and there is another eligible adult for the team present at the match, the team will be removed from the league.
- (3) Abandonment - Behavior.
 - (a) When a match is abandoned due to the conduct of spectators, players, and/or team officials, the team or teams at fault will forfeit the match and be subject to fines.
 - (b) If both teams are found to be at fault,
 - (i) both teams will be fined,
 - (ii) the game will be scored as a 0-0 draw and a forfeit by both teams so that neither team gains any points from the result.
- (4) Table of Fines in addition to Forfeit

Offense	Fine/Punishment
Failure to play a game	\$150
Abandoned Game - Behavior	\$300
Abandoned Game - Forced	\$300
Ineligible Player - Suspended	\$300
Ineligible Player – Registration	\$300
Terminated Game - No Adult - Discipline	\$300
Terminated Game - Not enough Players - Discipline	\$300
Referee assault by player, coach/team official, or spectator	\$1,000

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(Y) Withdrawing from the League - Refunds and Penalties

- (1) A team that withdraws from the league will receive a refund or be subject to forfeiture of the entry fee and additional penalties, depending on the date of withdrawal.
- (2) Refunds and Penalties

Withdrawal Date	Refund	Penalty
Before entry deadline	Full refund	N/A
After entry deadline, before scheduling	None	Forfeit entry fee
After schedules have been published	None	\$700 Forfeit entry fee
After first game played	None	\$700 Forfeit entry fee, all games

(Z) Payment of fines and penalties

- (1) Fines are due and payable upon notice sent to the individual, team, or club against which the fine has been imposed.
- (2) A club that fails to pay fines levied against it, or has teams, or individuals representing the club who fail to pay fines, may have its teams denied entry into other leagues or tournaments operated by OYSA.

(AA) Protests

- (1) 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.
- (2) Procedures for submitting a protest:
 - (a) 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.
 - (b) 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.
 - (c) A written protest that clearly states the league rule or FIFA Law that was violated, must be submitted to the League director (see page 1) by the end of the first business day following the protested game.
 - (d) The protest must be submitted using the protest form available on any of the league or tournament pages of the OYSA website. (<https://ovsa.wufoo.com/forms/zeic9i80cvvvq4/>).

(BB) Powers of League Director

The league director will:

- (1) Decide all contested scores and other matters pertaining to the operation of the league.
- (2) Hear all protests.
- (3) Determine all questions of eligibility for players and teams to participate in the league.
- (4) Make final decisions whether to accept teams into the league.
- (5) Decide all disciplinary matters and may impose fines and suspensions up to and including suspension from participation in any other OYSA leagues or tournaments.
- (6) Provide written notice of the disciplinary sanctions and fines imposed for violation of these rules.
- (7) Arrange for a hearing on all matters that require a hearing under these rules.
- (8) Refer matters to the home state association of an individual, team, or club for additional disciplinary proceedings when the tournament director believes that the behavior warrants penalties that exceed the league director's authority.
- (9) Decisions of the league director regarding the conduct of the league, application of league rules, and interpretation of league rules are not subject to appeal.
- (10) The league director may delegate performance of any of the powers and/or duties of the league director described in these rules to one or more persons that the league director designates.