

Mid Valley District League

Age Groups: U11/12 and U13/14

Gold and Silver Divisions with pre-season seeding tournament (when numbers allow)

8 Game season with Home and Away games

Playoff weekend at end of season (single elimination)

Medals to First and Second Place

Total minimum of 12 games

Three referees for games

Fall Season (Sept-Nov) and Spring Season (April-June) offered

U10/11 Development League

Age Groups: U10 and U11

8 game season (all games in Keizer)

After first three games, teams are divided into two divisions (upper/lower) for the rest of the season

Three referees for games

Fall Season (Sept-Nov) and Spring Season (April-June) offered

Policies

1. **Registration:** All teams must register with their OYSA Club and pay the full player fee required by their club.
2. **Recreational Players/Team Formation Policy:** Players must be registered as OYSA recreational players. Players registered as classic players through OYSA are not eligible to play in the MVSL. (Exception may be allowed if a team is playing up and is cleared for participation by the League prior to registration) MVSL teams must be formed based on a clubs team formation policy. Teams may be "intact" teams meaning the team has been playing together for a year or more as long as the team was originally formed based on their Club's team formation policy. MVSL does not have any specific requirements for team formation other than the players must be registered as recreational players and the team cannot be formed through a tryout process. MVSL relies on the club registrar to verify that the team was formed based on the club's team formation policy and that all players are registered as recreational players through the state association. MVSL supports each club's team formation policy on how recreational and MVSL teams are formed.
3. **Deadline for league acceptance:** All teams must be registered completely by posted deadline on the website. A complete registration includes a registration form signed by the club registrar, a team roster signed by the club registrar and the registration fee.
4. **Age Divisions:** U12 (including U-11 and U-12 players) boys and girls and U14 (including U13 and U14 players) boys and girls. U14 age group may include players that would qualify under an eighth grade waiver. An age group may have Gold/Silver Divisions and a seeding tournament if the number of entries allow.
5. **Rosters:** Teams may roster no more than 18 players for a game, for U10/11 no more than 14 players. Rosters and player cards must be presented to the Referee at the start of each game. Teams pending receipt of their player cards may use a "roster only" for the first weekend. Guest players with a Recreational card may be used during the regular season but not during the seeding tournament or playoffs. Limit of 3 Guest players on a roster.
6. **Uniforms:** Teams may use their club uniforms. Uniforms must be numbered.
7. **Travel:** Travel for teams will be limited. With a goal of one hour or preferably less to away games.
8. **Fields:** . All teams not using Keizer Fields as a home field must be able to provide a playable home field for all game dates. To be accepted into the league a Field Availability Form must accompany the team registration. Teams are responsible for insuring their home field is playable and ready to use prior to each game, i.e., lined, nets, corner flags. NOTE: for U10/11 all games are played in Keizer.
9. **Weather.:** In the event that a game cannot be played due to the field being closed or the referee determining that the field is unplayable, the game will be rescheduled based on an agreement by the two teams.
10. **Weekly standings:** Standings and reschedules will be posted on the KSC website each week. .
11. **Code of Conduct:** Players, coaches and parents are expected to respect the referee and their opponent at all times. Any coach who cannot control the behavior of his or her players, parents or themselves will put their team in jeopardy of being removed from the league. We will NOT tolerate ANY abuse of the referee. Will expect all teams, coaches, player and parents to follow the code fo conduct as prescribed by OYSA and USYSA.

Rules of Competition

For all competition in this League, FIFA Laws of the Game will be used, except as noted below

FIFA: Laws of the Game Modifications (Regular Season and Playoffs)

1. For U-10/11 games, a #4 size ball will be used. Games will consist of two 25-minute halves. Half time will be five minutes. And will be an 8 v 8 format.
2. For U-12 games, a #4 size ball will be used. Games will consist of two 30-minute halves. Half time will be five minutes.
3. For U- 14 games, a #5 size ball will be used. Games will consist of two 35-minute halves. Half time will be five minutes.

Specific Rules of MVSL Competition

1. Each team must have a minimum of seven players. If a team does not have at least seven players ready at the scheduled kickoff time, they will be allowed up to 15 minutes to assemble seven players. A team which does not have seven players within 15 minutes will forfeit the game. Teams who forfeit more than one game for lack of players may have the remainder of their scheduled games cancelled with no refund.
2. Each team must submit playing cards to the referee before each game. This includes both the players and coach(s). These playing cards must be signed by the club registrar, have a picture of the player or coach and be laminated. No cards, no play.
3. A roster must also be given to the referee with each player's number. A team may roster no more than 18 players for any game. A coach who is sent off (red carded) may be replaced by a parent coach to complete the game. Cards are not required for the first game of the season due to registrars just having received them.
4. The referee will inspect player equipment before the game. All hard casts (even if padded) and all jewelry are considered dangerous and may not be worn. (Exception: medic alert tags, which must be taped to the shirt or wrist with the information visible.)
5. Each team must wear shirts of the same color, which are different from the opposing team. If, in the opinion of the referee, there is a conflict of colors, the designated home team must change. All shirts, including alternates, must be numbered.
6. The designated home team must provide and setup goal nets and corner flags.
7. Coaches and substitutes must remain at least six feet behind the touch line, at least 18 yards (top of the penalty area) from the goal lines and on their own half of the field. Spectators must also remain at least six feet from the touch line and at least 18 yards from the goal lines. No one may stand or sit behind the goal line at either end of the field.
8. Either team may substitute, with the permission of the referee on any dead ball. There will be no limit on the number of times a player may reenter the game.
9. Any player or coach receiving a red card will be disqualified from further play or coaching during the game and will not be allowed to play or coach in the next game. Any player or coach receiving 2 red cards over the course of the season will be disqualified from playing or coaching for the remainder of the season. The league may issue a red card to a coach or player, after a game is completed, based on information in the referee's report to the league.
10. All referee judgment decisions, including 15-minute grace period, shirt color conflicts, selection of game ball, etc. are final and cannot be appealed. Any other appeal must be made in writing to the League Director within forty-eight hours after completion of the game. The decision of the League Director will be final.
11. Teams will receive three points in the standings for a win, one for a tie and none for a loss. Tiebreakers in standings will be in order, head to head, goal differential (max 3), goals against. NOTE: No Scores or Standings are recorded for the U10/11 Division.
12. **Forfeits:** The team will be declared to have forfeited a match and the opponent will be awarded 3 points in the standings with a 3-0 win no matter what the score was at the time the match was abandoned.
 - a. If a team is not ready to play after the end of a fifteen minute grace period
 - b. If a referee abandons a match due to violation of the rules of competition or FIFA Laws
 - c. If upon review of the game reports , rosters and any other information available by the League Director and the determination that a team violated the rules of competition during a match.