

CHANGES TO OSYSA MANUAL AS OF JANUARY 7, 2006, OHIO SOUTH BOARD OF DIRECTORS MEETING

Changes Regarding U-8 Competitive Players:

5.4.16 U-7 and younger players shall not be permitted to participate on competitive teams.

5.4.17 U-8 players may not play on U-10 or older competitive teams.

8.2.8 OSYSA sanctioned competitive tournaments may not accept U-7 and younger teams.

Changes Permitting 22 Player Roster For U-17 And Older Teams

4.3.7 Teams may not exceed 18 players on their Official Team Roster, except for U-17 and older teams may have a maximum of 22 players on their roster.

4.3.8 US YOUTH SOCCER rules limit teams of member associations and leagues to five previously rostered players, at any one time, in any one seasonal year, if they are participating in the State Cup Championship. However, if a team rosters less than 18 players, (22 players if U-17 or older team), at the beginning of the season, the team may add or transfer in as many players as needed to reach 18 players, (22 players if U-17 or older team), on the roster. Adding players (who are not registered on any other US YOUTH SOCCER team) to reach 18 players, (22 players if U-17 or older team), the first time does not count against the five previously rostered rule. Any player that is currently registered with another US YOUTH SOCCER competitive team and is joining another team is a transfer. The Roster Change Form will provide the procedure to control the number of changes permitted by any team.

5.4.6 Each player must be rostered to a team except for Tournament Guest Players. The team must be rostered to an OSYSA sanctioned league. No team is permitted more than eighteen (18) registered players, (22 players if U-17 or older team), at any given time, nor shall any team be allowed to have less than seven (7) registered players.

5.7.2 Leagues will have their teams assign each player an individual number. This number will be composed of the affiliated league number, sex, team number, and an unique two-digit number. Each player will be assigned an unique, two digit number starting at 01 and going up to 18, (22 if U-17 or older team). A different number will be assigned each player. The number will be entered on both halves of the registration card.

5.10.5 League Guest Players cannot take priority over players listed on the authorized official team roster, (primary roster). League Guest Players can only participate in games on a one for one basis when players on the Official Team Roster do not show up for the game, if the total

number of players on the primary roster plus the number of League Guest Players at the game exceed 18, (22 if U-17 or older team).

7.2.8 No more than 18 players, (22 players if U-17 or older team), may be listed on any roster. If guest players are being added using the Tournament Guest Player Roster, the team must indicate on the roster completed for the tournament and their validated League Roster the players not playing in the tournament. On the team's league roster, those players not attending the tournament are to be marked off.

8.5.1.5 If the tournament is going to allow guest players, they must also require that the accepted team submit a Tournament Guest Player Roster to properly identify guest players. This roster may be the Tournament Guest Player Roster sent by the tournament to accepted teams or it may be a separate guest player roster developed by the tournament or authorized by another state association. No matter which guest player roster is used, it must clearly show which players are guest players. Once the tournament's first game begins, rosters (either 18 or 22 player rosters), cannot be changed. Teams are not permitted to have more than 18 players (11 v 11 games) or 14 players (8 v 8 games) on their roster during the event, except for the roster for U-17 or older teams. Although rosters for U-17 and older teams may have up to 22 players on the roster, only 18 of those players may dress and participate in any one game during the tournament.

9.4.6 No team is permitted to dress more than 18 players at any game. This limit shall also apply to any U-17 or older teams that may have a roster of up to 22 players. No more than 18 different players may play for a team in any one game. If more than 18 different players take part in the game, the game is to be suspended and the details reported to the appropriate Association or League official.

9.7.9 Some member Association or Leagues have authorized the use of four League Guest Players for U-16 and U-15 age groups. US YOUTH SOCCER player passes stamped LEAGUE GUEST PLAYERS are permitted to play in these member Leagues or Associations. In this case the teams must have a supplemental GUEST PLAYER ROSTER with league guest players listed. The supplemental roster must be made available to the referees upon request. The rules authorizing these League Guest Players are included on this Roster.

These players cannot dress or play in the game unless players on the official regular league roster do not show up for the game. No more than 18 players can dress for the game. Primary rostered players have priority over league guest players.

New Rules Establishing Director of Coaching Pass

6.2.15 In addition to having a minimum of at least 2 coaches and a maximum of 3 coaches registered for each team as required above, any club of 5 or more teams may apply for one or more Director of Coaching, (D.O.C.) pass(es) for their club.

6.2.15.1 A maximum of 4 coaches, either coaches registered to the team that is participating in the game or coaches using a D.O.C. pass may be on the team's/coach's sideline during a game.

6.2.15.2 If a club has between 3 and 10 teams, inclusively, the club may apply for one D.O.C. pass. If a club has between 11 and 15 teams, inclusively, the club may apply for 2 D.O.C. passes. If a club has between 16 and 20 teams, inclusively, the club may apply for 3 D.O.C. passes. If a club has more than 20 teams, the club may apply for a maximum of 4 D.O.C. passes

All D.O.C. passes are only valid in the seasonal year in which they are issued.

6.2.15.3 D.O.C. passes, as developed by the OSYSA office, will only be issued by the OSYSA office and only after receipt of all the following items:

- a) A payment of \$35.00 per pass to be issued.
- b) Confirmation from the OSYSA member league(s) that the club is associated with that the club is a member in good standing of that league.
- c) Confirmation from the Club Secretary that the coach is approved by the club to receive a Director of Coaching Pass
- d) Verification that the Club has an updated listing on the Ohio South Youth Soccer Association Web Page under league and club directory
- e) A current full color 2” x 3” passport style photograph of the coach.
- f) Confirmation that the coach has at least a USSF “D” license or an NSCAA National license.

6.2.15.4 The D.O.C. pass is valid only for the person to whom it was issued and is not transferable to any other person, at any time, for any reason. No person may be substituted for the person to whom the D.O.C. pass was issued.

6.2.15.5 Any person to whom a Director of Coaching pass has been issued and who is wearing the pass on a neck lanyard visible to the outside may be in the team area during any league or OSYSA State Cup game and is permitted to act as a third or fourth coach for that team.

6.2.15.6 Any person to whom a Director of Coaching pass has been issued and who is in the team area as a Director of Coaching during any league, OSYSA State Cup or tournament game and is sent off, then that person shall be required to immediately leave the area of the field as directed by the referee. In addition, that person shall be prohibited from attending, in any capacity, (either as a coach or as a Director of Coaching), the next game of the team in which the person was sent off. Furthermore, the Director of Coaching pass shall turned over to the referee or other event official and sent to the OSYSA for further handling and disposition. The person to whom the Director of Coaching pass was issued, shall upon confirmation by the member league, OSYSA State Cup Chairperson or tournament director that the D.O.C. was sent off, shall be fined by OSYSA the amount of \$100.00.

6.2.15.7 Any person to whom a D.O.C. pass has been issued and who is sent off from 3 or more games that have been organized by OSYSA and/or any of its member leagues, counted accumulatively, while at those games as a Director of Coaching, shall be ineligible to receive a D.O.C. pass for the following seasonal year.

6.2.15.8 The use of the D.O.C. pass is specifically permitted at the State Cup tournament and all OSYSA sanctioned tournaments. Any OSYSA league may choose not to recognize the D.O.C. pass and any rights and privileges that are associated with the D.O.C. pass.

NEW RULES REGARDING MISCONDUCT BY GAME OFFICIALS

9.10 MISCONDUCT BY A GAME OFFICIAL OR AN OHIO SOUTH REFEREE DEVELOPMENT PROGRAM PARTICIPANT

9.10.1 In conjunction with USSF Policy 531-10 “Misconduct by Game Officials”, OSYSA may delegate jurisdiction of an allegation of misconduct by a game official or an Ohio South Referee Development Program participant, as defined in USSF Policy 531-10, Sections (A) and (B), to the Ohio South State Referee Committee (OSSRC). Jurisdiction shall include the imposition of appropriate penalties.

Implementation of this process does not in anyway supercede OSYSA’s authority to hold its own independent hearing on the alleged misconduct by a game official or Ohio South Referee Development Program participant, which shall be conducted in accordance with USSF Policy 531-10.

In lieu of appearing before a hearing of the OSSRC, the game official or Ohio South Referee Development Program participant, may request that the OSYSA Conduct Committee hear the matter, if such a request is made at least 5 days prior to the hearing by the OSSRC.

Any game official or Referee Development Program participant who is found guilty of misconduct by OSYSA’s hearing committee may appeal said decision in accordance with the stated criteria of USSF Policy 531-10, Section 4.