



OXNARD YOUTH COUNTY SOCCER LEAGUE



Rules (2019)

Registration:

contact:

OXNARD YOUTH COUNTY SOCCER LEAGUE
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The following items must be presented and verified at registration for all teams and players prior to their participation in the tournament (NO EXCEPTIONS).

- A. Tournament roster signed by coach or manager.
- B. **OCSL** ID's, laminated CAL South player pass with a picture for all players and coaches.
- C. OXNARD YOUTH COUNTY SOCCER LEAGUE will accept only 2015-2016 cards. Please be sure that your coach/administrator card is the white OCSL card. Temporary cards for the (2015-2016) or cards with NO EXPIRATION DATE WILL NOT BE ACCEPTED.
- D. Copy of birth certificate must be available for **OCSL** for review at any time.
- E. THE BOND IS NOT REFUNDABLE UNTIL AFTER ONE YEAR PERIOD.

1. Age and Eligibility

A. Participation in **OCYSL** is open to accept teams composed of or fewer players meeting the age limit of the specified age division. eligible per game. Teams U-11 through U-16 may register up to sixteen (16) players. Teams U-7 through U-10 may register up to fourteen (14) players. Teams U- 6 may register up to ten (10) players. Teams U-5 may register up to eight (10) players. **OCYSL** ID's and or laminated player registration cards only authorized by State/Provincial or National Association will be required as proof of age. When in doubt, a valid birth certificate may be requested. Player cards, passes, and rosters must be presented at the field for the duration of the game.

- B. No player additions will be allowed after game 6.
- C. Players may NOT play up to a higher division without having first been released from their current team and recarded on the new one. *This is a state rule.*
- D. When clubs have more than one team in each division, players may not cross over from one team to another.
- E. Players can play up on tie breakers and playoffs, in accordance with Age and Eligibility 1C.
- C. Age group for teams is as follows:

2. Laws of the Game

All games shall be played in accordance with FIFA laws and modified by USYSA and Cal South.

3. Fields and Game Equipment

- A. Players (excluding the goal keeper) must wear numbers on the back of their uniforms and these numbers will coincide with those listed on the team's official roster.
- B. PLAYERS ARE REQUIRED TO WEAR SHINGUARDS IN ACCORDANCE WITH FIFA LAWS OF THE GAME. NO JEWELRY MAY BE WORN.
- C. When uniform colors are similar, the home team will change colors. Home team has choice of sideline and when possible, no two teams will play from the same side of the field. Teams and spectators should be on opposite sidelines unless stands or other seating is available. Home team is listed first on the schedule.
- D. It will be at the referee's discretion to determine the safety and suitability of player equipment including the wearing of a brace. Casts are allowed if padded and the referee considers them to be safe.

4. Duration of the Game

Age	Ball	Prelim/Quarter	Semis	Final	OT
U 15	5	30 min	30 min	30 min	7 min
U 14	5	30 min	30 min	30 min	7 min



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U 13	5	30 min	30 min	30 min	7 min
U 12	5	30 min	30 min	30 min	5 min
U 11	4	30 min	30 min	30 min	5 min
U 10	4	25 min	25 min	25 min	5 min
U 9	4	25 min	25 min	25 min	5 min
U 8	4	25 min	25 min	25 min	5 min
U 7	3	25 min	25 min	25 min	5 min

All games U-7 and above will be played with a running clock and a 7 minute half time. A preliminary game can end in a tie. Semi/Quarter-final tie games will be decided with penalty kicks with no overtime. Final games will include an overtime period (All overtime will be played to its conclusion). Penalty Kicks shall be taken in accordance with FIFA LAW 16 (Kicks from the penalty mark). If after over-time halves in the final, a tie still exists; penalty kicks will determine the winner. The referee may stop the clock for serious injuries. If it is an extended delay (more than half of the game), the game may be finished at a later time or a different field per the Tournament Directors' decision.

5. Game Check-In

A. Teams must check-in 15 minutes prior to the start of every game. Failure to do so can result in a forfeit. Field marshal and or referee will check player identity cards and player's equipment prior to each game. Coaches need to pick up identity cards at the end of each game (excluding ejected players). The game card and any ejected player card(s) will be given to the field marshal and available for pick up at Office OYCSL.

B. Failure to have seven (7) players within 5 minutes of the scheduled game time constitutes a forfeit. A small-sided team must have a minimum of five (5) players to start or continue a game.

C. The visiting team will be allowed a 15-minute starting time grace period. There is NO grace period for the home team.

D. In the event that neither team appears to a scheduled game, and, in the opinion of the referee, the grounds are playable; each team shall be reported to the Tournament Directors' for action and possible forfeit.

E. Home team must provide 3 game balls.

F. Each team is responsible for cleaning up trash on field areas after each game (\$25 fine).

6. Substitutions

A. Substitutions shall be unlimited. Players must enter from the center of the field. Substitutions may be made with the consent of the referee at the following times:

1. By the team possession the ball prior to throw in.
2. By either team prior to goal kick.
3. By either team after a goal is scored.
4. After injury of either team, when referee stops play.
5. During half time.
6. Prior to the start of either overtime period.
7. On a caution. Only the cautioned player may be substituted at that time.

7. Competition Format

The following points system will be awarded in the preliminary games:

- Three (3) points for each win
- One (1) point for each tie.
- Zero (0) points for each loss.
- Forfeit equals 3 points.
- **Minus one (-1) for 10 or more accumulated cards. Each yellow card is equal to (1) and each red card is equal to (2).**
A player or coach given a red card in a game shall be expelled from that game. The player shall not be replaced in that game and shall not be permitted to play in the next game, as a minimum. The tournament directors may give a further suspension for violent conduct.
- Failure to begin a match, complete a match or a team leaving the field of play shall result in a forfeit to the opposing team by a score of 1-0. The winner will be awarded three tournament points.
- If teams are tied after preliminary games, the following tie-breaking system will be used to determine the finalist:
 1. Head to head competition between the two teams tied.



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- Goals allowed (fewest goals against)
- Goals scored.
- Most wins.
- Most shut outs.
- Kicks from the penalty marks (kicks will be taken 30 minutes prior to the scheduled start of the quarterfinal or semifinal game). Only the players on the field at the end of regulation are eligible to participate in the penalty kicks. The referee shall decide the goal at which all the kicks shall be taken. The team winning the coin toss shall kick first. No player may shoot more than once until all eligible teammates have taken a kick. Each team takes (5) shots, alternately. The team scoring the most goals wins.

In the event of a tie among three (3) or more teams, the elimination procedure begins with #1, noted above. If teams remain, the tie shall be broken by repeating the above elimination procedures beginning with #1.

8. Playoff Round

A. For all competitive divisions, only top four teams will advance to semifinals. First will play fourth and second will play third. The semifinal winners will meet for the final. U-4, U-5 and U-6 are non competitive divisions.

9. Conduct and Discipline

A. Coaches have total responsibility for the conduct of their players, bench, and spectators at all times.

B. If referee must terminate a game for misconduct of players, bench, or spectators, the offending team will forfeit the game. At the Tournament Directors' discretion, the offending player and/or team may be banned from further participation.

C. Alcoholic beverages are NOT permitted at game sites. NO smoking, No foul and abusive language.

D. Yellow and red card penalties will follow FIFA rules. Coaches and players ejected will be suspended for the next match as a minimum. A disciplinary committee will review all ejections and whether further disciplinary action will be needed.

10. Forfeits

A team will forfeit if any of the following exist:

- Teams fail to check-in at the required place and time.
- Teams fail to produce **OYCSL** ID's, score sheet and or laminated player passes or coaches' passes.
- Teams fail to report to the field with the minimum amount of players as prescribed by the rules.
- Teams fail to produce an alternate jersey if listed first as the home team in case of color conflict.
- Coach gets ejected and fails to leave the field.
- Coach gets ejected and no other coach or administrator is available.
- Game is suspended due to the misconduct of players, coaches, administrators, parents or spectators.
- Unless notification to Tournament Director's is made within 48 hours, a team that does not show up for a scheduled game will be fined \$45 plus referee fees. The team will also forfeit the game.
- A game may be reprogrammed with consent of opposing team. \$45 reprogramming fee. Game must be played 7 days prior and no later than 7 days after original scheduled date.
- All complaints or claims will be accepted before the end of the tournament submitted in writing.
- All fines are due in 30 days from receipt of league notification. Delinquent clubs will not be allowed to participate in any league function and will forfeit its next scheduled game(s).

11. Coach and player infractions

A. Any coach who enters the field of play without the referee's permission to argue or discuss a referee's call, shall be issued a red card and will be automatically suspended for 2 games. The infraction for a coach that is issued a red card will be reviewed by the Games Conduct Committee. If warranted, the Games Conduct Committee may impose additional disciplinary action including suspension or additional fines.

B. Player Infractions -

Infraction Minimum Penalty

- Violent conduct 3 game suspension
- Serious foul play 2 game suspension
- Abuse 1 game suspension
- Persistent misconduct 1 game suspension
- Denying goal scoring opportunity 1 game suspension
- Abusive language 1 game suspension.
- Racist comment will be evaluated.



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C. A second infringement of any of the above may result in a hearing before the Games Conduct Committee for determining further disciplinary action. A player suspension shall begin at the following scheduled league game. Suspensions will carry over to the following seasonal tournament if not completed in the current tournament.

12. Protests

A. All protests must be submitted and claims from accidents should be e-mailed to the director of Oxnard Youth County Soccer League coxcosoli@yahoo.com and during OYCSL office hours within 24 hour of said accident. OYCSL will have a final decision before the final league standings and playoff berths are assigned or championship games are played.

*** In case of rain, we will revert to the rain schedule***

INCLEMENT WEATHER OR UNEXPECTED TERMINATION OF PLAY

Regardless of weather conditions, coaches, players and their teams must appear on the field of play as scheduled, ready to play unless notified by a member of the tournament committee. Failure to appear will result in forfeiture of the match.

Only the referee or the tournament committee may cancel a match due to weather conditions. In the event of inclement weather, the tournament committee has the authority to reschedule matches.

In the event of inclement weather, which the Tournament Committee deems being unsafe for the players and/or the fields for competition to continue; or the unexpected termination of the match, the following system of determining a winner will be implemented:

- Matches that have completed at least half of the match will have the score stand.
- Matches that are in the first half of play will be deemed to not have been played.
- Matches for a given day may be postponed and played the following day if fields are available.
- Matches may be shortened in order to play all assigned matches.
- If all matches are unable to be played, standings will be based on either FIFA penalty kicks for the top two point teams, or by the Tournament Committee if FIFA kicks cannot be taken.
- NOTE: If unexpected termination of play is due to the misconduct of one or both teams, then the offending team(s) will not benefit from the termination.

13. Recreational Play U5-U6

A. Substitutions: At any stoppage and unlimited.

B. Playing time: Each player SHALL play a minimum of 50% of the total playing time. Teams and games may be coed.

C. The Players Equipment: Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

D. The Referee: An OFFICIAL (Game Manager or Coordinator or Parent or Coach or Grade 9 referee) may be used. All infringements shall be briefly explained to the offending player.

E. The Assistant Referees: None.

F. The Duration of the Match: The match shall be divided into four (4) equal, ten (10) minute quarters. There shall be two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.

G. The Start and Restart of Play: Conform to FIFA, with the exception of the opponents of the team taking the kick-off are at least four (4) yards from the ball until it is in play.

H. The Ball In and Out of Play: Conform to FIFA.

I. The Method of Scoring: Conform to FIFA.

J. Offside: None.

K. The Kick-In: A kick-in is considered as a direct free kick with the opponents four (4) yards from the ball until it is in play.

L. The Corner Kick: Conform to FIFA with the exception that opponents remain at least four (4) yards from the ball until it is in play.