



2010-2011 Portland Metro League Rules



The Portland Metro League is a collaboration between Washington Youth Soccer and Oregon Youth Soccer that will provide a competitive league focusing on regional “like vs. like” play in Southwest Washington and the Portland Metro area.

Contact Information

League Administrators:

Brian Scott, brian@oregonyouthsoccer.org 503-626-4625 X234

Ron Witherup, ron@washingtoneyouthsoccer.org 360-907-4733

League Schedulers:

Mike Morris, mjmorris@wusc.net,

Valorie Westlund, valorie.westlund@frontier.com

Disciplinary Committee:

Brian Scott, brian@oregonyouthsoccer.org 503-626-4625 X234

Ron Witherup, ron@washingtoneyouthsoccer.org 360-907-4733

***Oregon Youth Soccer hotline number for contact on the weekends: 503-706-5450

***Washington Youth Soccer weekend contact number: Ron at 360-907-4733

How to Report Game Scores

The league schedule program is also the league scores program (<http://oysa-2011pml.sportsaffinity.com>). Games scores are entered by both home and away teams. The designated team contact must be a registered adult member of the team in the Affinity scheduling database.

If you incorrectly post a score, contact...

Washington: Ron Witherup: ron@washingtoneyouthsoccer.org 360-907-4733

Oregon: Valorie Westlund, valorie.westlund@frontier.com

Referees

Referees are assigned out of Oregon Soccer Central. Assigners are...

Washington: Drew Brooks (pepe091@msn.com) and Jeremy Hanson (soccervw2@hotmail.com)

Oregon: TBD



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All Coaches are required to:

- Make sure the referee assignor is aware of all field and game time changes.
- Coaches are expected to set a good example for players and spectators by acting in a courteous manner toward game officials. Washington Youth Soccer and Oregon Youth Soccer have zero (0) tolerance for referee abuse.
- Developing referees need the same kind of support that is given to developing players.

Player and Coaches Membership Pass and Team Rosters

All PML League teams are required to provide to the referee, before each game, their set of player and coaches passes (formally known as player cards) along with a game roster sheet. To be valid, a membership pass/player card must have a current photo of the player, be signed by the player [Washington players only] and the Club Registrar [Oregon only], and be laminated. Membership passes are valid for the entire seasonal year from date of issue to August 31, 2012 and will be used for participation in league play, state cup and summer tournaments.

Oregon and Washington teams will use rosters generated out of the Affinity system.

Guest Players

Oregon teams ONLY –

Guest Club Players are allowed to play on any team **within their club**

Guest players cannot play "down" in age. Each guest player's name and birth date must be added (handwritten) to the team's official roster AND his/her member pass presented to the referee.

U10/11 Developmental teams only: guest players are allowed provided they have a valid 2011/12 OYSA player card

Guest Club Coaches are allowed to participate on any team within their club during the entire Fall League. Guest coach name shall be added by hand to the roster and valid member pass presented to the referee.



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Washington teams –

Washington Teams are to follow Washington Youth Soccer Select Club Player Pass Rules. The rules can be found at <http://wsysa.com/LinkClick.aspx?fileticket=RXaih2i0MWU%3d&tabid=1650&mid=5044&language=en-US>, or on the Washington Youth Soccer website under Resources/Administrators.

Game Rescheduling

A 'Game Change Fee' of \$100 will be required for game schedule changes that occurs after the officially posted on league website. Teams will be able to review schedules a few days prior to posting on website. Teams will be required to submit a Game Change request with the check attached and sent to the appropriate office (Washington Youth Soccer or Oregon Youth Soccer) a minimum of two weeks before the change is to be effective. A 'Game Change Fee' of \$150 will apply if a game change occurs less than two weeks before its effective date. The team requesting the change will pay all fees.

Filing Procedures:

Must be filed in writing and shall include:

- (1) Game Number, date, and time of currently scheduled game.
- (2) Home team and Visiting teams
- (2) Requested new date of game
- (3) Approval of team representative requesting the change
- (4) Approval of opposing team representative accepting the change*

See 'Fines/Fees' section below for mailing addresses.

*Opposing teams are not required, or obligated, to accept game change requests.

Game Day Problems and Procedures

Field and Weather-Related Problems

If the referee declares the field "unplayable" for any reason:

- Move to another field if one is available.
- If another field is not available, both teams must call one of the League Administrators, on the first page, within 48 hours. The League Administrators and Schedulers will determine if the game can be rescheduled.

If the game cannot be played due to ice or snow:

- Inform the League Administrators on game day that the game was not played.



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Missing Team

If one of the teams fails to appear at the scheduled field, wait fifteen minutes after the scheduled game start time, the game will not be played at that time. See Game Forfeits below.

Inform one of the League Schedulers on game day that the game was not played.

- The League Scheduler will determine if the game will be rescheduled. The League Scheduler will advise both teams of the new game date and time and field if the game is to be rescheduled.

Missing Officials

If an assigned referee fails to appear at the scheduled field fifteen minutes after the scheduled game start time, teams may agree on a substitute referee.

- All decisions of the referee will be final.
- Make sure that the name of the substitute referee is noted on your game roster sheet before you leave the field.

If the teams are not able to agree on a suitable substitute referee:

- Inform one of the League Administrator on the game day that the game was not played.
- If the Administrator agrees to a reschedule, the visiting team may choose the location of the game.

Improper Credentialed Coaches

At the start of a game, if no properly credentialed adult is available to coach (e.g. no listed coach on the roster has a member pass, no photo, is not laminated, or is missing), the individual listed as the head coach will receive a Coach Send off penalty and fined \$150. A guest coach from within the same club may then fill in as head coach and the game will be played, provided the guest coach has proper credentials (member pass). The fee is to be paid prior to the coach being allowed to return to the sideline of the next available game.

If no coach is available within 15 minutes of the scheduled start time, the game will be forfeited by the team in violation and the team will be fined the forfeiture fee (see Game Forfeits section).

Guest Coaches

Guest coaches are allowed on the team sideline and able to coach the team, provided they are from the same club and have proper credentials (member pass).



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Game Day Checklist

You are responsible for the following on game day:

Field a Team: Missing some players is NOT an acceptable excuse for not fielding a team. PML League teams are expected to play all scheduled league games. Seven players is a viable team.

- Home Team: Ensure that the field is marked, and the goals netted.
- Home Team: provide properly inflated game balls.
- Home Team: Confirm that referees have been assigned to the game and that all field and time changes have been given to the referee assignor.
- Both teams: Provide the Referee with a Game Roster before the game. All players that will be playing as well as players not player or that are sitting out suspensions should be listed on the roster.
- Both teams: Present the Referee your membership passes for all players and coaches. Only players with a valid pass for your team/club will be allowed to play.

League Discipline

A game official call is judgmental in nature and may not be grounds for an appeal or request for a hearing.

Players, coaches or team officials who **have been sent off (received a red card) have mandatory game sit outs.:**

YELLOW CARDS (CAUTIONS): Referees will note all cautioned players/coaches in their game report, but will not retain the specific member passes.

RED CARDS (SEND OFFS): Referees **will retain the membership passes until the end of the game and submit** with their game report the member passes of any sent off player/coach (**WA referees will return the membership passes before leaving the field**).

If a coach is sent off, the assistant coach or an adult with valid member pass belonging to the team's club will be appointed. If no one is available, the game will be forfeited.

GAME SUSPENSIONS: minimum that will apply

2nd caution received in the same game = 1 game

Serious foul play = 1 game

Violent Conduct = 2 games

Spitting at another person = 2 games (spitting on another person = 3 games)

Denying goal by handling the ball = 1 game

Denying goal by other unlawful means = 1 game



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Foul & Abusive Language = 1 game (WA teams: FAL not directed at another = 1 game, FAL directed at another = 2 games, FAL directed at an official = 3 games)

Additional Suspensions

1 game for refusal to give name to the official.

1 game if the Coach is sent off.

1 game suspension for a player who accumulates 3 yellow cards in separate games during the season.

Discipline issues above and beyond the above minimums will be handled by the PML Discipline Committee.

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. The use of cell phones for team contact is expressly prohibited.

Players who are serving suspensions may sit on the team bench during the game(s) from which they have been suspended. They must wear non uniform apparel and 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.

To contest the sendoff/ suspension the player, coach or team official may either request an administrative hearing or file an appeal. Requests for Administrative Hearings and Appeals must be based on a misapplication of the rules of the Portland Metro League or the Laws of the Game. Neither request **will stay any disciplinary actions**. To request an Administrative Hearing or file an Appeal, send an email to both the Disciplinary Committee members and the opposing party. Include the following information in your email:

- Individual/Organization Requesting the Hearing with contact information
- Opposing Party
- Date and Time of Game or Incident
- Location of Game or Incident
- Description of Claimed Error(s)
- List Rules or Procedures you claim were violated and source
- Desired resolution

*Judgment calls made by a referee cannot be protested.

Rules of Play

All games and competitions under the jurisdiction of the Portland Metro League shall be conducted subject to the "Laws of the Game" as published or authorized for publication by FIFA (Federation Internationale de Football Association). In all cases where a game has been postponed or abandoned by a referee due to inclement weather, league and tournament directors shall determine whether the game is to be replayed in its entirety or whether the score



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at the time of postponement or abandonment shall stand and the game be counted as a completed game.

Game Duration, Overtime Periods, and Ball Size

Age Group	Game Duration	Ball Size
Under-19	Two 45 min. halves	#5
Under-18	Two 45 min. halves	#5
Under-17	Two 45 min. halves	#5
Under-16	Two 40 min. halves	#5
Under-15	Two 40 min. halves	#5
Under-14	Two 35 min. halves	#5
Under-13	Two 35 min. halves	#5
Under-12	Two 30 min. halves	#4
Under-11	Two 30 min. halves	#4

Note: All U11 teams will play 9v9

Note: The U11 Development age group will play using the same rules as the U11 age group.

Player's Equipment

- All players must be attired in matching uniforms to the satisfaction of the referee. A proper uniform consists of shorts, jersey, socks, shin guards, and footwear. In case of a color conflict, the designated home team will change jerseys. Goalkeepers must wear colors which distinguish them from other players.
- All or any member(s) of a team are permitted to wear extra protective clothing against the cold, including gloves without dangerous, protruding or hard objects, provided that:
 - The proper team uniform is worn outermost; and
 - Any hat should be without peak, bill or dangling or protruding object of any kind; however, the goalkeeper may wear a soft billed hat; and
 - Referee discretion may be used to determine if an item of protective clothing is considered to go beyond the purpose of providing a means of retaining body heat.

Protective orthopedic devices, prosthetic devices and any equipment, gear, appliance or apparatus that is protective for a known medical condition may be worn during a regularly scheduled game provided that the referee determines that the device conforms to Law 4 of the Laws of the Game



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Coaching

- Coaching from the sidelines - giving direction to one's own team on points of strategy and position - is permitted by ONE coach at a time, provided:
 - Neither mechanical nor electronic devices are used;
 - The tone of voice is informative and not a harangue;
- Each coach, substitute, or player is to remain within the "coaching area" two (2) yards behind the touch line and not within eighteen (18) yards from the corner of the field).
- No coach, substitute, or player is to make derogatory remarks or gestures to the referees, other players, substitutes or spectators.
- No coach, substitute, or player is to use profanity.
- No coach, substitute, or player is to incite, in any manner, disruptive behavior of any kind.
- The following are considered irresponsible behavior and can result in dismissal from the match:
 - Throwing objects in protest
 - Speaking insulting words or making offensive gestures
 - Kicking chairs
 - Making unwanted contact with opponent
 - Striking advertising boards
 - Persistently and flagrantly protesting decisions of an official
 - Interfering with the performance of assistant referee or fourth official duties
 - Entering the field of play without the permission of the referee
- If the above rules are violated, the referee shall ask the offending party for compliance with the rules. The referee may file a written report with the Board of Directors responsible for the match.
- In the event that compliance is not received from the offending party, the referee shall ask the offending party to leave the playing area. If this request is made, the referee must file a written report with the Board of Directors responsible for the match. If the offending party refuses to leave the playing area, or returns after leaving, the referee shall abandon the match and file a written report of the game abandonment with the Board of Directors responsible for the match.
- It shall be the responsibility of each team to maintain proper spectator conduct. Each coach, manager and team, club or league official shall be held primarily accountable for the conduct of the spectators for or from their respective teams. At no time shall foul or abusive language be permitted at any field.
- Guest coaches are allowed on the team sideline and able to coach the team, provided they are from the same club and have proper credentials (member pass).



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Abandoned Games

If it has been determined that a PML league game is abandoned by the referee due to actions of the coach, players, spectators or any combination thereof,
NO REPLAY WILL BE GRANTED.

Furthermore, if at the time of the abandonment:

1. The opposing team is ahead; the score at the time will be the final score.
2. The team causing the abandonment is ahead, the game shall be considered forfeited and the score of 1-0 in favor of the opposing team will be awarded.
3. If the score is tied, the game shall be considered forfeited and a score of 1-0 in favor of the opposing team will be awarded.
4. If it has been determined that both teams caused the abandonment, then both teams will be given a loss, zero points for both teams

Game Forfeits

If a team is unable to reschedule a game in advance and will have fewer than seven players available:

- Inform the opponents that the game will not be played.
- Inform the one of the league administrators that the game will not be played
- Inform the Referee and field assignors that the game will not be played as scheduled.

If both teams have been notified of the game location and start time and neither appears following the fifteen (15) minute grace period, the game may be forfeited and both teams may be awarded a loss.

If a team fails to make a sincere effort to play the scheduled league games Portland Metro League Administrators may:

- Expel the team from the league and adjust the standings to remove all the teams' games.
- During league play, any team having an unexcused forfeiture, as determined by Portland Metro League Administrators, the team's club will be fined \$800.00 for



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the first occurrence. A second unexcused forfeiture may constitute a withdrawal from the League, and the team's club will be fined an additional \$300.00.

Performance Bond – Each soccer club with one or more teams entered into the PML is required to provide one check in the amount of \$800 to the League Administrators 72 hours prior to the start of the first game. In the event of forfeiture fine, the League Administrators will deposit (cash) the performance bond check. A new performance bond check will be required 72 hours prior to the teams next scheduled game or the game will be forfeited. All performance bond checks not deposited will be returned to the clubs upon completion of the season.

Protests

PROTESTS are complaints 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 the published rules of the competition or Portland Metro League or FIFA Laws of the Game. Only those directly involved are permitted to file a protest. Only the coach of record for the game may file a protest.

The Portland Metro League Disciplinary Committee shall adjudicate all protests.

If a match will be protested, the referee and opposing coach must be notified within ten (10) minutes of the final whistle.

Any protest must be submitted in writing, accompanied by a \$100.00 fee (money order or cashier's check) to the filing team's state association within forty-eight (48) hours of the event being protested. The fee is refundable if the protest is upheld.

No hearing or other administrative action shall result from circumstances or charges which are only communicated verbally.

All protests must include the specific circumstances and rule / Laws of the Game violation(s) which lead to the protest.

Filing Procedures:

A protest must be filed in writing and shall include:

- (1) The nature and specifics of the complaint.
- (2) A listing of the rules or procedures which have been violated, including source.
- (3) A statement of the desired resolution.
- (4) Proper filing fee.
- (5) Must be signed by the person submitting the protest.

The decision and/or disciplinary sanctions imposed as the result of a hearing of any protest shall be binding. The filing of an appeal shall not "stay" the execution of such decisions and/or disciplinary sanctions.



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Fines/Fees

Any fines or protest fees are to be paid to the filing team's association;

- Oregon teams to Oregon Youth Soccer
4840 SW Western Ave, Suite 800
Beaverton, OR 97005
- Washington teams to Washington Youth Soccer
500 S. 336th Street, Suite 100
Federal Way, WA 98003