

OPL GUIDELINES

SCHEDULES

Games are scheduled by venues not home and away – its possible for a team to play at their own club and be the visiting team. Games will be scheduled on Saturday and Sundays. One game per day.

Home team is listed first on the schedule

ROSTERS

The official OPL roster is the Roster Pro Roster generated by the club's registrar from the Demosphere program.

Each team must provide the referee with a copy of the team's official OPL roster including jersey numbers and official USYS player passes. An additional roster may be needed if the other team would like a copy.

NO HAND WRITTEN NAMES ON THE ROSTER – no exceptions. Hand written names on roster will result in forfeit of match and subject to further punishment.

REFEREE FEES

Each team will be responsible for ½ of the scheduled fees.

Fees are to be paid by the due date set by the administration. Fees will be posted on the website.

Fees maybe paid by individual team or by club.

Payment will be based on the fee structure as suggested by the SYRA with the approval of the OSAYB.

UNIFORMS

Each player shall have a number on the player's jersey including the goalkeeper. The number shall be affixed to the back of the jersey and shall be clearly visible. Each player on a team must wear a number different from the number of every other player on the team. The official team roster shall include the number of each player's jersey.

All players are required to wear shin guards that provide adequate protection.

Goalkeepers must wear colors that distinguish them from other players and game officials.

Home team is listed first on the schedule; they are responsible for changing uniforms in case of a conflict.

RULES OF PLAY

OPL will be played using FIFA Rules as modified by US Youth Soccer Policy on Players and Playing Rules shall govern this league with the following exceptions and clarifications. *Note: OSA reserves the right to modify the application of any USYS Policies.*

1. Length of Match and ball size
 - a. U11 (8v8) 30 min halves Size 4
 - b. U12 (11v11) 30 min halves Size 4
 - c. U13 – U14 35 min halves Size 5
 - d. U15 – U16 40 min halves Size 5
 - e. U17 – U19 45 min halves Size 5

2. Substitutions
 - a. U11
 - (1) Unlimited substitutions will be allowed at any stoppage of play. Players must be ready to enter the field of play and at the midfield line when the substitutions opportunity arises.

 - b. U12 – U19 matches
 - (1) Unlimited substitutions may be taken at the following times:
 - (a) Prior to a throw-in by the team in possession
 - (b) Prior to a goal kick by either team
 - (c) Following a goal by either team
 - (d) After an injury by either team, if the injured player is substituted.
 - (e) After a caution is issued for the cautioned player only
 - (f) At half time.

The home team will provide a game ball to the referees

Each team shall cleanup their respective areas before leaving.

REPORT SCORES

Notifying OSA of Game Scores - A representative from either or both teams may email game results after each game to statewideleague@oksoccer.com. The winning team, or the home team in case of a tie, must submit the original official game forms to the OSA Tulsa office within one week of the game being played. **Be sure to write the game number on the top of each roster.** also make sure the date is on the form – referees are supposed to complete that information. Failure to report scores and submit game forms may result in the game(s) being declared a forfeit by the winning team.

STANDINGS, POINT SYSTEM and TIE BREAKERS

A team's standing in its division will be determined by the number of points it receives based on its win/loss record during the league season. Points will be awarded as follows:

- Three (3) points for a win
- One (1) point for a tie
- Zero (0) points for a loss

In the event of a tie within a division, the following criteria shall be used to break the tie:

1. Winner of head to head game(s), unless a three way tie exists; (2) is used first if this happens.
2. Most wins
3. Teams with the greatest net goal difference (no limit per game)
4. Fewest DPS points
5. Coin toss or other method as deemed appropriate and communicated to the participants by the LOC.

Forfeits are recorded as a score of 3-0. In the event of weather cancellations and other reasons that prevent games from being played with no time to reschedule before the end of the season. Games will be recorded as a "non-played game" with no points awarded to either team.

EJECTIONS and DISCIPLINE

Any player ejected from an OPL match (receives a red card) shall be suspended for his/her next OPL match and/or next match in the National Championship Series (State Cup, President's Cup, etc.)

Any coach ejected from an OPL match (made to leave – referees do not have to show a card to a coach) shall be suspended from the next OPL match and/or next match in the National Championship Series (State Cup, Director's Cup, etc) for the team they were coaching at the time of the ejection.

In the OPL, letters are not sent to remind a player or coach of a red card/ejection. Sit out must take place at your next OPL match and/or match in the National Championship Series (State Cup, Director's Cup, etc.) Failure to sit out could result in additional sit outs.

If a coach or player receives an ejection (red card) in the last played game in a tournament, they must sit out the next played match. Failure to do so will result in additional sit outs.

It is the responsibility of the coach and/or manager to submit to the Tulsa OSA office a sit-out verification form (available on the OSA website) following the match the player or coach sat out.

It is **NOT** the responsibility of the referees or the LOC to remind players and/or coaches of their need to sit out.

Only ejections (red card) cases that involve "Violent Conduct" (fighting) as noted by the game official will be reviewed by the LOC. If an additional match suspension is required, the LOC, will notify both the coach and manager in writing after the LOC has reviewed the incident and rendered a decision

Disciplinary Point System

The Disciplinary Point System (DPS) shall be applicable to all teams registered in the OPL. The purpose of the DPS is to identify those players and coaches responsible for receiving repeated yellow and red cards during the seasonal year (Fall and Spring season).

Players and coaches shall receive disciplinary points as follows:

1. Caution (yellow card) – 1 point
2. Ejection/Send-off (red card) – 3 points

The referee of the match shall have the responsibility of recording infraction(s) on the game form under FIFA guidelines of Law 12.

Information of the game forms submitted to the Tulsa OSA office will be used to track the DPS points earned by each player, coach and team. While the LOC has a responsibility for maintaining a record of DPS points, it is the coaches and/or manager's responsibility to maintain a record and suspend players as required under the DPS. If the required suspensions are not served as outlined below, additional sanctions may be imposed.

Player points earned during seasonal year and penalty

1. 7 points – player is suspended from the next official OPL match
2. 11 points – player is suspended from the next two official OPL matches.
3. 15 points – player is suspended from all official matches until the player has appeared before the OSAYB at which time further sanctions could be imposed.
4. All suspensions are in addition to any penalty for the card(s) received.

Coach points earned during the seasonal year and penalty (in order to encourage coaches to set a positive example for their players and fans, coaches will be held to higher standard than players).

1. 6 points – coach is suspended for next official OPL match.

2. 9 points – coach is suspended from all official games until the coach has appeared before the OSAYB at which time further sanctions could be imposed.
3. All suspensions are in addition to a penalty for the card(s) received.

Team points – team points are the total of all player and coach points earned within the seasonal year.

1. 32 points: Forfeiture of the next official OPL match.
2. 39 points: Forfeiture of the next two official OPL matches
3. 45 points: Suspension from all official games until the coach has appeared before the OSAYB at which time sanctions will be imposed.

Sanctions could include, but are not limited to, additional forfeits, suspension of traveling papers, or suspension of the team from all official games for the balance of the seasonal year, including State and Director’s Cup.

DPS points earned in country league play will move with a team being promoted into the OPL.

RESCHEDULES

OTHER THAN INCLEMENT WEATHER - NO RESCHEDULES

REGISTRATION

- A. Playing in the OPL is optional and only for teams desiring to play at the premier level.
- B. Each team playing in the OPL must be properly registered in its respective country and all Club, Country, OPL and OSA fees paid in full.
- C. Each player playing in the OPL, shall be registered with OSA, and shall submit a properly completed USYS youth registration form. Each player shall have a current laminated USYS player pass with a current photograph affixed.
- D. Each coach participating in OPL competition shall be registered with OSA with a completed US Youth disclosure statement and shall have a minimum of a National “D” (or its equivalent) and a current, laminated USYS pass with a current photograph affixed. National “D” license must be on file or completed within year of taking control of a team in the OPL. See OSA Coach Education Guide Book for more details on coach licensing requirements.
- E. Each club shall submit an official OPL roster for each team playing in the OPL, which shall consist of:
 5. U11 : No fewer than 11 players or more than 14
 6. U12 – U16: No fewer than 14 players or more than 18

7. U17 – U19: No fewer than 14 players or more than 22. Only 18 players can dress-out for any one game.

Part XIII. League Play

- A. Teams must be able to start the match within 10 minutes of the scheduled match time. If a team cannot start within 10 minutes of the scheduled match, the other team shall be awarded a victory by forfeit.
- B. If a game is terminated because of weather, it shall be judged a completed game if the game has reached halftime before the game was terminated. If the match was of lesser duration, then it shall be replayed.
- C. If a referee terminates a match because of conduct, the game score shall be reported, as it was at the time the game was terminated.