

# OKLAHOMA SOCCER ASSOCIATION

## Recreational League Policies and Procedures

Recommended Recreational Closed League Policies and Procedures

Revised 7-12-2019 (Effective Fall 2019)



The mission of the Oklahoma Recreational League (ORL) is to develop players and to promote the development of Oklahoma recreational players through training and competition on a weekly basis throughout the playing season.

## ***Oklahoma Recreational League Policies and Procedures***

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## ***Oklahoma Recreational League Policies and Procedures***

### **Part I. Policies and Procedures, Operations Committee, Review of Decisions**

A. League Operation – The Oklahoma Recreational League (ORL) shall operate under these Policies and Procedures and other decisions as adopted by the Recreational League Operating Committee (RLOC).

1. Approval – These Policies and Procedures must be approved by a majority vote of the members of the RLOC and presented to the Oklahoma Soccer Association Executive Committee (OSAEC) for final approval.

2. Revisions – Any revisions of the Policies and Procedures must be approved by majority vote of the members of the OSA Youth Council and presented to the OSAEC for final approval.

### **B. League Operating Committee**

1. The RLOC shall operate under the supervision and direction of the OSAEC and the Recreational Vice-President.

a. The RLOC Commission shall consist of 7 members. The Chairman will be the Recreational VP and will be elected statewide. The four District VPs will be elected from their respective districts, and 2 at-large members.

b. The Recreational VP and the District VPs will recommend a candidate for each of the 2 at large positions. The OSAEC will have final approval of these appointments. The term of the appointed positions will be one year and filled by August 15<sup>th</sup> of each year.

c. Removal of RLOC appointed committee members:  
Any appointed committee member may be removed at the request of the elected RLOC members with the approval of the OSAEC. The reason for the requested removal must be submitted in writing to the OSAEC by the Chairman of the RLOC.

d. Actions and Decisions – All actions and decisions taken by the RLOC shall be made by majority vote of all members of the RLOC. Votes may be taken in person, via email, or any other method that allows all members votes to be made in a time appropriate manner. The RLOC Chairman will cast the deciding vote in case of a tie among other voting members.

C. Meetings – The RLOC shall meet at the request of the Recreational VP or a majority of all members of the LOC, in any form deemed appropriate providing that all standing members are notified of the time, date, and method of such meeting at least 24 hours prior to the meeting.

D. Advisory Subcommittees – The RLOC reserves the right to establish advisory subcommittees to assist in meeting the mission of the ORL. All advisory subcommittees will serve at the discretion of the RLOC Chairman and will only serve in an advisory capacity to the RLOC. It is anticipated that the advisory subcommittees could be used for (but certainly not limited to):

1. Review of rules
2. Recruitment of individuals to fill vacant positions
3. Other issues as needed.

E. Request for Review and Appeal

1. Any Team or Club may request a review of a decision made by the District Games and Disciplinary Committees (DGDC). To request a review of a decision by the DGDC, the following must be accomplished:

- a. Request for review must be submitted in written form (letter or email) and received by the RLOC Chairman within 7 days of the decision.
- b. Only a team's coach and or a club's designated representative may make a request for review.
- c. Only the club or teams' designated representative, filing the appeal, shall provide any additional information including appearing at an RLOC review meeting as required by the RLOC Committee.

2. An appeal will require a \$200.00 appeal fee which will be refunded if the appeal is upheld by the RLOC. The appeal must be in writing and must include a Cashier's Check or cash for the appeal fee. Once a review of a DGDC decision is complete, a team or club may appeal the decision to the OSA Games, Discipline and Appeals Committee. The Appeal must be filed in accordance with the OSA Appeals Policy.

F. District Games and Disciplinary Committees will hear disciplinary matters that may arise from open league games including player and coach send offs and dismissals, review match terminations as well as other matters as needed.

## **Part II. Oklahoma Recreational League Structure**

A. Oklahoma Recreational League can be Open or Closed Leagues

B. The Recreational League Operating Committee (RLOC) will operate the Open Recreational League.

C. A Club(s) hosting a Closed Recreational League will be responsible for operating the closed league.

### Part III. Open League Rules and Policies with Closed League Recommendations

A. The use of the CPP will be allowed in all divisions of the ORL. The policy for the recreational use of CPP will follow the current Recreational CPP policy of Oklahoma Soccer Association. The [Recreational CPP policy](#) is posted on the OSA web site (see Appendix A). Also the use of Secondary Roster Players will be allowed in U9 and above ORL Open Traveling Leagues. The [Recreational Secondary Player Policy](#) is posted on the OSA web site (see Appendix B).

B. 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:

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

(Ties for the League Championships will not be broken. All teams tied with the most league points will be considered Champions)

C. Forfeits are recorded as a score of 3-0 for the winning team. If a team withdraws from the league before completing its schedule, all games will be considered forfeits. Teams that do not show up to play a game will lose by forfeit. The forfeit must be reviewed by the RLOC, who will enter the forfeit score into GotSoccer. Teams that do not give 48 hours' notice that they will not be able to play a game could also risk losing an additional 3 points in the League Standings. The RLOC will review all no-show games to see if the three-point subtraction is warranted.

D. Games that are not played, or no-plays, will not have a score recorded. Games that are not played are subject to a review by the ORL for a game determination.

E. Minimum number of players to start a game:

- a. 11v11 7 players
- b. 9v9 6 players
- c. 7v7 4 players (5 players for 19U 7v7)
- d. 4v4 2 players

F. A team that allows a non-rostered player, or a player or coach serving a suspension, to participate shall forfeit the game if won. If the game is lost, the first victory thereafter shall be forfeited. The coach will also face a disciplinary hearing on the matter.

1. A suspended coach shall not be within sight or sound of a game(s) that the coach is serving a suspension from.

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

H. All Recreational players, including Recreational Select, must play a minimum of ½ a game.

#### I. Substitutions

1. All OSA Recreational open/travel leagues:  
Unlimited substitutions at any stoppage with the referee's permission.

#### J. Duration of Match

**8U and younger:** Four 10-minute quarters with a 5-minute break between each quarter.

**9U-10U:** Two 25-minute halves with 10-minute half time.

**11U-12U:** Two 30-minute halves with 10-minute half time.

**13U-14U:** Two 35-minute halves with 10-minute half time.

**15U-16U:** Two 40-minute halves with 10-minute half time.

**17U-19U:** Two 45-minute halves with 10-minute half time.

**15U-16U 7v7:** Two 30-minute halves with 10-minute half time.

**17U-19U 7v7:** Two 30-minute halves with 10-minute half time.

#### K. Uniforms

a. Each player shall have a number on the player's jersey. The number shall be affixed to the back of the jersey, be at least four inches tall and shall be clearly visible. Each player on a team must wear a number different from the number of every other player on their team. The official team roster shall include the number of each player's jersey.

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

c. Goalkeepers must wear colors that distinguish them from the other field players.

d. The home team will wear lightest colored jersey. The visiting team will wear the dark jersey. Unless agreed upon by both coaches, the team not wearing the correct uniform will be required to change.

### **Part IV. Hosting Club and Team Responsibilities\***

#### ***\*Part IV applies to all open and closed leagues***

A. The hosting club will have properly prepared fields; including proper markings, nets, goal size, and corner flags. A club representative will be available to fix any problems associated with the fields. If the field is unable to be prepared properly by the hosting club, the game will be played if the referee determines that a hazardous condition does not exist.

B. The hosting club will be responsible for closing the complex in case of inclement weather. If the complex closes, it will be the responsibility of the hosting club to notify the home team and the referee assignor. The home team shall notify the opposing coach and/or manager as soon as possible that the game has been postponed. Failure to notify the opposing coach or manager could result in the game being declared a forfeit.

C. Each team should provide the referees with a copy of the team's official ORL roster or game card. (It is possible that both teams can be checked in from a single game card though) It is highly recommended that the roster includes the correct jersey number of each player. Teams will also supply Official USYS **Laminated** Player Passes, or the GotSoccer App Version, with the player's picture for all 11U-19U players. If the official player pass cannot be presented to the referee, that player(s) will not be eligible for the match. Coaches and team managers must have USYS Laminated cards as well or the GotSoccer App Version. Referees will check passes against the roster prior to each match. In situations where a rostered player(s) does not have a corresponding player pass or a player pass name is not on the official roster, the player(s) will not be allowed to play.

D. The home team will provide a game ball to the referee. If the referee does not deem any provided games balls to be acceptable, the visiting team may be asked to provide the game ball.

E. Team Rosters/Game Cards are the official match record.

1. When two game cards are provided, after the match the referee will complete both copies and return one to each team. Though it is primarily the responsibility of the winning team (or home team if a draw), either team may record the result in GotSoccer.

2. When only one game card is provided, after the match the referee will complete and return that copy to the winning team (or home team if a draw). Though it is primarily the responsibility of the winning team (or home team if a draw), either team may record the result in GotSoccer.

3. Coaches/managers must retain the game cards until:

December 31<sup>st</sup> for Fall seasons

June 30<sup>th</sup> for Spring seasons

4. Coaches/managers will immediately provide a copy of any game card requested by ORL administration.

5. If the responsible party does not record the game score within 96 hours of the completion of the match, either team may email the ORL Administrator the GotSoccer game number and score to request the score be entered by the league. Once the score is entered, both teams will be notified through GotSoccer.

4. Each team shall clean up their respective areas before leaving. [The hosting club will be asked to notify the club president if a non-home club team(s) (which could be the home and/or visiting teams) leaves their respective area(s) in an inappropriate manner.]

5. There will be a 10-goal mercy rule if the losing coach requests it. The Mercy Rule cannot be applied until the first half has ended. The losing coach must notify the referee at half time if invoking mercy rule.

6. All medical devices are subject to the approval of the referee with respect to player safety.

## **Part V. Referees**

### ***\*Part V applies to all open and closed leagues***

Payment – All referee assignments fees and referee fees will be the home teams' Club financial responsibility.

## **Part VI. Procedure for Postponement and Reschedule of Games**

- A. If the COMPLEX is closed because of inclement weather or field conditions, the home team shall notify the opposing coach or manager as soon as possible that the game has been postponed.

Failing to notify the opposing coach or manager could result in the game being declared a forfeit for his/her team. The home team will notify the visiting coach by 2 of 3 methods to count as notification. Those methods are by Email, Phone Call or Text Message.

1. Coaching conflicts will be avoided as much as possible when scheduling but no promises can be made. This is especially applicable to coaches who have more than two teams in ORL. Teams are encouraged to have qualified assistant coaches available whenever possible.

### **2. Rescheduling Games**

a. Both coaches must agree to have a game rescheduled. The game must be rescheduled within **seven days** of the postponement.

b. Rescheduling games will be subject to the home team's club reschedule policy.

c. It is not anticipated that the season end dates will be extended and determination for this will be at RLOC discretion.

d. Teams attending a USYS sanctioned tournament will receive a guaranteed postponement/reschedule of any league games scheduled during the tournament.

e. Club Schedulers will not place a rescheduled game on the schedule until

they have received written agreement from both coaches. The Home team coach will provide the coaches written agreement to the Club Scheduler.

## **Part VII. 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 time, the other team shall be awarded a victory by forfeit.

B. 'Start the match' is defined as having the minimum number of players appropriately dressed, on the field and ready to play. Merely having the minimum number of players on-site is not sufficient.

C. If a game is terminated because of weather, it shall be judged a completed game if the game had started the second half before the game was terminated. If the match was of lesser duration, it shall be replayed.

D. If a referee terminates a match because of player, coach or team conduct, the game score shall be reported, as it was at the time the game was terminated. The District Games and Disciplinary Committee will review the causes of termination and determine if the game will be accepted as a complete game, resumed from the point of suspension or replayed.

E. If a referee suspends a match due to situations other than described in Sections C or D, the game score shall be reported, as it was at the time the game was terminated. The District Games and Disciplinary Committee will review the causes of suspension and determine if the game will be accepted as a complete game, resumed from the point of suspension, or replayed.

F. 9U and older Teams and Coaches will set on one game side of the field and Parents and Spectators will set on the opposite side of the game field.

G. League games that are scheduled on Sunday will not be scheduled to start play before 1:00 PM.

## **Part VIII. Recreational No Play Dates**

- A. Teams may submit no-play dates with their application as follows:
1. 11U – 19U teams are allowed 4 no-play days per season.
  2. A Tournament weekend will be 2 No Play Dates.

## Part IX. Games, Discipline and Appeals

A. Any player ejected from an ORL match shall be suspended for their next ORL match and/or next match in any USYS competition.

B. Any coach ejected from an ORL match shall be suspended from the next ORL match and/or next match in any USYS competition for the team they were coaching at the time of the ejection.

C. Ejections (red card) cases that involve "Violent Conduct" (fighting) as noted by the game official's Misconduct Report will always be reviewed by the District Games and Disciplinary Committee and considered for additional game suspensions. If an additional match(es) suspension is determined, the District Games and Disciplinary Committee will notify both the coach and manager in writing after the reviewing the incident and render a decision. District Games and Disciplinary Committee rulings on additional game suspension may **not necessarily** be completed before the next scheduled ORL or USYS Competition.

D. ORL Open League game protest will be heard by the District Games and Disciplinary Committee. A \$200.00 protest fee must accompany the filing of the appeal. The appeal fee must be in cash, cashier's check or money order. The appeal must be in writing and filed, at an OSA office, within 72 hours of the end of the game in protest. If the appeal is granted the protest fee will be refunded.

E. Decisions of the District Games and Disciplinary Committee, or any Closed League Games and Disciplinary Committee, may be appealed to the RLOC.

F. ORL-Closed League game protest will be heard by the Club(s) Games and Disciplinary Committee hosting the league. Decisions by these Committees can be appealed to the RLOC.

G. Decisions of the RLOC may be appealed to the OSA Appeals Committee, per that committee's standing policies.

H. In keeping with US Soccer Bylaw 707, OSA will adhere to the following:  
Section 1. No Organization Member, official, league, club, team, player, coach, administrator, or referee may invoke the aid of the courts in the United States or of a State without first exhausting all available remedies within the appropriate soccer organization, and as provided within the Federation. This bylaw does not apply to the commencement of an arbitration proceeding under these bylaws or the USOC Constitution and Bylaws or the enforcement of a decision rendered in such a proceeding.

Section 2. For a violation of this bylaw, the offending party shall be subject to suspension and fines, and shall be liable to the Federation for all expenses incurred by the Federation and its officers in defending each court action, including but not limited to the following:

- (1) court costs
- (2) attorney fees
- (3) reasonable compensation for time spent by the Federation officials and employees in responding to and defending against allegations in the action, including responses to discovery and court appearances.
- (4) travel expenses.
- (5) expenses for holding special National Council meetings necessitated by the court action.

I. The District Games and Disciplinary Committee may review any ejection for coach, manager, and/or player in situations that it determines to be egregious or excessive and issue additional match suspensions as is deemed necessary.

J. In the case of an ejected coach, the use of radio communication systems, which include cell phones, between players and/or technical staff, is not permitted.

K. A player is allowed to serve his/her suspension at the game on the team bench but may not be in uniform.

L. It is the responsibility of the coach or manager to submit to the OSA office a sit-out verification form (available on the OSA website). The sit-out form provides the reason for the sit-out; previous game ejections, additional suspension imposed by the District Games and Disciplinary Committee and must be submitted immediately following the match the player or coach sat out. If the required suspensions are not served, additional sanctions may be imposed.

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

## **Part X. Player Registration**

***\*Part X applies to all open and closed leagues***

A. Recreational Teams must be formed by one or more of the six methods listed below that fit the needs of the Club best:

1. School Attendance
2. Geography
3. Neighborhood Concept
4. Player Draft
5. Random Draw
6. Recreational Select (a.k.a. Rec+). The Recreational Select Team Selection Policy. See Part XII

B. The Clubs will register individual players. Clubs will use one or more of the team formation methods listed in A. above. Formation of teams, adding, dropping, releasing and transfers of players shall be controlled by the respective Club rules, where a team is formed, and any OSA rules or policies that may apply. Club team formation guidelines changes shall be submitted to OSA by July 1<sup>st</sup> of each year for OSA approval.

- a. The Club Registrar will maintain all Closed League Team Rosters.
  - b. The OSA Registrar will maintain all Open League Team Rosters.
  - c. Youth Players must not have reached the age of 19 before January 1<sup>st</sup> of the seasonal year. The age chart will be maintained on the OSA web site. The Clubs will be responsible for verifying all players age.
- D. A player may play in an older age division but not in a younger age division.
- E. A current roster of all teams shall be provided to OSA. Each team, that wishes to play in the ORL, must be registered with OSA through its local club.
- F. Recreational Select teams may be formed at any age level. Recreational Select teams formed at the 8U and lower ages must be scheduled by the home club.
- G. Recreational Select teams must have a plus sign (+) added after the team name.
- H. Maximum number of players on Recreational teams
- a. 6U & Younger (4v4): Maximum roster size is eight (8)
  - b. 7U – 8U (4v4): Maximum roster size is eight (8)
  - c. 9U – 10U (7v7): Maximum roster size is twelve (12)
  - d. 11U – 12U (9v9): Maximum roster size is sixteen (16)
  - e. 13U – 14U (11v11): Maximum roster size is eighteen (18)
  - f. 15U – 16U (11v11): Maximum roster size is twenty-two (22)\*
  - g. 17U - 19U (11v11): Maximum roster size is twenty-two (22)\*
  - h. 15U – 16U (7v7): Maximum roster size is twelve (12)
  - i. 17U - 19U (7v7): Maximum roster size is twelve (12)

*\*No more than 18 players may be in uniform and/or participate in any particular game.*

## **Part XI. Team Registration**

***\*Part XI applies to all open and closed leagues***

- A. Each team playing in the ORL must be properly registered in its respective Club and OSA fees paid in full.
- B. Each player playing or practicing, in the ORL shall be registered with OSA through its member clubs and shall submit a properly completed USYS Youth Registration Form.
- C. **Each U11 to U19 player shall have a current, laminated USYS player pass with a current photograph affixed or the digital version from Got Soccer.**

D. Effective January 2014, each coach participating in an ORL competition shall be:

1. Registered with OSA, and Risk Management approved by OSA before participation with youth players.
2. Possess a USYS pass (laminated or digital) with a current photograph affixed.
3. Making progress towards the ORL coaching license recommendations listed below:

  OK Soccer Recreational Coaches	U6-U8		U9-U10		U11-U12		U13-U19			
	Free Online Grassroots Coaching Module	4v4 Online	4v4 In- Person	7v7 Online	7v7 In- Person	9v9 Online	9v9 In- Person	11v11 Online	11v11 In- Person	USSF D License
	Required	Strongly Recommended								
OK Youth Academy Coaches	Required									

## Part XII. Recreational Select Team Formation Policy

*\*Part XII applies to all open and closed leagues*

OSA Recreational Select teams will be formed each season in accordance with the following policy:

A. Recreational Select Teams – Recreational Select teams also referred to as “Rec+”, may be formed for the purpose of playing in the Oklahoma Recreational League as may be desired by the home club, coach, and team. The team’s Head Coach chooses the teams’ roster (some restrictions may apply – see below rules and requirements).

### B. Recreational Select/Rec+ Rules and Requirements

1. Rec+ teams may be formed in all age groups.
2. Rec+ teams participate in recreational soccer. All Recreational Select players are afforded the same Player’s Right to Play as all recreational players. (I.e. All players must participate in at least 50% of the allotted game time each game. ***The use of tryouts or any similar process to roster players to any team on the basis of talent or ability is prohibited.***)

- a. The following activities are expressly prohibited by OSA:
  - Invitation to, or participation of a recreational player in, an activity with a coach and/or team at any OSA sanctioned or governed activity (including team meetings, practice, and training sessions) with the intention of evaluating the player's talent or ability for consideration of inclusion on a Rec+ team's roster; other than as permitted below.
  - Any activity expressly prohibited by the player's and/or coach's home club.
  
- b. The following activities are not prohibited by OSA:
  - Invitation to, or participation of a recreational player in, any activity with a coach and/or team **preceded** by mutual agreement that the player will be included on the Rec+ team if the player so chooses to join the roster (*expressly for the player/parent(s) to evaluate the coach/team in coming to a decision to become a rostered player for the Rec+ team*).
  - Observation of a player participating at a regular season game, tournament or other public event.
  - Observation of a player at a club sponsored training event; with permission of the club.
  - Player participation with a team utilizing Club Player Pass in accordance with OSA policy governing such.
  - Participation by, or observation of, a player in any event/league that is not sanctioned or governed by OSA. **\*\*\*Note: Activities not sanctioned by OSA are excluded from insurance policies provided to OSA members\*\*\***
  
- c. Clubs shall publicize these guidelines to all recreational coaches and members via an appropriate and effective means.
  1. Non-compliance with this policy and/or guidelines shall be reported to the RLOC.
  2. Coaches/Teams/Clubs found to be acting in, or condoning, violation of the policy and/or guidelines shall be subject to sanctions as deemed appropriate by the DGDC.
  
3. Submission of Recreational Select teams must be applied for by the team's Head Coach via submission of a Recreational Select/Rec+ Roster Form to the home club registrar. *Players shall not be placed on Recreational Select rosters without a completed player detail and parent/guardian signature on file with their club registrar.*
  
4. Head Coaches are responsible for submission of a newly completed Recreational Select/Rec+ roster form to the home club registrar each Fall season, and submission of any roster changes each Spring season by the close of the club's normal registration period.

5. Clubs may also make the decision to submit a team as Recreational Select for inclusion in a Recreational Select League.

6. The Recreational Select/Rec+ Form will be available to the home club.

7. Teams choosing to register as a Recreational Select/Rec+ team for the spring season must place all players returning from the Fall team roster onto the new Rec+ team; unless a player's parent or guardian requests removal from the team.

8. Players may be added to a Rec+ roster in the Spring or Fall, so long as the maximum number of players for the applicable age class is not exceeded.

a. All Recreational Select/Rec+ team names will be followed by a (+) Plus sign. (i.e. New York Red Bulls+)

b. Clubs can formulate any other rules for Recreational Select/rec+, which fit the needs of the club. A copy of these rules must be presented by the home club to OSA by July 1<sup>st</sup> of each year.

## **Appendix A**

### **Recreational and Recreational Plus Club Wide Player Pass Guidelines**

All players develop at their own rate due to the difference between chronological age and developmental age. Greater flexibility regarding individual player development must be given to clubs in order to ensure that they are able to help all their players reach the level of excellence that the player desires to achieve as well as to be able to sometimes manage differences in clubs as well.

A Club Player Pass (CPP) system allows for more realistic and fluid movement of players between teams and levels of play. This fluid movement allows the player to be challenged at the appropriate level based on their current level of development. This movement can help reduce the 'win at all cost' team first attitude and put the focus of player development back on the individual player. CPP should never be used to improve a team's standing in league play and should not typically be used to make sure a team has enough players for a game.

### **Player Movement**

#### **Oversight**

It is recommended that any club using CPP in the Recreational or Recreational Plus setting do so under the guidance and oversight of someone with a US Youth National Y License.

#### **Policy/Procedure**

Any club wishing to utilize CPP for Recreational or Recreational Plus in house games must have a written policy/procedure stating:

- a) Club philosophy for use of CPP in those divisions
- b) Any and all internal rules, restrictions, guidelines, and procedure for use of CPP in those divisions

#### **Guidelines**

While OSA does not provide specific guidelines for when CPP may be used in these divisions in house the following are some situations in which it which it might make good sense to use CPP in these divisions:

- a) Allowing a Recreational player to move to a Recreational Select-Plus team in their age group.
- b) Moving a Recreational or Recreational Plus player to a Recreational Plus team one-age division higher.
- c) Moving a Recreational player to a higher ranked same age team or Recreational team one-age division higher.

d) CPP shall only be used for League games. The maximum number of CPP players that can be used for any League game are below.

9U-10U Two CPP Players  
11U-12U Two CPP Players  
13U-14U Three CPP Players  
15U-19U Four CPP Players

e) CPP players will be added by the Club Registrar for recreational teams for a League game in accordance with the number of CPP players allowed.

Following are examples of situations in which it would not be allowed to use CPP:

- a) Recreational Plus player moving to a Recreational team in the same age division.
- b) Recreational Plus player moving to another Recreational Plus team in the same age division.
- c) If the CPP Player(s) will miss their assigned team's game.

CPP may not be used to allow Recreational or Recreational Plus players to play for other teams in the club or teams from another club for tournament play. CPP does not affect any Guest Player guidelines that are in place for tournaments.

## Appendix B

### Oklahoma Recreational Secondary Player Policy

1. A player may be on the Primary Roster of only one team in any League sponsored by OSA. A player may also be on the Secondary Roster of one additional team from the same Club. The Secondary player must be age appropriate.
2. Players shall not miss their Primary team's league game to play for their secondary team.
3. The Maximum numbers of secondary players that can be added to a Primary Roster for any age group are below.  
  
9U-10U Two Secondary Players  
11U-12U Two Secondary Players  
13U-14U Three Secondary Players  
15U-19U Four Secondary Players
4. The use of Secondary or CPP players on a team shall not displace a Primary Player from participating in a game. All Players must play 1/2 game minimum.
5. The use of Secondary or CPP players shall not cause a team to go over the maximum number of players allowed to play for a team in a game. (See Section I)
6. A Club must seek permission from a player's parent to be added as a secondary player on another roster. The Club shall have a form for the Parent to sign for this permission.
7. The use of the Secondary Roster is a Club option.
8. Recreational Select (Recreational Plus) Players cannot be a secondary player on a recreational team.
9. After a Secondary Player has been added to a roster they cannot be removed to add another Secondary Player, unless that secondary player is also "Officially Released" from his/her Primary Team.
10. Secondary players can only be used in ORL League play.

## Appendix C

### **OKLAHOMA RECREATIONAL LEAGUE COMMITTEE POLICY REGARDING RESTRICTED PLAY TIME FOR ALL RECREATIONAL PLAYERS**

*3-26-2015*

As per Oklahoma Recreational Policies and Procedures Part III Section H., each player on a recreational team has the right to play at least 50% of every game in which the team participates. The Oklahoma Recreational League Committee deems that it shall be the responsibility of each coach to strictly comply with this policy. Notwithstanding this, it is recognized that there are instances in which this right may be restricted.

This policy of the Oklahoma Recreational League Committee permits a coach to deny the player's right to play in one game, or restrict playing time to one quarter of a game; provided that the coach must have established a written disciplinary policy setting forth standards which differentiate between discipline for failure to practice and discipline for unsportsmanlike or violent conduct at practice. Such disciplinary policy must be approved by the Home Club and be published to the team's players and players' parent(s)/guardian(s) prior to the commencement of the season. This policy and any club or team standards of conduct shall be uniformly applied, without bias, to all players on a team. In no instance may a coach restrict playing time below one half game in consideration of a player's ability or skill.

The Oklahoma Recreational League Committee has adopted the following requirements for application of this policy:

3. A coach may restrict playing time to a single quarter of one game for three or more absences to practice provided that the reason for such absences are not for attendance at school or church functions. In order to document such absences it is required that each coach note player attendance to practices and be able to provide specific information as to the dates of practices missed. Such restriction must be noted on the game form and the player and player's parent(s)/guardian(s) must be notified in twenty-four hours advance.
4. A coach may deny for one game a player's right to play for violent or unsportsmanlike conduct at practice. Such restriction must be noted on the game form and the player and player's parent(s)/guardian(s) must be notified twenty-four hours in advance.
5. In any situation where the coach believes it is necessary to deny or restrict a player's playing time, the written approval of a Club Administrator must be obtained in advance of notification to the player.

This policy does not preclude restriction of a player's playing time due to injury, illness or other substantive reason as mutually agreed upon by the coach, player and/or player's parent(s)/guardian(s).

Failure to comply with this policy may result in disciplinary action against the coach by the governing authority in accordance with ORL Policies and Procedures, Section IX.

## Appendix D

### Oklahoma Soccer Traveling Rec Open/Rec Select Bracketing/Scheduling Guidelines

(Updated 12/17/2017)

This is some of the criteria that will be used when bracketing teams. These guidelines are not weighted, hence no numeric ordering, some will apply to teams, some will not. It will be up to the Oklahoma Recreational League (ORL) committee and OSA recreational admins to make the best determination, keeping the items listed below in mind. In some cases the ORL committee may not be able to use one or more of these guidelines in order to form a viable league(s).

1. In order to be scheduled, a team must first be registered online via Gotsoccer. Registration is the responsibility of the registrar and/or home club.
2. The club and/or coach is responsible for ensuring that the team is entered in the correct age division. Should the team end up in a younger age division, we have no choice but to move the team up into the correct age division.
3. Only the record from the previous playing season will be considered. Tournaments, prior seasons, etc. will have no bearing on placement.
4. Any team returning more than 50% of the players from the previous season is still considered that team. Any team that changes their name will still be considered the previous named team.
5. If teams are merged, that information should be submitted to the OSA recreational admin. Submit both team names, records, etc.
6. Any team that requests to play in the Rec Select Bracket will be placed accordingly. When possible, rec select teams will be placed in a rec select bracket. **If there are not enough teams to make a rec select bracket, those teams will be placed in the highest level Recreational Bracket in the Spring season.**
7. Any team that requests to play in a higher age division will be placed accordingly.
8. A girls' team that requests to play in the boy's division will be placed accordingly.
9. No requests will be considered for a lower skill placement.
10. No requests will be considered for a younger age division. Age of eldest player will determine the appropriate age division.
11. When making the brackets, there will be a minimum of 5 teams (play each other twice for a total of 8 games), and a maximum of 11 teams (play each other once for a total of 10 games)  
The above guidelines will be used when possible.
12. In Leagues with teams that are scheduled to play each opponent an unequal number of times, **only the highest game numbered match will count towards the official standings.** The ORL will let the Coaches know which game numbers will be considered "Official Scrimmages". These official scrimmage game scores will not be

- entered into the standings of the league.
13. The minimum number of games that count towards league standings will be six (6).
  14. The ORL reserves the right to mix age groups to make leagues when needed.
  15. The ORL reserves the right to schedule U15 and up teams in a Statewide League if needed.
  16. The ORL **will not** take into consideration teams that have players playing up when forming leagues. Playing up is a Club and Coach decision that is out of the control of the ORL Committee. All scenarios need to be considered, by the coach and the club, when allowing a player to play up.

### **Promotion and Relegation**

Any team that is dominant in their bracket will move up to the next bracket **between the Fall and Spring** seasons, if there is a higher one. Also, any team that is dominated in their bracket will move down to the next bracket between the **Fall and Spring** seasons, if there is a lower bracket. This could apply to multiple teams as well.

## Appendix E

### 15U-16U & 17U-19U 7v7 Policies

*Current ORL policies apply to any item not covered in the special 16U & 19U 7v7 policies.*

#### Age

“19U” includes 17U, 18U and 19U as defined by US Soccer’s Player Matrix for the current year. These ages will be bracketed together as 19U.

“16U” includes 15U and 16U as defined by US Soccer’s Player Matrix for the current year. These ages will be bracketed together as 16U.

#### Number of Players

The maximum number of players on the field per team at any one time is seven (7), one of which is a goalkeeper.

The maximum number of players on a roster shall not exceed twelve (12).

The minimum number of players to start a match is five (5).

Coed teams playing in a coed league must always have at least two female players on the field not including the goalkeeper.

#### Field of Play

Standard 9v9 field: 70x45 min/80x55 max, 21x7 goal

#### Duration of the Game

30-minute halves with 10-minute half time.

#### Goal Kicks/Keeper Played Balls

A goal kick taken by any player or any ball played by the goal keeper from within his or her own penalty area, from the hands or the feet (thrown, kicked, punted or drop-kicked), **may not** cross the half way line without first touching the ground or any other player.

**SANCTION:** *An indirect free kick is awarded to the opponents on the half way line at the point where the ball crossed.*

#### Offside

*Conforms to FIFA*

#### Substitutions

Unlimited at any stoppage of play with the referee’s permission.