

	Miami Valley League	Greater Cincinnati Soccer League (GCSL) CPL and TPL	Buckeye Premier League	Ohio South State League (OSSL)	Midwest Regional League	Indiana Champions League
<b>League Web Sites</b>	<a href="http://www.mvysa.com">www.mvysa.com</a>	<a href="http://www.cuslsoccer.com">www.cuslsoccer.com</a>	<a href="http://www.buckeyepremier.com">www.buckeyepremier.com</a>	<a href="http://www.osysa.com/tournaments/OSSL.htm">www.osysa.com/tournaments/OSSL.htm</a>	<a href="http://www.midwestregionalleague.com">www.midwestregionalleague.com</a>	<a href="http://icl.adamwhitaker.com/match-day-rules.php">http://icl.adamwhitaker.com/match-day-rules.php</a>
<b>Severe Weather</b>	No Less Restrictive than OH South Youth Soccer Association  <a href="http://www.osysa.com/Assets/pdf/GUIDELINESFORLIGHTNINGTORNADOS.pdf">www.osysa.com/Assets/pdf/GUIDELINESFORLIGHTNINGTORNADOS.pdf</a>	No Less Restrictive than OH South Youth Soccer Association  <a href="http://www.osysa.com/Assets/pdf/GUIDELINESFORLIGHTNINGTORNADOS.pdf">www.osysa.com/Assets/pdf/GUIDELINESFORLIGHTNINGTORNADOS.pdf</a>	<b>See lightning or hear thunder: clear the field , wait 30 minutes, no exceptions.</b> <b>THE RESTART POLICY IS EXPLAINED AT THE END OF THIS DOCUMENT</b>	No Less Restrictive than OH South Youth Soccer Association  <a href="http://www.osysa.com/Assets/pdf/GUIDELINESFORLIGHTNINGTORNADOS.pdf">www.osysa.com/Assets/pdf/GUIDELINESFORLIGHTNINGTORNADOS.pdf</a>	No Less Restrictive than OH South Youth Soccer Association  <a href="http://www.osysa.com/Assets/pdf/GUIDELINESFORLIGHTNINGTORNADOS.pdf">www.osysa.com/Assets/pdf/GUIDELINESFORLIGHTNINGTORNADOS.pdf</a>	
<b>Field Status (open/closed)</b>	<a href="http://www.mvysa.com/cgi-bin/conditions.cgi">http://www.mvysa.com/cgi-bin/conditions.cgi</a>  <a href="http://www.thegameschedule.com">www.thegameschedule.com</a>	<a href="http://www.thegameschedule.com">www.thegameschedule.com</a>	1-888-431-2786 <a href="http://www.thegameschedule.com">www.thegameschedule.com</a>		Host Club or Association notifies the MRL commissioner, who notifies the teams	
<b>Field Closure</b>	1. Prior to the game time, the controlling person or field coordinator of the field, can close the field or complex. The officials will not get paid. 2. The referee can postpone the game in the first half for the players safely. The officials will get one-half of the game fees. 3. The referee can postpone the game after the end of the first half due to player's safety. The officials will receive the full game fees.	Do not start the match, or continue the match, if field conditions would result in dangerous play to the players. The Referee may also stop the match if continued play would result in damage to the playing field.	If fields are closed and/or matches are cancelled and the referees are not notified prior to their arrival at the site, the officials will be paid for their first scheduled match only	If fields are closed and/or games are cancelled and the referees are not notified prior to their arrival at the site, the officials will be paid for their first scheduled match only.	The Host Team is responsible for notifying the MRL Commissioner as soon as possible if games on scheduled fields are unable to be played due to field closings or inclement weather.	
<b>Inclement Weather</b>	Prior to the game time, the controlling person or field coordinator of the field, can close the field or complex. The officials will not get paid.	A period of 20 minutes should be allowed for the start of a game involving lightning and threatening weather resulting in a delay of the game. If the game does not begin due to weather conditions, the fees must be returned to the coaches. If the game begins, but is not completed due to weather conditions, the referees are paid the full fee.	If fields are closed and/or matches are cancelled and the referees are not notified prior to their arrival at the site, the officials will be paid for their first scheduled match only.	The Home Club is responsible for notifying the OSSL and opponent as soon as possible if the scheduled fields are unavailable due to inclement weather (See OSYSA Policy on Weather). If fields are closed and/or games are cancelled and the referees are not notified prior to their arrival at the site, the officials will be paid for their first scheduled match only.	If fields are closed and/or games are cancelled and the referees are not notified prior to their arrival at the site, the officials will be paid for their first scheduled match only.	In the event that a game is canceled due to weather after the game has started the game will be considered complete if the first half is finished. In the event the first half is not finished the two teams must agree along with the referee(s) when the game will be completed. The league will not reschedule a second game with new referees and the teams must follow the reschedule policy.

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<b>Team "No Show"</b>	Teams will wait 15 minutes after the scheduled time for their opponent to arrive, unless the official or home team coach was notified prior the game time. The referee must submit a game report and MVYSA will pay the game fees.	A team will wait 10 minutes for its opponent to arrive. If a team fails to appear, it will forfeit the game.	Scheduled matches are to wait a minimum of 1 hour before a forfeit can be assessed.	A one-hour delay in the start of a game due to a team's lack of appearance is permitted for scheduled matches before the game is abandoned unless otherwise agreed to by both teams and the game officials.	A thirty minute delay in the start of a game due to a team's lack of appearance is permitted for scheduled matches before the game is abandoned.	
<b>Guest Players</b>	Maximum of two players per team per game unless permission granted by Ken. Player must present current card from another OSYSA team. No US Club players allowed. Coach must identify guest player(s) to referee prior to the game who is to share this with the opposing coach.	A team may use in any league game up to two club guest players. Prior to the beginning of the game, a coach should determine that the team using the club guest players is complying with club guest player rules. (TPL: U-11,13,14 = 3 guest players, U-12 = 4 guest players)	A team may elect to have up to 4 players participate in Buckeye Premier league match that are not rostered to their team. Both the team that the players are rostered to and the team that the players will be playing for in the MUST be sponsored by the same club.	There can be no more than 22 players rostered to a team, no more than 7 club pass players, and no more than a total of 25 rostered and club pass players. <b>No more than 18 players may appear on the Line-Up card for any match.</b>	A maximum of 25 total players including those rostered to the team and club pass players may appear on the team roster and no more than 18 players may appear on the Line-Up card for any match. There can be no more than 22 players rostered to a team and no more than 7 club pass players.	
<b>Team Roster</b>	May be available	Each team must bring its US Youth Soccer player passes, a copy of their CUSL Team Roster, and League Guest Player Roster form to every game. Team Rosters and League Guest Rosters (if applicable) must be made available to the Referee upon request.	A team's official league roster must be made available at all matches and be presented to the referee or opposing team coach/manager upon request.	The Game Lineup Card and/or Official OSSL Team Roster and Official OSSL Club Pass Roster are to be provided to the opposing team upon request. No more than 18 players from a team may appear on the Lineup Card as eligible to play in any single game.	Each team must bring their laminated US Youth Soccer member passes (i.e. passes issued by their respective State Association) signed by an official of their home State Association, a MRL Lineup Game Card, and a copy of their Official MRL Roster and Official MRL Team Club Pass Roster to every match.  Lineup Game Cards are to be given to the Match Referee prior to the start of a match.  The Game Lineup Card and/or Official MRL Team Roster and Official MRL Team Guest Roster are to be provided to the opposing team upon request.	Teams will be required to give a copy of their US CLUB roster (Team or POOL Roster) at the start of each game to the referee.  Teams may only declare a roster of no more than 12 players for each game for U9-U10 teams, 14 players for each game for U12 teams, 18 players for U14-U18 teams.  Teams are to cross off players who are not playing.  Teams may write players' names at the bottom of roster if player names are not on the roster.

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<b>Player Cards</b>	<p>No physical card, no play, no exception except with verbal permission from the MVYSA office. You must speak with Gene or Ken 937-684-4241. Valid OSYSA cards for all players must be presented to the referee prior to the commencement of each match and held until the end of the match.</p>	<p>Player and coach passes shall be presented to the Referee prior to the start of the game. These passes shall remain in the Referee's possession until the end of the game. If a player's pass is not available and the player is deemed eligible to participate in the match by the coach, the official team roster shall be checked by the Referee to ensure that the player is on the listed roster. Each player and coach without a pass shall write their name, address, birth date and telephone number on a piece of paper and each coach shall do the same, except the coach does not have to provide a birth date.</p>	<p>If player or coach cards are unavailable at the start of the match contact, 1) the greater Dayton assignor Geoff Darr [937.672.0589]; 2) if Geoff is unavailable, league game scheduler George Sauer [740.604.0779]. Each team must bring their laminated US Youth Soccer player and coach passes signed by an official of their National State Association and a copy of their Official Roster to every match. Player passes, OSYSA coach passes and OSYSA Director of coaching pass shall be presented to the referee prior to the match. Passes will be returned to the team at the end of the match.</p>	<p><b>No Card No Play.</b> Each team must bring their laminated US Youth Soccer member passes signed by an official of OSYSA, an OSSL Lineup Game Card, and a copy of their Official OSSL Roster and Official OSSL Club Pass Roster to every match. Lineup Game Cards are to be given to the Match Referee prior to the start of a match. No more than 18 players from a team may appear on the Lineup Card as eligible to play in any single game. All player passes are to be given to the referee prior to the game. Referees shall verify that player and player card match. Passes will be returned to each team at the end of the game.</p>	<p>US Youth Soccer Member Passes shall be presented to the referee upon entering the field of play. Passes will be returned to the players at the end of the half. Players will present passes upon entering the match during the second half. Referees are to collect the Player Passes for any non-participating player that is sitting on a team's bench for the match prior to the match to insure that such players do not participate in the match. Such Player Passes are to be returned to the team following the match. This rule shall not apply for U-13 and U-14 age groups due to the unlimited substitution rule for these age groups, all player passes are to be presented to the Referee prior to the game.</p>	<p>You do not need to print game cards.</p> <p>You do not need to present player passes at games.</p>
<b>Coaches Cards</b>	<p>No physical card, no coaching except with verbal permission from the MVYSA office. A coach with a valid card from another MVYSA team is valid. Valid OSYSA cards for all coaches must all be presented to the referee prior to the commencement of each match and held until the end of the match.</p>	<p>Player and coach passes shall be presented to the Referee prior to the start of the game. If a team, in its entirety, or any one player or coach does not have its player or coach pass(es), each player and coach without a pass shall write their name, address, birth date and telephone number on a piece of paper and each coach shall do the same, except the coach does not have to provide a birth date. Another person may assume the coach's pass if the coach is unavailable at the time of the scheduled match.</p>	<p>In the event that one or more coaches for a team cannot be at a game, a substitute coach may be selected. The referee must be notified of the change before the game begins and the substitute coach(es) must be properly identified. Only one substitute coach is permitted per coach's card.</p>	<p>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 sideline during a game. Coaches, managers and team officials are required to provide the Referee with a pass certifying that the coach, manager or team official is currently rostered with the team/club. If by send off or emergency, a team does not have a coach, manager or team official to supervise the OSSL team, then the game shall be forfeited.</p>	<p>Coaches, managers and team officials are required to provide the Referee with a pass, as provided by their host state association, certifying that the coach, manager or team official is currently rostered with the team/club. If by send off or emergency, a team does not have a coach, manager or team official to supervise the MRL team during a MRL game, then the game shall be forfeited.</p>	<p>Each coach must have a valid US CLUB SOCCER coaching pass.</p> <p>Coaching pass does not need to present at games.</p> <p>Only 3 coaches may be present on the sidelines during the match.</p>

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<b>Director of Coaching Cards</b>	A club official with a valid Director of Coaching pass from OSYSA is permitted in the team area.	A club official with a valid Director of Coaching pass from OSYSA is permitted in the team area.	A club official with a valid Director of Coaching pass from OSYSA is permitted in the team area. No person may be used as a substitute for the person to whom a DOC pass was issued.	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.	Not Mentioned	
<b>Uniform Color Conflicts</b>	When there is a conflict in uniform color, the home team must change. The referee's judgment is final. All players on the same team must have different numbers, except goalkeeper.	The home team gets to wear its primary color jersey identified in the schedule. The visiting team is obligated to wear a jersey whose colors don't conflict. If the home team wears a different jersey and there is a conflict, then it is obligated to change.	When there is a conflict in uniform color, the team listed first on the schedule must change. The referee's judgment in these matters is final.	When there is a conflict in uniform color, the team listed first on the schedule (the home team) must change their uniform color, subject to the Match Referee's decision.	When there is a conflict in uniform color, the team listed first on the schedule must change their uniform color, subject to the Match Referee's decision	Home team must wear their light uniform. Away team must wear their dark uniforms. Each player must wear shin guards and an official uniform with a number on the back.
<b>Coaching Area</b>	Coaches are permitted between a line (either marked or unmarked) from 10 yards from the center line to the top of the penalty area and 2 yards from the touch line.		Coaches must remain in the technical area which is defined as the area on their team's half of the side line between the half line and the top of the penalty area.	Limited coaching from inside the team's respective Technical Area is permitted. Coaches may not leave their team's Technical Area or enter the field of play without permission from the Referee.	Limited coaching from inside the team's respective Technical Area is permitted. Coaches may not leave their team's Technical Area or enter the field of play without permission from the Referee.	
<b>Match Score Reporting</b>	Referees do not have to report match scores	Referees do not have to report match scores	Referees do not have to report match scores	Complete the Official Line-up Game Card report and give it to home team along with game cards and team rosters immediately following the match. If the referee does not provide the Match Report to the home team immediately following the game, he must file such Report with the OSSL within 24 hours of the match.	In the event that the Match Referee does not provide the Site Coordinator with the Referee Report, Team Lineup Game Cards, and Team Rosters immediately following the match, the Referee must file such Report with the MRL Commissioner within 24 hours of the match.  In the event that red or yellow cards are issued during the match, the Report must be filed within 12 hours of the match. Filing shall be defined as providing pertinent match information via e-mail or fax. Original copies of all paperwork must be	

					postmarked within 48 hours of a match.	
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<b>Offside (7 vs. 7 Matches)</b>	Offside shall be enforced for all ages.	Offside shall be enforced for all ages.	N/A	N/A	N/A	U-08/09/10: Offside will not be enforced unless the referee determines the offside position is directed, intentional, and/or persistent in an effort to gain an unfair advantage (Law11). Defending teams will be awarded an indirect free kick from the offside players' position.
<b>Special Rules</b>	For U9-U12 for all free kicks: The opposing team must be at least seven (7) yards from the ball until it is in play. No intentional heading allowed for U9-U11 games. U9-U10 games will use a single referee.	In 7 versus 7 play ONLY, an indirect free kick will be awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from penalty box to penalty box. No intentional heading allowed for U9-U11 games.	No intentional heading allowed for U9-U11 games.	N/A	N/A	Development: U8-U10 matches will have a center referee. U12-U18 matches will have a three-person referee crew. ICL State League: U-11 to U-18 will have a three-person referee crew
<b>Substitutions</b>	1. Prior to throw-in, team in possession may substitute. If that team is substituting, then the other team may also substitute. 2. Prior to a goal kick by either team 3. After a goal, by either team 4. After an injury by either team, when the referee stops play 5. At half time by either team 6. For a cautioned player—if the coach substitutes for the cautioned player(s), then the opposing coach may substitute for the same amount of players (one for one)	Unlimited substitutions are permitted at the following times with consent of the Referee: 1. Prior to a throw-in your favor. 2. Prior to a goal kick by either team. 3. After a goal, by either team. 4. After an injury, by either team, when the Referee stops play. 5. At half time. 6. For a cautioned player. The team not in possession of the ball may substitute an unlimited number of players at a throw-in when the team in possession is substituting.	Unlimited substitutions may be used. Substitutions may be made when the team is in possession of the throw in, when the opposing team is in possession of the throw-in and both teams have players at the half line awaiting an opportunity to enter the match. By either team when there is a goal kick, after a goal is scored, or if there is an injury situation.	In the U-19, U-18, U-17, U-16 and U-15 age groups, the OSSL will operate under the FIFA-Seven (7) “per half” substitution system. Once replaced, players cannot re-enter the game during that half of play. Substitutions may be made during any stoppage in play. In the U-13 and U-14 age group, unlimited substitutions will be permitted.	In the U-18, U-17, U-16 and U-15 age groups the MRL will operate under the FIFA-Seven (7) “per half” substitution system.  Once replaced, players cannot re-enter the game during that half of play. Substitutions may be made during any stoppage in play.  In the U-13 and U-14 age groups, unlimited substitutions will be permitted.	<b>Developmental League:</b> Substitutions may be made on your possession, on the opponent's possession when they are substituting, on any goal kick, on any other stoppage with the approval of the center Referee, and are not allowed on corner kicks. <b>ICL Premier (State) League:</b> U11-U14 matches: Unlimited Substitutions may be made on your possession, on the opponent's possession when they are substituting, on any goal kick, on any other stoppage with the approval of the center Referee, and are not allowed on corner kicks.

						U15-U18 matches: Limited substitutions will be applied per half. Once a player has left the field during a half they may not return in the same half.
<b>Official Match</b>	A match shall be considered official after one full half of play is completed. The second half does NOT have to have started.	A game shall be considered official after one (1) full half of play (the second half does not have to start).	A match shall be considered official after one full half of play (the second half does not have to start).	A match shall be considered official after one full half of play is completed (the second half does not have to start).	A match shall be considered official after one full half of play is completed (the second half does not have to start).	
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<b>Club Assistant Referees</b>	Referees are reminded that they must use the three-man system of control for all matches except U-9/10 where a referee may work alone. When a neutral official is not assigned or fails to appear for the match as assigned, the referee must seek an assistant. If the person is a certified USSF official, he will be paid the fees and his duties will be delegated by the referee. If the person is not a certified official, his duties shall be delegated by the referee and not get paid.	Referees are reminded that they must use the three-man system of control for all matches. If an assistant referee does not show for the match and a certified and registered official is not found to serve as Assistant Referee, the home team will provide a club linesman. If neither Assistant Referee shows, and a certified Referee is not found to replace both of them, two club linesmen will be used. A Referee cannot refuse the use of a club linesman, however, a certified Referee, regardless of the person's club affiliation, will always serve as an Assistant Referee prior to using a club linesman. If there are two club linesmen, the home team pays the cost of the Referee provided for in the CUSL fee schedule, and not a greater amount.	Referees are reminded that they must use the three-man system of control for all matches. In the event an assigned referee fails to appear (within 10 minutes of the match time), every effort should be made to find a certified official. The referee may appoint replacements, including club assistant referees, for assistant referees who fail to show up by the match time. Club assistant referees shall be limited to decisions only on touchlines and possession as specified by FIFA. A Club assistant referee may not call off-sides.	Matches must be officiated by the three-person FIFA/USSF Referee System. In the event the assigned referee fails to appear (within 10 minutes of the match time); a certified official must be found to officiate the match. The Referee may appoint replacements for Assistant Referees who fail to show up by the match time. In the event certified USSF officials are not available, the Referee may appoint Club Assistant Referees. Club Assistant Referees shall be limited to decisions only on touchlines and possession as specified by FIFA/USSF Referee Guidelines.	Matches should be officiated by the three-person FIFA/USSF Referee System. In the event the assigned officials fail to appear (within 10 minutes of the match time); an attempt to secure certified officials should be done to officiate the match. In the event certified USSF officials are not available, the Referee may appoint Club Assistant Referees. Club Assistant Referees shall be limited to decisions only on touchlines and possession as specified by FIFA/USSF Referee Guidelines.	
<b>Payment of Club</b>	Certified officials will be paid per the adopted pay schedule.	A certified and registered Referee or Assistant Referee appointed under	Club assistant referees do not receive payment unless	In the event that there is only one Assistant Referee,	In the event that there is only one Assistant Referee,	only one Assistant Referee

<b>Linesman</b>	If the person is not a certified official, his duties shall be delegated by the referee and they shall not be paid.	the provisions hereof shall be paid the applicable fee provided for in the CUSL fee schedule. A club linesman is not paid.	they are a currently registered USSF official.	payment is made. The other Assistant Referee fee may be paid to a club assistant referee, if they are a registered USSF official.	payment is made. The other Assistant Referee fee may be paid to a club assistant referee, if they are a registered USSF official.	
<b>Cautions</b>	May be reported	Cautions do not have to be reported	Referees will be responsible for posting to the League website <a href="http://www.buckeyepremier.com">www.buckeyepremier.com</a> all yellow and red cards issued in each match. The posting will include a brief description of the infraction for which the card was issued and other pertinent information to allow tracking by player/coach and team.	In the event that red or yellow cards are issued during the match, the Match Report must be filed within 12 hours of the match. Filing shall be defined as providing pertinent match information via e-mail or fax. Original copies of all paperwork must be postmarked within 48 hours of a match.	Cautions are included as part of the Referee Report which shall be provided to the Site Coordinator at the completion of the match. If there is no Site Coordinator, the Report must be filed by email or fax within 12 hours of the match. Forms at <a href="http://www.midwestregionalleague.com/referees.htm">http://www.midwestregionalleague.com/referees.htm</a> Email: <a href="mailto:mrlcommissioner@region2.com">mrlcommissioner@region2.com</a> Mail to: MRL 6612 Debbie Drive North Ridgeville, OH 44039	
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<b>Red Card</b>	If a coach is ejected show a red card to the coach.  Any player removed from play will be treated as a send-off. All send offs must be reported online within 24 hours. The report and the player's or coach's card(s) must be sent to:  MVYSA 7029 Taylorsville Rd, Suite A, Huber Heights, Ohio 45424.	All red card (send-off) reports, which must include the player's or (coach's) pass, must be mailed within 48 hours to the GCSL Operations Committee Mail to:  Steve Wood Ohio South Youth Soccer Association 25 Whitney Dr Suite 104 Milford, OH 45150 <a href="mailto:swood@osysa.com">swood@osysa.com</a> 513-576-9555	The referee must report all yellow and red cards on the league's web site at <a href="http://www.buckeyepremier.com">www.buckeyepremier.com</a> (click on Procedures) within 24 hours of the match completion. All passes of red-carded players and/or coaches must be mailed to the league office. Should parents be involved, they too may be disciplined. The league office address is:  Buckeye Premier 670 Lakeview Plaza Blvd. Suite D Worthington, Ohio 43085	In the event that red or yellow cards are issued during the match, the Match Report must be filed within 12 hours of the match. Filing shall be defined as providing pertinent match information via e-mail or fax.  <b>Email:</b> <a href="mailto:jschuppe@osysa.com">jschuppe@osysa.com</a> <b>* Fax: 513-576-1666</b> Original copies of all paperwork must be postmarked within 48 hours of a match. The league address is: <b>OSSL</b> <b>25 Whitney Dr., Suite 104</b> <b>Milford, OH 45150</b>	Send Offs or Serious Incidents are to be reported immediately following the game to <a href="mailto:mrlcommissioner@region2.com">mrlcommissioner@region2.com</a> . Be sure to list age group, division, teams, player(s) sent off, the offense, and your name, email, and phone number. <b>ALL PLAYER PASSES ARE RETURNED TO TEAMS AT THE CONCLUSION OF THE GAME INCLUDING ANY PLAYER(S) THAT WERE SENT OFF.</b> The Referee Report shall be provided to the Site Coordinator at the completion of the match. If there is no Site Coordinator, the Report must be filed via e-mail or fax within 12 hours of the match. Original copies of all paperwork must be postmarked within 48 hours of a match. Forms available at	

					<a href="http://www.midwestregionalleague.com/referees.htm">http://www.midwestregionalleague.com/referees.htm</a> Mail to: MRL 6612 Debbie Drive North Ridgeville, OH 44039	
<b>Termination of Matches</b>	The Referee may terminate a match for reasons of safety (bad weather or darkness), for serious infringement of the Laws, or because of interference by spectators.	A Referee may suspend a game for lack or failure of a team's coach(es) to control its parents/ spectators, poor team behavior or other unsportsmanlike circumstances (Note - each coach is responsible for the behavior of his/her sideline players, parents and fans and a coach can be yellow or red carded for their misbehavior).	Referees may suspend matches for lack of crowd control, poor team behavior or other unsporting behavior circumstances. (Note - each coach is responsible for the behavior of his sideline players. Each coach is responsible to assist the official, when asked, in the control of parents, fans, and spectators). The referee shall report the suspension of the match to the league office within 48 hours.	Referees may terminate matches for lack of crowd control, poor team behavior or other unsportsmanlike circumstances. Each coach is responsible for the behavior and conduct of his/her players, parents and supporters. Upon request by the Game Officials, coaches are responsible to assist in the control of parents, fans, and spectators. The Referee will report the termination of any match to the OSSL within 24 hours.	Referees may terminate matches for lack of crowd control, poor team behavior or other unsportsmanlike circumstances. Each coach is responsible for the behavior and conduct of his/her players. Upon request by the Game Officials, coaches are responsible to assist in the control of parents, fans, and spectators. The Referee will report the termination of any match to the MRL Commissioner within 24 hours.	
	<b>Miami Valley League</b>	<b>Greater Cincinnati Soccer League (GCSL) (formerly CUSL) and TPL</b>	<b>Buckeye Premier League</b>	<b>Ohio South State League (OSSL)</b>	<b>Midwest Regional League</b>	<b>Indiana Champions League</b>



	<p><b>Dealing with parents or fans</b> Ask the coach for help If the coach refuses, send off the coach If the coach cooperates asking the parent to leave but the parent does not cooperate then terminate the match Submit a game report The officials will receive the game fees.</p> <p><b>Referee's life in danger</b> Terminate game Call the police Submit game report The officials will receive the game fees Do not demand coach or parents name</p>	<p>The Referee should instruct the coach to control their spectators. If the coach refuses, issue a yellow card to the coach. If a spectator must be removed from the sidelines, the Referee should instruct the coach to have the spectator(s) leave. If the spectator or coach continues to be unruly, a second yellow card is issued to the coach and they are ejected from the match. If the crowd or coach continues to interfere with the match, the Referee can suspend or terminate the match. Under no circumstances, should the Referee initiate a confrontation with the spectator(s).</p>	<p>A referee is specifically permitted to instruct a coach that a parent, spectator, team supporter, or others who commits misconduct, including entering the field during play, to leave the area around the field. A coach who fails to have the parent, spectator, team supporter, or others leave the area around the field, when so instructed by the referee, may be issued a caution for dissent. Continued failure by the coach to have the parent, spectator, team supporter, or other person leave the area around the field may, at the discretion of the referee, be sufficient grounds to abandon the match.</p>	<p>Referees may terminate matches for lack of crowd control, poor team behavior or other unsportsmanlike circumstances. Each coach is responsible for the behavior and conduct of his/her players, parents and supporters. Upon request by the Game Officials, coaches are responsible to assist in the control of parents, fans, and spectators. The Referee will report the termination of any match to the OSSL within 24 hours.</p>		
<b>U-08/09</b>	7 versus 7	7 versus 7			N/A	
<b>U-10</b>	7 versus 7	7 versus 7	9 versus 9		N/A	
<b>U-11</b>	9 versus 9	9 versus 9	9 versus 9		N/A	
<b>U-12</b>	9 versus 9	9 versus 9	9 (11) versus 9 (11)		N/A	
<b>U-13/14</b>	11 versus 11	11 versus 11	11 versus 11	11 versus 11	11 versus 11	
<b>U-15/16</b>	11 versus 11	11 versus 11	11 versus 11	11 versus 11	11 versus 11	
<b>U-17/19</b>	11 versus 11	11 versus 11	11 versus 11	11 versus 11	11 versus 11	
<b>U-08/09</b>	2 x 25 minutes	2 x 25 minutes	2 x 25 minutes		N/A	2 x 25 minutes
<b>U-10 (7v7)</b>	2 x 25 minutes	2 x 25 minutes			N/A	2 x 25 minutes
<b>U-10 (9v9)</b>			2 x 30 minutes			
<b>U-11</b>	2 x 30 minutes	2 x 30 minutes	2 x 30 minutes		N/A	2 x 30 minutes
<b>U-12 (9v9)</b>	2 x 30 minutes	2 x 30 minutes	2 x 30 minutes		N/A	2 x 30 minutes
<b>U-12 (11v11)</b>			2 x 35 minutes			
<b>U-13/14</b>	2 x 35 minutes	2 x 35 minutes	2 x 35 minutes	2 x 35 minutes	2 x 35 minutes	2 x 35 minutes
<b>U-15/16</b>	2 x 40 minutes	2 x 40 minutes	2 x 40 minutes	2 x 40 minutes	2 x 40 minutes	2 x 40 minutes
<b>U-17/19</b>	2 x 45 minutes	2 x 45 minutes	2 x 45 minutes	2 x 45 minutes	2 x 45 minutes	2 x 45 minutes
<b>Size of Ball</b>						
<b>U-08/09</b>	#4	#4	#4	N/A	N/A	#4
<b>U-10</b>	#4	#4	#4	N/A	N/A	#4
<b>U-11</b>	#4	#4	#4	N/A	N/A	#4
<b>U-12</b>	#4	#4	#4 (#5 11 v 11)	N/A	N/A	#4
<b>U-13/14</b>	#5	#5	#5	#5	#5	#5
<b>U-15/16</b>	#5	#5	#5	#5	#5	#5
<b>U-17/19</b>	#5	#5	#5	#5	#5	#5
	<b>Miami Valley League</b>	<b>Greater Cincinnati Soccer League (GCSL) (formerly CUSL) and TPL</b>	<b>Buckeye Premier League</b>	<b>Ohio South State League (OSSL)</b>	<b>Midwest Regional League</b>	<b>Indiana Champions League</b>

<b>Game Fees</b>	Each team pays one half of the referees' fees	Each team pays one half of the referees' fees. If missing 1 AR teams share the ref fee and home team pays AR fee. If 2 AR's missing home team pays entire referee fee.	Each team is responsible for payment of one half of the fees of the match officials. Referees and Assistant Referees shall be paid before the start of the match. Payment may be made in cash, team check or club check.	Referees and Assistant Referees appointed under the provisions of these OSSL Rules shall be paid at the conclusion of the match upon receipt by the home club Site Coordinator of the OSSL Referee Report, Game Cards, and Team Rosters. Each team is responsible for payment of one half of the OSSL required fees of the match officials.	Fees are paid to referees after the Referee Report is turned in to the Site Coordinator. If there is no Site Coordinator, then teams are to pay the Referees prior to the start of the game. Each team is responsible for payment of one half of the MRL required fees for the match officials. In the event that there is only one Assistant Referee, only one Assistant Referee payment is made. The other Assistant Referee fee may be paid to a club assistant referee, if they are a registered USSF official. In the event that Referees are on site and the assignor has not been notified of a postponement due to weather or field conditions, then the teams shall pay full referee fees for the game. For example if both teams are on site along with referees and weather conditions are such that the game cannot be played, then Referee fees are paid.	Site Coordinators will provide all game cards to referees and will collect all rosters and completed game cards from referees. Site Coordinator will pay for all Referee fees for matches played on CLUB host dates. All referees will be paid by the site coordinators after the conclusion of their final game of day. Games that are rescheduled or are not played at a CLUB host date: Host club will pay the referees.
<b>U-08/09</b>	\$30 CR Alone	\$32/\$22/\$22 CR/AR/AR \$32/22 CR/AR \$32 CR Alone	N/A	N/A		\$30 CR Development
<b>U-10 (7v7)</b>	\$30 CR Alone	\$32/\$22/\$22 CR/AR/AR \$32/22 CR/AR \$32 CR Alone	N/A	N/A		\$30 CR Development
<b>U-10 (9v9)</b>	N/A	N/A	\$40/\$30/\$30 CR/AR/AR \$40/\$30 CR/AR \$40 CR Alone	N/A		\$30/\$20/\$20 Premier
<b>U-11, U-12 (9v9)</b>	\$36/\$24/\$24 CR/AR/AR \$40/\$26 CR/AR \$44 CR Alone	\$40/\$30/\$30 CR/AR/AR \$40/\$30 CR/AR \$40 CR Alone	\$40/\$30/\$30 CR/AR/AR \$40/\$30 CR/AR \$40 CR Alone	N/A		\$30/\$20/\$20 Premier
<b>U-12 (11 v 11)</b>	N/A	N/A	\$46/\$36/\$36 CR/AR/AR \$46/\$36 CR/AR \$46 CR Alone	N/A		\$30/\$20/\$20 Development \$30/\$20/\$20 Premier
<b>U-13</b>	\$40/\$30/\$30 CR/AR/AR \$44/\$32 CR/AR \$48 CR Alone	\$46/\$36/\$36 CR/AR/AR \$46/\$36 CR/AR \$46 CR Alone	\$46/\$36/\$36 CR/AR/AR \$46/\$36 CR/AR \$46 CR Alone	\$50/\$35/\$35 for CR/AR/AR	\$50/\$35/\$35 for CR/AR/AR	\$50/\$35/\$35 Premier
<b>U-14</b>	\$40/\$30/\$30 CR/AR/AR \$44/\$32 CR/AR \$48 CR Alone	\$46/\$36/\$36 CR/AR/AR \$46/\$36 CR/AR \$46 CR Alone	\$46/\$36/\$36 CR/AR/AR \$46/\$36 CR/AR \$46 CR Alone	50/\$35/\$35 for CR/AR/AR	50/\$35/\$35 for CR/AR/AR	\$40/\$30/\$30 Development \$50/\$35/\$35 Premier
<b>U-15</b>	\$46/\$35/\$35 CR/AR/AR \$48/\$37CR/AR \$50 CR Alone	\$52/\$42/\$42 CR/AR/AR \$52/\$42 CR/AR \$52 CR Alone	\$52/\$42/\$42 CR/AR/AR \$52/\$42 CR/AR \$52 CR Alone	\$60/\$40/\$40 for CR/AR/AR	\$60/\$40/\$40 for CR/AR/AR	\$50/\$35/\$35 Premier
<b>U-16</b>	\$46/\$35/\$35 CR/AR/AR \$48/\$37CR/AR \$50 CR Alone	\$52/\$42/\$42 CR/AR/AR \$52/\$42 CR/AR \$52 CR Alone	\$52/\$42/\$42 CR/AR/AR \$52/\$42 CR/AR \$52 CR Alone	\$60/\$40/\$40 for CR/AR/AR	\$60/\$40/\$40 for CR/AR/AR	\$50/\$35/\$35 Premier
<b>U-17</b>	\$52/\$40/\$40 CR/AR/AR \$54/\$42 CR/AR \$58 CR Alone	\$58/\$48/\$48 CR/AR/AR \$58/\$48 CR/AR \$58 CR Alone	\$58/\$48/\$48 CR/AR/AR \$58/\$48 CR/AR \$58 CR Alone	\$70/\$45/\$45 for CR/AR/AR	\$70/\$45/\$45 for CR/AR/AR	\$50/\$35/\$35 Premier
<b>U-18</b>	\$52/\$40/\$40 CR/AR/AR \$54/\$42 CR/AR \$58 CR Alone	\$58/\$48/\$48 CR/AR/AR \$58/\$48 CR/AR \$58 CR Alone	\$58/\$48/\$48 CR/AR/AR \$58/\$48 CR/AR \$58 CR Alone	\$70/\$45/\$45 for CR/AR/AR	\$70/\$45/\$45 for CR/AR/AR	\$50/\$35/\$35 Premier
<b>U-19</b>	\$52/\$40/\$40 CR/AR/AR \$54/\$42 CR/AR \$58 CR Alone	\$58/\$48/\$48 CR/AR/AR \$58/\$48 CR/AR \$58 CR Alone	\$58/\$48/\$48 CR/AR/AR \$58/\$48 CR/AR \$58 CR Alone	\$70/\$45/\$45 for CR/AR/AR	\$70/\$45/\$45 for CR/AR/AR	N/A

**Buckeye Premier Policy for Restarting a Match Suspended for Thunder or Lightning**

- If a match is in the **1st half** and there is a delay:
  - Upon the restart, extend the time of the 1st half to equal to at least  $\frac{1}{2}$  the standard length of a half for that age group.
  - If the first half has already exceeded the time to equal to at least  $\frac{1}{2}$  the standard length of a half for that age group, the referee should immediately go to half time. At the expiration of the mandated 30 minute delay, the 2<sup>nd</sup> half of the game should then start.
  - The length of the 2<sup>nd</sup> half should be the same time as the time actually played for the 1<sup>st</sup> half. Said alternately, each half will be played with equal time.
  - There can only be one delay per game. If a second delay is necessary, the match is terminated. If the match is terminated due to a second delay, the match will be considered as not having been played and should be re-scheduled
- Any match that has made it to half-time or after and there is a delay, the match will be considered a complete match. The match is over and the score stands. There should be no restart or continuation of the match.