

ODSL Operating Procedures

Revised August 2018

Organization

A. BOARD OF DIRECTORS

The Board of Directors shall be composed of the President, the Vice President, the Secretary, the Treasurer, the Registrar and the Immediate Past President, the Boys and Girls Commissioners, and other commissioners as appointed.

B. DUTIES OF OFFICERS

1. **President.** The President shall conduct all meetings of the Board of Directors and all general and special meetings of the membership. The President shall represent the **ODSL** at the US Soccer Affiliate meetings. The President shall appoint committee chairpersons and Commissioners after taking office.

2. **Vice President.** The Vice President shall assume all duties of the President in the absence of the President. The Vice President may also represent **ODSL** at the US Soccer Affiliate meetings. The Vice President shall be Chairperson of the Rules and Discipline Committee and shall exercise such other duties as may be designated by the Board of Directors.

3. **Secretary.** The Secretary shall handle all correspondence, give notice of meetings and maintain the files of the League.

4. **Treasurer.** The Treasurer shall keep detailed accounts of the League in a suitable manner, liquidate all bills against the League, collect all debts owed to the League, and report in writing the state of finances of the League whenever required by the President or by the majority of the Board or the Membership. The Treasurer shall be Chairperson of the Budget Committee and as such, shall be responsible for the preparation of the Annual Budget and Report.

5. **Registrar.** The Registrar shall keep a complete record of all teams and players for the purposes of player registration, team affiliation, voting, fee assessment and insurance records. The Registrar shall establish and otherwise provide for the registration of players and teams as may be directed by the Board. The Registrar shall handle all membership applications and correspondence pursuant to same. The Registrar shall be the Chairperson of the Membership Committee.

C. The Boys and Girls Commissioner. In order to properly represent all interests in the ODSL, Commissioners shall be appointed by the Board and become members of the Board of Directors. Each Commissioner shall serve for a term of twenty four (24) months or until their successors are appointed and qualified.

D. Member Representatives

Each Member shall provide a representative to the League who shall vote on behalf of the member at all membership meetings. The Member Representative shall serve until recalled by his/her parent organization. An elected Officer of the ODSL cannot serve as a Member Representative.

E. Additional Directors

The President, with the approval of the Executive Board, may appoint such other directors, assistant directors and agents as may be necessary who shall have authority to perform duties in the management of the League as the Executive Board may provide. The President shall appoint a Recording Secretary who shall prepare and keep a record of all meetings of the Board and of the Membership of the League; a referee Coordinator who shall be the interface between the League and its referees, and be the League "expert" on matters pertaining to the Laws of the Game; and a Scheduler who shall be responsible for scheduling all the games of the League.

Membership, Meetings, and Voting

A. GENERAL MEMBERSHIP MEETINGS

There shall be an annual meeting of the ODSL Membership during the third or fourth quarter of the calendar year. The quorum for any meeting shall be twenty percent (20%) of the votes eligible to be cast at any meeting of the membership.

B. SPECIAL GENERAL MEMBERSHIP MEETINGS

Special meetings of the Members, as may be required from time to time, may be called by the President, with the concurrence of the Board, or whenever the Secretary is requested to do so by regular Members in good standing possessing twenty percent (20%) of the votes eligible to be cast at any meeting of the Membership.

C. NOTICE OF GENERAL MEMBERSHIP MEETINGS

The Secretary shall provide written or email notice of a General Membership meeting of the League to all Member Clubs at least ten (10) days in advance of the meeting date and the notice shall specify an agenda for the meeting, and, with respect to the Annual Meeting, a recommended slate of candidates for elective office.

D. MEMBERS VOTING RIGHTS

Each Member has that number of votes that is equal to the number of teams the Member has registered and paid for in the League during the preceding Spring Season. The Treasurer of the League shall determine the number of teams that a Member has registered and paid for. The Member Representative shall cast the votes for that Member. A Member may cast its votes only as a block.

E. VOTING

Each Member in good standing is entitled to cast its votes at each Membership meeting at which such Member is represented. Officers, however, cannot act as a voting representative of a Member. In the event of a tie vote, the President shall cast the tie-breaking vote.

F. BOARD OF DIRECTORS AND EXECUTIVE BOARD MEETINGS

1. BOARD OF DIRECTORS. The Board shall meet quarterly unless the Executive Board directs otherwise, and at other times at the call of the President or a majority of the Board.

2. AGENDA, QUORUM AND PROXY. The order of business and agenda shall be as determined by the President or as set forth for general meetings. Fifty percent (50%) of the Executive Board members shall constitute a quorum to conduct business. Each Board member shall be entitled to cast one (1) vote on any matter of business before the Board. Voting by proxy shall not be allowed. The Board of Directors may act on any matter without a meeting with the consent of all Directors.

Elections

A. NOMINATIONS

By the May meeting of the Board of Directors, the President shall appoint a Nominating Committee for the purpose of nominating candidates for Office.

1. NOMINATING COMMITTEE. The Nominating Committee shall nominate candidate(s) for each office. After securing the consent of the person(s) nominated, the Committee shall immediately report their nominations to the Board of Directors in writing, but in no case later than the June Board of Directors meeting.

2. NOTICE OF NOMINATIONS. The Secretary of the League shall notify all Members of the candidates for office in the call for Annual Meeting.

3. ADDITIONAL NOMINATIONS. Additional nominations may be made upon written petition of a Member eligible to vote and with the attestation by the nominee of his willingness to serve. Such petitions shall be submitted to the Secretary one month prior to the Annual General Meeting

B. ELECTIONS

Elections shall take place each year at the Annual Meeting of the League. The nominated candidate receiving the greatest number of votes for each office shall be declared elected. In the absence of any opposing candidates, the entire slate may be elected with one vote. Voting may, but need not be, by ballot.

C. Length of Term

All elected officials of the league will serve a two-year term. The officers will be elected in alternating years. President and Treasurer elected in an alternating year with the Vice President, Secretary, and Registrar. In the event that an officer cannot complete their term, a temporary officer will be appointed by the President to complete their term. In the event that the President cannot complete their term, a special election for the office will be held.

Committees

A. APPOINTMENTS

1. STANDING COMMITTEES. The President shall appoint with approval of the Board of Directors each year standing and special committees to advance the work of the League in such matters as rules of competition, discipline, scheduling, publicity, membership, and other areas which may be well served by committees. The standing committees will include:

- a. Appeals Committee.
- b. Competition Committee.
- c. Rules & Discipline Committee
- d. Membership Committee
- e. Ad Hoc Committees

2. APPOINTMENTS OF CHAIRPERSONS. Such committees shall be subject to the final authority of the Board. The Chairperson of any committee shall be named by the President.

B. DUTIES

1. Rules and Discipline Committee.

a. Upon receipt from the referee Coordinator of an Official Game form and/or referee report arising from actions taken by a referee under Laws V and XII concerning undesirable behavior, or any other report of violations of League policy and procedures, the Chairman of the R & D Committee shall review the record of offenses set out therein. He shall also, if he deems it necessary, communicate with witnesses, including referees, to obtain any information they may possess. The Chair will then issue a ruling on the matter being considered and may at that time issue a directive or institute a penalty if deemed to be appropriate.

b. Decisions of the R & D Committee may be appealed to the Appeals Committee.

1. APPEALS COMMITTEE.

a. The Appeals Committee shall consider and adjudicate cases which are presented to it by appeal of a decision of the Conduct Committee.

b. The Appeals Committee shall consider and adjudicate cases presented to it by a member alleging violations of the Laws of the Game or **ODSL** Operating Procedures.

c. All decisions of the Appeals Committee shall be by majority vote in writing.

d. Within seven (7) days of receiving written notice of a Conduct Committee decision or the scheduled play of a game, the appealing party's club rep must send, by email, to the Vice-President his/her written appeal and post mark a check for \$100.00 the same day payable to **ODSL** and sent to PO Box 825, Gainesville, VA 20156. If the appeal is upheld, the \$100.00 will be refunded. If the appeal is not upheld, the \$100.00 shall be forfeited. If in the case of a challenge to a match outcome, the committee finds in reviewing the case that it is based solely on questioning of a referee's judgment calls, the committee can refuse to hear the case and return the appeal fee to the team.

e. The Appeals Committee shall meet within fourteen (14) days of receipt of an appeal and will hear the case of the appealing party, report of the Chairman of the Conduct Committee and if desired, witnesses.

f. The decision of the Appeals Committee is final.

2. **COMPETITION COMMITTEE.** All division structure and team entry procedures shall fall under the jurisdiction of the Competition Committee. The Committee shall meet as necessary to formulate recommendations to the Board of Directors concerning structure of age divisions, modification of the Laws of the Game, recommendations concerning changes or adjustments to the League's policies, and procedures to promote the level of competitive play within the **ODSL**. All teams, returning and new, apply for entry into the League each season.

a. The Competition Committee will evaluate applications and consider teams for inclusion in the coming season of play based on the birth year of the team, the team's strength, and number of teams of similar strength in the **ODSL**. Teams returning without a break in seasons of play will be given priority. New applicants and previous teams re-applying after a break in seasons of play will be considered equally.

b. Following the July and January meetings, the Competition Committee shall meet to formulate recommendations to the Board of Directors for acceptance of teams and to determine the structure of each Division for the next season of play. The Competition Committee's recommendations of acceptance of teams shall be presented for approval at the August and February Board of Directors meetings.

c. In cases where a team withdraws from League play after the August or February Board of Directors meetings, the Competition Committee may act to fill the vacancy, if a suitable new entry is found, or make adjustments as necessary to the structure of the divisions.

d. For Fall play, each Member Representative shall submit to the Competition Committee no later than August 1, and for Spring play no later than February 1, directions to the field(s) of play, listings of all coaches, assistant coaches and team managers (including addresses and telephone numbers), uniform colors and any special scheduling requests.

e. End of Season Competitions. The Board of Directors reserves the right to consider each season individually.

f. Any team attempting to roster for a particular age group in the ODSL must have a minimum of 40% of it's players true to that age group. A waiver of this rule can be requested by a team participating in a combined age group (i.e. U16 and U17) The league registrar must be notified when requesting a waiver.

g. Any team attempting to register as a boy's team in the ODSL must have a minimum of 40% of its players true to that gender. Any team attempting to register as a girls team must have 100% of their players true to that gender.

4. **MEMBERSHIP COMMITTEE.** The Membership Committee will exercise those duties described in MEMBERSHIP.

Registration

All ODSL players must register with the Virginia Youth Soccer Association through the electronic process and an ODSL Registrar. All ODSL teams must submit their rosters to the Registrar prior to the first scheduled match. Teams new to the league must submit their roster to their registrar by the 15th of the month prior to the first month of games. All information on the rosters must be accurate and complete, including the coaches, team manager, and jersey numbers of the team. Teams not registered with VYSA prior to the first scheduled match of each season will forfeit their first match and subsequent matches until the process is complete. All players must be properly registered under VYSA procedures and must have a valid and current USYSA player pass.

All teams must enter their team roster into their online ODSL Teampage prior to the first match of every season. Enter only players first name, last name, and jersey number.

A. TEAM SIZE.

U14 through U19 teams can carry 22 players on their roster, they can only dress 18 players for any one game. U13 teams may carry 18 players on their roster. U9 and U10 teams can carry 12 players on their roster. U11 and U12 teams can carry 16 players on their roster. All players must have a current US Soccer player pass.

B. AGE LIMIT.

Any player rostered to an ODSL team must attain their eighth birthday by December 31st of that year.

C. GUEST PLAYERS.

In order to use a club-pass player, the ODSL Club Pass Player Game Day Form MUST be completed and provided to the opposing manager. The information entered on the form must reflect the player's true team. This form does NOT take the place of any normal check-in procedures with the referee.

Note to team officials: Teams will forfeit any match in which they play an ineligible player, fail to properly document a player on the Club Pass Player Game Day Form, or fail to provide the Game Day Form to the opposing team prior to the match. Team officials are subject to additional sanctions imposed by the Rules and Discipline Committee.

Club Pass Players:

- Must be registered to a travel team, or be a registered recreational player, with the same club for which they are club-pass playing.
- If from another ODSL or recreational team within the club, must be age appropriate for the team and may play up in age, but not down in age.
- Club-pass players are allowed to play up no more than two age groups in the U9-U13 age group. A player who is rostered to an older team, but by ODSL club pass rules qualifies to play with a team, may play as a club pass player.
- Must possess a properly validated US Youth Soccer Travel Player Pass or a US Youth Recreational Player Pass signed by a club official other than the team coach who has validated their age by viewing an appropriate document. **A player pass from any entity other than US Youth Soccer is not acceptable.**

ODSL Club Rep Responsibility:

- The ODSL Club Rep for the team must sign the club pass form in advance of the game verifying that the club pass player(s) being used is of an appropriate competitive level for this team or, the player is being used in a try-out situation for this team, or to replace an injured player, or to supplement a deficient roster. This player is not being used to improve the strength of this team or improve their standing. In lieu of a signature, the team may attach an email to the form from the club rep, dated no more than five days prior to the match, stating their agreement to the use of the club pass player(s).

Number of guest players allowed:

- Club pass players are limited to a maximum of three players for any one game, in all age groups.

- The number of players on the game day roster may not exceed the maximum number of players allowed on the roster of a specific age group.

Game Day Procedures: On game day, the club-pass players **must** have their official current year US Youth Soccer Player or Recreational Pass, and this is to be presented to the referee prior to the game, at the time of the standard player pass/roster check. All club-pass players are to be displayed on the ODSL Referee Report Card and clearly noted as club-pass players by placing an asterisk (*) next to their name.

Advice to Managers: If your opponent is utilizing a club pass player, the manager is encouraged to carefully scrutinize the opposing team's Club Pass Player Game Day Form, player passes, roster, and game day green card prior to the match. If potential violations of the club pass rule are noted, they should be brought to the attention of the opposing team manager and referee prior to the start of the match. The manager hosting the club pass players should make a second copy of the form for themselves and have the opposing manager sign the form on game day, in essence acknowledging that they received the form.

Yellow and Red Cards:

- All yellow and red cards issued to a club-pass player count towards the team total of the team they are playing for at the time the card is issued. Any player with an unserved sit-out(s) in any league is not eligible to play in an ODSL match until the sit-out(s) have been served.
- Any ODSL players, playing as a club-pass player for another team in a league match, and ejected from the match, must serve a sit-out in their next ODSL match for the team they are rostered to.

By signing the Club Pass Player Game Day Form, the player is acknowledging that she/he is aware that they may only play in one ODSL match per day as a club pass player. For example, if the player is playing for their own ODSL team, then they may club-pass play with only one other ODSL team that same day. Players from another travel league may only club-pass play in one ODSL game per day.

Violations may result in forfeiture of the game by the offending team, loss of the ability to use club pass players for a number of games (as determined by the R&D Chair), and a 2-game suspension of the coach. Multiple violations from teams within a club may result in club-wide sanctions.

D. DUPLICATION.

Under no circumstances will a player be registered on more than one (1) travel team within the ODSL or US Soccer.

E. 40% of the players on a team's roster must be of the age group that the team is registered under. Exceptions can only be granted by a majority vote of the Exec. Board.

F. PROVISIONAL ROSTER.

An ODSL Provisional Roster may be used by a team wishing to join the ODSL due to High School play or other extenuating circumstances as long as the following procedures are met:

- 1. That team must contact the ODSL President or Administrator in Writing.

2. Upon Board approval, the ODSL President or Administrator will forward an ODSL Provisional Roster to the team representative.

3. The team Rep will take the original provisional roster and two (2) copies, along with completed US Soccer player passes, to their designated registrar.

4. A team can carry a maximum of 22 players on the roster. All players must have a current US Soccer player pass. No changes are permitted to the Provisional roster after the start of the season. The ODSL Provisional roster is for ODSL League play only.

G. Transfers from out-of-state or other leagues are allowed until 2 weeks before the end of a season. Transfers between ODSL teams will be permitted (1) prior to the Fall season start date and (2) between the Fall and Spring seasons starting the day after the last day of regularly scheduled matches and continuing until the Spring season start date. An ODSL player wishing to transfer onto another ODSL team after the season start date (as listed on the ODSL Calendar of Events) and retain eligibility for league play must have had his/her release completed, with required registrar approvals, **prior** to the season start date. Adds and releases are permitted anytime during the seasons. The transfer rule does not apply to a player who has been properly released from a disbanded ODSL team.

H. PENALTY.

The maximum penalty for not properly registering players before the first game in which they play is suspension of one year for the coach of the team. Violations of the registration policies will be referred to the Conduct Committee or the VYSA Registrar, as appropriate.

Standings and Awards

A. STANDINGS.

Standings are based on points accumulated during the playing season:

- Three (3) points for a win.
- One (1) point for a tie.
- Zero (0) points for a loss.
- Zero (0) points for a team that forfeits a match, and 3 points for the opposing team.
- Only those games that are indicated on the season schedule will be considered in computing points for standings.

1. **RECORDING OF SCORES.** The score of each scheduled game shall be recorded with the exception of U9 scores and standings. The ODSL sees the U9 year as a transition year to competitive play in which coaches and parents should not place undue pressure on players to win. The score of a forfeited game shall be 3-0 in favor of the non-forfeiting team to reflect the gravity of the conduct of the forfeiting team. The score of all other games shall be recorded as certified by the referee on the Official Game Report.

2. **TIES.** In cases of ties for trophy positions, the following criteria will be used progressively to decide the final standing.

1. Head-to-head competition between the tied teams.
2. Most wins.
3. Most bonus points (Goals scored in each individual game minus goals allowed - maximum of 3 bonus points per game. No negative points in the case of a loss).
4. Fewest goals allowed (all games).
5. 5. Co-Champions / Co-Runners-up

In the event that more than two teams are tied, head-to-head competition will not be considered and the decision process will move to the second criteria, and then progressively from there.

3. FORFEITS. A team will be considered to have withdrawn from the ODSL if in the course of the season of play, that team forfeits more than two games.

4. Standings will not be posted for U-9 teams and trophies will not be awarded.

B. AWARDS.

1. Position Trophies. For divisions of five (5) teams or more, trophies will be awarded to the first and second place teams in each division each season. For divisions of four (4) teams or less, trophies will be awarded to the first-place team only. Trophy positions will be determined by the official standings.

2. Sportsmanship Awards.

a. Sportsmanship Awards will be awarded in each division to the team exhibiting the best sportsmanship during the season. At the end of the season, Coaches will vote for three teams in their division, in descending order, for the sportsmanship awards. No coach will be allowed to vote for his own team. Points will be accumulated on the basis of six (6) points for a first-place vote, three (3) for a second and one (1) for a third-place vote. A team must vote in order to be eligible to win the award.

b. Points will be deducted for cautions and ejections received during the season: one (1) point for a caution and two (2) points for an ejection.

c. Referees will award sportsmanship points for each game with a maximum of 4 and a minimum of 0. A per game average of those points will be determined and added to the total of a team's points **in order to break ties**.

d. Tie breaking procedures if still tied after steps above will be as follow:

1. Team with most first-place votes.
2. Team with most votes, all positions.
3. Team with the fewest penalty points for cautions or ejections.
4. Co-winners.

Budget and Fees

Fees are based on the cost of referees, trophies, awards, patches and other administrative expenditures. Fees may be raised or lowered each season to reflect changes from the previous season. Fees for the next season will be set at the July and February Board of Directors meetings. Additional assessments approved by the Board of Directors may be levied as required.

A. TEAM FEES.

Team fees per season will be as established by the Executive Board. Team fees must be paid by the sponsoring club in one check that includes the fees for all teams they sponsor to the League.

B. PLAYER REGISTRATION FEES.

Player registration fees will be as established by VYSA. The Player Registration fees are now collected by the League at the same time as team fees. Teams from out of State are not required to pay VYSA fees.

C. TEAM INSURANCE FEES.

Team insurance fees are as negotiated by VYSA. This fee will be for a twelve (12) month seasonal year (September 1 through August 31). Its purpose is to provide medical and liability insurance for each team in the ODSL. The player medical insurance is supplemental to the medical insurance that the player or his family may have through other sources. Team insurance fees are incorporated into the Team Fees

D. DEADLINES.

Deadlines to include forfeiture procedures will be established by the Executive Board.

E. OTHER FEES.

Other fees may be assessed by the Executive Board as necessary to finance the league.

F. NON-PAYMENT OF FEES.

In no case will a team be allowed to play its first League game of the season unless all fees are paid in full. Any game not played due to failure to pay fees will be a forfeit. Any game forfeited due to failure to pay fees will result in a fine equal to ten (10) percent of the team fee.

Scheduling

A schedule of matches for each ODSL season will be distributed at the Coaches' meeting the month prior to the start of each season. No Member Representative or coach shall alter the schedule in any way without the permission of the Administrator or in their absence the Boys or Girls Commissioner, or the President.

A. PLAY DATES.

Normally, the Fall schedule of matches will commence on the Saturday and Sunday following Labor Day and the Spring Schedule will commence the first weekend in April. The following dates are set aside for ODSL teams to participate in tournament play and regular season matches will not be scheduled on these dates:

- Memorial Day Weekend
- Columbus Day Weekend
- Labor Day Weekend
- Thanksgiving Weekend

All teams are allowed to request one bye Saturday and one bye Sunday in the season. That request must be made at the time the application is filed for the upcoming season. Teams must make themselves available for matches on all other weekends of the season, including the rain-out make up dates.

For League games in conflict with State Cup Competition, the Cup participant, in order to avoid a league game forfeit, must immediately notify the ODSL President or Administrator, along with their opponent of the conflict. Failure to do so may result in an automatic forfeit of that league game.

B. RESCHEDULING.

All teams are to play their games as scheduled unless:

1. **PRE-GAME POSTPONEMENTS.** A postponement is declared by the ODSL President or Scheduler, or if a Member Representative closes his fields due to weather conditions. Every attempt should be made by the club to notify Member Representatives and coaches at least two (2) hours prior to games scheduled prior to 10 a.m. and at least three (3) hours prior to all other games when a postponement is declared. If a Member Representative closes their fields, they must immediately contact their referee Assignor and coaches. Coaches must immediately contact visiting teams. The Member Representatives must be aware of the condition of their playing field(s) throughout the week and certify the field(s) for play early on game day. If notification of field closing is not made early enough, a team may be held responsible for payment of referees who arrive at the field for the first game.

2. **REFEREE POSTPONEMENTS.** The referee assigned to officiate the match declares the game unplayable due to field or weather conditions.

C. PENALTIES.

Failure to play a game as scheduled for reasons other than those listed above, may result in a forfeiture, based upon a review by the Exec. Board of Directors.

D. COORDINATION RESPONSIBILITIES.

If a match is not played, it is the responsibility of the home team coach to coordinate the rescheduling of the match within 72 Hours and inform the Administrator. Otherwise, the match will be rescheduled by the Administrator.

1. **RESCHEDULING OF POSTPONED MATCHES.** The home team coach must reach an agreement with the visiting team coach and then notify the administrator of the location, date, and time of the rescheduled game.

2. **END-OF-SEASON RESCHEDULED MATCHES.** All matches must be played within one (1) week following the last regularly scheduled League game. Games not played will be treated as if they were never scheduled unless one team gains an advantage. In this case, the Boys or Girls Commissioner will intervene and make every effort to schedule the game. The team not able to meet the schedule will forfeit the game.

E. DEADLINES.

An attempt to reschedule a rained-out match requires at least 96 hours (4 days) advance notice to the Visiting Coach, the Administrator, the referee Assignor, and the Boys or Girls Commissioner. Any schedule changes as a matter of convenience must be completed at least 96 hours (4 days) prior to the original match time. Any time changes of more than 30 minutes must be approved by the opponents. The administrator reserves the right to occasionally make immediate changes to the schedule, based upon unforeseen circumstances beyond weather, such as an overlap in a schedule, a closed field, or facilitation of scheduling referees and etc.

F. ADHERENCE.

Because of the complexity of the ODSL schedule, adherence to these rules is necessary. Failure to comply with the rules may result in forfeiture of the affected game.

Game Rules

Play in the OLD DOMINION SOCCER, LEAGUE (ODSL) will be in accordance with FIFA laws of the game as published in the current edition of the "FIFA Laws of the Game Guide for Referees United States Soccer Federation" and these Operating Procedures.

All clubs and teams participating in the ODSL are bound by these Rules and Operating Procedures. Lack of knowledge of the ODSL Rules and Procedures will not relieve any coach, team official, parent, or player participating in the ODSL from their responsibilities.

A. LAWS OF THE GAME.

The ODSL modifications to the Laws of the Game are:

1. **LAW I - THE FIELD OF PLAY.** When possible, fields used by ODSL teams will include a spectator line one (1) to two (2) yards from each touchline and extending between each 18-yard line parallel to the touchlines. Spectators must remain behind this line at all times. Coaches are responsible for keeping the touchlines clear of spectators and players whether there is a line marked or not.
 - For U13 and older play the field length will be not more than 130 yds. and not less than 95 yds. The field width will be not more than 90 yds. and not less than 50 yds. The goals should be regulation size 8' x 24'. All goals should be properly anchored or weighted. If a goal cannot be properly anchored or weighted the activity on the field should be abandoned.
 - For U11 and U12 play the field length will be not more than 95 yds. and not less than 75 yds. The field width will be not more than 65 yds. and not less than 50 yds. The minimum goal size is 6' x 18' and the maximum goal size is 7' x 21'. All goals should be properly anchored or weighted. If a goal cannot be properly anchored or weighted the activity on the field should be abandoned.
 - For U10 and younger play the field length will be not more than 95 yds. and not less than 70 yds. The field width will be not more than 65 yds. and not less than 45 yds. The minimum goal size is 6' x 18' and the maximum goal size is 7' x 21'. All goals should be properly anchored or weighted. If a goal cannot be properly anchored or weighted the activity on the field should be abandoned.

Build Out Lines The Build-Out Line is a line extending from touchline to touchline halfway between the penalty area and the center line. When the defending

goalkeeper has the ball in hand or the defending team has been awarded a goal kick, the attacking team shall retreat behind the Build-Out Line until the ball is put back in play. Where a physical line is not present, the referee may mark the line with appropriate soft cones, pennies, or other markings placed off the field. The defending team is not required to wait until the attacking team retreats behind the Build-Out Line; indeed, some clubs will instruct their teams not to wait, choosing instead to force their players to play out of pressure.

1. LAW II - THE BALL.
 - The U-12 Division and younger use a size 4 ball.
 - The U-13 Division and older use a size 5 ball.
2. LAW III - NUMBER OF PLAYERS. Age Groups U9 and U10 will play with no more than 7 players per side. The U11 and U12 age group will play with no more than 9 players per side. Age Groups U13 and older will play with no more than 11 players per side. The minimum number of players required at 11 per side is 7. The minimum number of players required at 7 and 9 per side is 6. Unlimited substitutions may be made with the consent of the referee when play is stopped at the following times:
 - Prior to a throw-in, by the team in possession. The opponent may also substitute if the team in possession is substituting. Players must be standing at midfield ready to enter the game when a substitution is requested.
 - Prior to a goal kick, by either team,
 - After a goal is scored, by either team,
 - When play is stopped in order to attend to an injured player, by either team.
 - At half-time, by either team,
 - When a player receives a caution (yellow card); for the cautioned player only. (Players receiving a caution may be substituted for, if the coach desires)

Players from Same Club May Guest Under Specific Conditions

In order to use a club-pass player, the ODSL Club Pass Player Game Day Form MUST be completed and provided to the opposing coach. All criteria of the ODSL Club Pass Rule must be met. The information entered on the form must reflect the player's true team. This form does NOT take the place of any normal check-in procedures with the referee.

Note to team officials: Teams will forfeit any match in which they play an ineligible player or fail to properly document a player on the club pass player form, and team officials are subject to additional sanctions imposed by the Rules and Discipline Committee.

Club Pass Players:

- Must be registered to a travel team, or be a registered recreational player, with the same club for which they are club-pass playing.
- Must be age appropriate for the team. May play up in age, but not down in age. Club-pass players are allowed to play up no more than two age groups in the U9-U13 age group. A player who is rostered to an older team but by age qualifies to play with a team may play as a club pass player.

- Must possess a properly validated US Youth Soccer Travel Player Pass or a US Youth Recreational Player Pass signed by a club official other than the team coach who has validated their age by viewing an appropriate document.

Number of guest players allowed:

- Only three club pass players are allowed to play with a team in one game.
- The number of players on the game day roster may not exceed the maximum number of players allowed on the roster of a specific age group.

Game Day Procedures: On game day, the club-pass players **must** have their official current year US Youth Soccer Player or Recreational Pass and this is to be presented to the referee prior to the game at the time of the standard player pass/roster check. All club-pass players are to be displayed on the ODSL Referee Report Card and clearly noted as club-pass players by placing an asterisk (*) next to their name.

Yellow and Red Cards:

- All yellow and red cards issued to a club-pass player count towards the team total of the team they are playing for at the time the card is issued. Any player with an un-served sit-out(s) in any league is not eligible to play in an ODSL match until the sit-out(s) have been served.
- Any ODSL players, playing as a club-pass player for another team in a league match, and ejected from the match, must serve a sit-out in their next ODSL match.

By signing the club pass player form, the club-pass player is acknowledging that she/he is aware that as a club-pass player, she/he may only play in one ODSL match in a day. For example, if she/he is playing for their own ODSL team, then she/he may club-pass play with only one other ODSL team that same day.

Violations will result in forfeiture of the game and loss of the ability to use club pass players for the next 8 games by the offending team, and a 2-game suspension of the coach. Multiple violations from teams within a club may result in club-wide sanctions.

3. **LAW IV - PLAYER'S EQUIPMENT.** Players having splints or casts will be permitted to play with the permission of the referee. If, in the opinion of the referee, the splint or cast causes a safety hazard, the player will not be allowed to play. For players wearing glasses, safety straps are encouraged. Wire rimmed glasses are discouraged. All players on a team must wear similar jerseys and each jersey must be numbered distinctively, with no number being repeated. All players must wear shin guards. Socks must be worn in the pulled-up position completely covering the shin guards, and jerseys must be tucked into the shorts. Names or logos of commercial sponsors may appear on the uniform. The name and/or logo must follow all VYSA, VA and Federal guidelines. In addition, the name of the business must not imply the sale or use of alcohol or tobacco, or any product or activity not in keeping with ODSL's good name.
4. **LAW V - REFEREES.** Coaches may be cautioned or ejected for the actions of themselves, their assistant coaches or their spectators. All disciplinary measures taken against cautioned or ejected players apply to cautioned or ejected coaches. Limited positive coaching from the touchlines, between the 18-yard lines, is permitted.

5. LAW VII - DURATION OF THE GAME.

- U-19 - 90 minutes
 - U-18 - 90 minutes
 - U-17 - 90 minutes
 - U-16 - 80 minutes
 - U-15 - 80 minutes
 - U-14 - 70 minutes
 - U-13 - 70 minutes
 - U-12 - 70 minutes - Small sided game 9 v 9
 - U-11 - 70 minutes - Small sided game 9 v 9
 - U-10 - 60 minutes - small sided game 7 v 7
 - U-09 - 60 minutes - Small sided game 7 v 7
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- In the event that play is suspended and conditions will not allow for the game to resume, the game will be considered an official match if one half of the scheduled length of the game has been completed. No requests to re-play the suspended game will be considered. Games suspended before one half of the scheduled length of the game has been completed shall be rescheduled and re-played as if the suspended game had never been played. Discipline points for red or yellow cards received in suspended games will be counted against individuals and their teams.
 - If a match is suspended for weather, the teams should remove themselves from the field for a period of time determined by the referee. If the match cannot be continued within 30 minutes, the match should be abandoned. If there is no match on the field following the match, and the teams and referees all agree to remain, a weather suspension could be extended by more than 30 minutes. If play resumes, the match should be played in its entirety unless agreement on a shortened time can be reached by both teams.

6. Law XII

- At age group U11 and Younger – Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper restart is an indirect free kick to the opposing team. If play by the head is deemed inadvertent, then the proper restart is a drop ball.

B. PRE-GAME REQUIREMENTS.

Each coach and team is to be present at the game site at least 30 minutes prior to the scheduled start of the match. The home team representative is responsible for advising the referee of ODSL requirements and peculiarities.

1. GAME REPORT. The home team coach or team representative must provide the referee an ODSL REFEREE GAME REPORT card prior to the start of the match. The top section of the card must be filled out completely by the Home Team and must have both the home team and away team roster pasted or printed on it prior to being presented to the referee. The home team representative should explain to the referee that the ODSL REFEREE GAME REPORT card is

the vehicle by which the referees are paid and is THE official game report. It must be completed and mailed or filed online within 24 hours following the game.

2. PRE-GAME MEETING. Prior to the beginning of the match, both coaches and the referee shall meet and review any peculiarities of the field, substitution rules, game length and the ball size.

3. CHECKING OF PLAYER PASSES. Player passes from both teams should be checked by the referee or Linesmen prior to the scheduled start of the match. Teams which cannot produce their player passes by the end of the match may be subject to forfeiture of the match. Player passes may be kept by the referee or assistant referees during the game. After the game, the passes will be returned to the coach or a team representative. If a referee fails to check player cards, it is the responsibility of both coaches to remind him/her of this ODSL requirement. If a referee refuses to check player passes, the teams should immediately report this to the league. A coach has the right to check an opposing teams player passes before or after the match. Either coach or an official has the right to request to see an official copy of a team's roster.

4. UNIFORM CONFLICTS. If a uniform color conflict occurs, the home team must change colors, unless the visiting team voluntarily offers to do so.

5. NUMBER OF PLAYERS REQUIRED. Teams not having seven players (when playing 11 per side) ready to play within fifteen (15) minutes after the scheduled game time forfeit the match. The minimum number of players is six when playing 7 or 9 per side. The game must be started or forfeited at the end of the fifteen (15) minute grace period.

6. PREPARATION OF FIELD The beginning of the game may be delayed 15 min. if the field is unplayable, while the home team makes repairs or corrections. In no case will a referee shorten the playing time because the field is not ready for play or a team is not ready for play at scheduled kickoff.

7. PRESENCE OF REFEREES. If no referees are present at the scheduled game time, the match may be played with a volunteer referee(s) if both coaches agree. If an official(s) arrives late, the match will be turned over to him at the next stoppage in play. The volunteer referee(s) must advise the assigned referee(s) of the time remaining in the current half and any cautions or ejections issued. The volunteer referee is to be accorded all the power and respect afforded to any referee under the FIFA and ODSL laws and codes of conduct. The ODSL encourages teams to play the match if at all possible.

8. REFEREE SYSTEM. All ODSL games, other than U-09 and U-10 are to be officiated with the three-person system (center referee and two assistants) unless other arrangements are approved by the referee Assignor prior to the game date. If one (1) or two (2) of the game officials are not present at the start of the match, substitute assistants will be enlisted in order to play the game. If an official arrives late, he/she will assume his/her responsibilities at the next normal stoppage of the game. U-09 and U-10 games will use a center referee only.

9 FORFEITS. Forfeiture of a match is declared by the Executive Board, not the referee assigned to officiate the game. The referee shall report any circumstance, such as lack of player passes or fewer than seven (7) players that could result in forfeiture, on the ODSL Official Game Report card. Decisions concerning forfeiture may be appealed to the Appeals Committee.

10 DANGEROUS WEATHER. In the event of dangerous weather, the referee shall suspend play. Games will be resumed at the point at which they were suspended when weather conditions permit. Games which are not completed because of dangerous weather or darkness shall be considered official games if one half of the scheduled length of the game has been completed. Games suspended before one half of the scheduled length has been played shall be rescheduled and re-played as if the suspended game had never been played. Discipline points for red and yellow cards received in suspended games will be counted against individuals and their teams.

10. SUSPENDED PLAY. In the event that play is suspended and conditions will not allow for the game to resume, the game will be considered an official match if one half of the scheduled length of the game has been completed. No requests to re-play the suspended game will be considered. Games suspended before one half of the scheduled length of the game has been completed shall be rescheduled and re-played as if the suspended game had never been played. Discipline points for red or yellow cards received in suspended games will be counted against individuals and their teams.

11. Heading Ban U9-U11 Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed in advertent, then the proper restart is a dropped ball.

C. POST-GAME REQUIREMENTS.

It is the responsibility of the Home team to use the online reporting process to report the score following the match. If the Home team fails to report the score by 8:00 PM the Away team may enter the score into the system. Teams that consistently enter wrong scores will be locked out of the system.

D. HOME TEAM RESPONSIBILITIES.

Each Member has the following responsibilities for home games:

1. PRE-GAME CONTACT. The Member Representative, team coach or team representative must contact the opposing team (coach, assistant coach or team manager) no later than Wednesday of the week prior to a game to confirm the date, time, field location of the game, and to check on possible uniform color conflicts. Home teams who fail to make this contact are at fault in any mix-up that may occur. Teams failing to meet this rule may be penalized by loss of future home games, or forfeit of the match.

2. GAME TIME RESPONSIBILITIES. The home team should have a representative on the field one-half hour prior to the scheduled start of the first game to make sure that all corner flags and nets are in place and that the field is properly marked. Home teams should make arrangements prior to game day to ensure that the grass is mowed. The representative should welcome the visiting team and direct them to the team side of the field. Both teams will be on the same side of the field with their coaching staffs. Only team personnel with a current USYSA pass may be on the team side of the field. All spectators must go to the opposite side of the field. During the match, each coach is responsible for the behavior of the team's spectators. If a Member has more than one field, each field should be numbered. Officials have the right to refuse to officiate a game at a field which they consider dangerous or of inadequate size.

E. FORFEITURE.

Within ten (10) days after the scheduled match date, the Executive Board will report its decision concerning games subject to forfeiture to both the Member Representatives involved and to the Chairman of the Appeals Committee. If either team involved wishes to appeal the decision concerning a game subject to forfeiture, written notice must be given to the Chairman of the Appeals Committee within seven (7) days of the referee Coordinator's report. The Conduct Committee will review forfeiture appeals in a timely manner.

All ODSL clubs should make an effort to see that their fields are in accordance with the FIFA and ODSL laws. Fields that may not be in accordance should be reported to the league. Field size will not be a matter for protest.

Both teams will be on the same side of the field with their coaching staffs. Only team personnel with a current USYSA pass may be on the team side of the field. All spectators must go to the opposite side of the field.

Conduct

A. STANDARDS OF CONDUCT. The ODSL is based on the principle of providing the youth of our member clubs with the opportunity to acquire and develop soccer skills through a higher level of competition. These skills, as well as the individual growth of the players, cannot be nurtured in an environment of confrontation, poor sportsmanship, or verbal and physical abuse among spectators, match participants and match officials. Players, team officials, and spectators are expected to demonstrate good sportsmanship.

B. DISCIPLINE POINT SYSTEM (PER SEASON). In order to promote better understanding of the importance of sportsmanship and proper conduct within the Laws of the Game, the ODSL maintains the following Discipline Point System of serious and/or persistent misconduct:

1. One (1) penalty point will be imposed for each caution or yellow card issued and two (2) penalty points for each ejection or red card issued. These penalty points apply to both team officials and players. Penalty points will be accumulated in all ODSL matches.
2. When an individual (team official or player) accumulates six (6) penalty points in a season, the team official and Club Representative will be notified by the Boys or Girls commissioner, that he/she is suspended from further participation in matches until reinstated by the Rules and Discipline Committee.
3. A team accumulating ten (10) or more team penalty points during a season is subject to having its Head Coach suspended based upon investigation by the Chair of the Rules and Discipline Committee.
4. The administrator will notify the Chairman of the Rules and Discipline Committee of any suspension due to the accumulation of penalty points. A player or team official who wishes to be reinstated after being suspended must submit a letter [through the Member Representative] to the Chairman of the Rules and Discipline Committee. The letter should explain why the individual accumulated sufficient points to be suspended and what the individual plans to do to keep from getting further points. The letter must be accompanied by a written endorsement from the player's Head

Coach, or the Member Representative if the individual seeking reinstatement is a team official.

5. Suspension as a result of the accumulation of penalty points is separate and in addition to suspension resulting from being ejected from a match. The automatic one match suspension resulting from an ejection is also separate and in addition to any other action the Rules and Discipline Committee may take.
6. Players and team officials ejected during the last match of the season must sit out the first match of the next ODSL season in which they participate.
7. All yellow and red cards issued to a guest player count towards the team total they are playing for at the time the card is issued. Any player with an un-served sit-out(s) in any league is not eligible to play in an ODSL match until the sit-out(s) have been served. Any ODSL players, playing as a guest for another team in a league match, and ejected from the match, must serve a sit-out in their next ODSL match. *Note to team officials: Teams will forfeit any match in which they play an ineligible player, and team officials are subject to additional sanctions imposed by the Rules and Discipline Committee.*

C. EJECTIONS and RED CARDS

1. Players

- a. A player receiving a red-card ejection is automatically suspended from play in the next ODSL league match. His/her coach must withhold him from the next match. A suspended player may attend the game provided that he/she is not in uniform and does not play.
- b. The team must present a sit-out card to the referee of their next ODSL match for his/her signature confirming that the player sat out that match.
- c. The card must be mailed by the team's manager immediately following the match in which the player served the suspension. Failure to abide by a mandated sit-out will result in forfeiture of a match and an additional one match sit-out.
- d. Any violation of the above requirements will be reviewed by the Chair of the Rules and Discipline Committee for additional action.
- e. Any player who confronts the referee crew after being sent off the field will be given an additional minimum suspension of one match.

2. Team Official

- a. A team official who receives an ejection during ODSL league play must immediately follow the explicit instructions of the referee at the time of the ejection and is suspended from participation in the next ODSL match with his/her team. The team official must remove themselves to a location out of sight of the referee and out of sight of the field during and after a game and may not return to the field following the match for any reason.
- b. When a team official is suspended, he/she may practice with his/her team. However, he/she is not allowed to be present at the field where the team is playing its next ODSL match.
- c. The team must present a sit-out card to the referee of their next ODSL match for his/her signature confirming that the team official sat out that match. Failure to abide by any condition of this rule will result in forfeiture of the match and additional suspension(s) against the team official.
- d. The card must be mailed by the team immediately following the match in which the team official served the suspension.

- e. Any team official previously ejected from the match who confronts the referee crew after being sent off the field will receive an additional minimum one match suspension.
3. **Spectators**
- a. A spectator who is banished from the field by a referee must immediately follow the explicit instructions of the referee at the time of the ejection. The spectator must remove themselves to a location out of sight of the field. The spectator may not return to the field for any reason.
 - b. ODSL holds team officials accountable for misbehavior on the part of a spectator associated with their team.
4. **Abandonment of a Match.** In the event a match is abandoned due to the actions of a player, team official, or a spectator associated with their team, the match shall be deemed a forfeit by the offending team.

Special Training for Team Personnel

All team personnel must comply with VYSA policies on training for Concussion Awareness and Sexual Abuse Awareness and Prevention.