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Introduction

Except where modified, the General Rules of Play of OKCUFC, with special division rules attached, shall be the FIFA LAWS OF THE GAME AND UNIVERSAL GUIDE FOR REFEREES WITH USSF SUPPLEMENT in the latest English edition. Any modification, correction, or amendment to this shall be approved by a majority vote of the members of OKCUFC attending a General Meeting (Spring or Fall).

Section 1: Soccer Year

The soccer year shall extend from Jan.1 of one year through December of the current year. It shall be divided into at least two seasons, which shall be generally in the Fall and Spring. The exact dates of each season shall be set by the OKC405FC BOARD.

Section 2: General Team Information Team Make-up & Registration Fees.

Teams may be all male, all female, or coed. Women are eligible to play in the men's divisions. Teams are advised to have a roster consisting of at least fifteen (15) players. Maximum roster is 22 players.

Note: If a Coed division is formed, coed teams will play with at least as many women as men on the field at the same time, **excluding the goalkeeper**. For five men to play on the field, five women must also be playing on the field, although a team could also play six women and four men, seven women and three men, etc.

No two teams in OKC405FC shall have the same name.

Player Registration. All players on a team must complete registration and payment via okc.gov and rosters will be created in GOTSOCCEER to play in the league.

This is critical as it releases OKCUFC from liability and provides insurance coverage for players in the event of injury.

Players may register at any time during a season up to the third (3rd) week of the OKCUFC regular season game. No player registrations will be allowed for any team after the third (3rd) week of the OKC405FC regular season game. Teams are allowed to drop or add players up to the third (3rd) week of the OKC405FC regular season game. The team roster will be frozen after the third (3rd) week of the OKC405FC regular season game.

Team representatives are responsible for printing the team roster from GotSoccer before every game and bringing it to the game. An official stamped roster from GotSoccer is required and must be presented by team representative to the referee before the game begins. With the exception above related to extreme circumstances, players who are not on the roster are not allowed to play in the game.

If a team plays a player that is not on the roster, the game is an automatic forfeit.

Player Transfers. A player may transfer between teams during a season. Each team shall be allowed to accept only two (2) transfers per season. No team shall be allowed to accept any TRANSFERS after the fourth (4th) week of the OKCUFC regular season.

Player Passes. Team representatives are responsible in printing the player passes from GotSoccer. Player passes will be maintained by the team representative to be used as valid identification for the

players on their team in the event of a challenge to their identity by an opposing team rep. (See section on Challenges). Player passes must be presented to the referee during check in.

Uniforms.

All players except the goalkeeper shall wear jerseys or t-shirts (hereafter referred to as JERSEYS) of the same or similar color, shorts of the same or similar color, and socks of the same color. Each team must provide two (2) sets of JERSEYS AND two (2) sets of socks (light and dark—for example, white and black) for **HOME** and **AWAY** games. The **HOME** set of **JERSEYS** must have identical numbers to that of the **AWAY** set of JERSEYS. Each **JERSEY** shall have a number eight (8) inches in height minimum on the back and no two JERSEYS of a team may have the same number.

The goalkeeper must wear a **JERSEY** distinctive in color from that of his/her teammates, the opposition, and the referees. In the event that two teams have **JERSEYS** of the same or similar color, it is the obligation of the **HOME** team to supply its players with distinguishing JERSEYS, which must be numbered. **NO TAPED-ON OR WRITTEN NUMBERS WILL BE ALLOWED. ALL NUMBERS MUST BE PERMANENT.**

All teams must submit their chosen colors to OKCUFC for approval prior to the start of the season. New teams coming in, or existing teams wishing to change JERSEY colors, must first obtain the approval of the OKCUFC Administrator. No teams shall be allowed to use JERSEYS that make it difficult to distinguish between their players and the referee.

Divisions of Play.

Prior to each season, the OKC405FC Administrator will assign each team to an appropriate division based upon the following guidelines:

- Win/loss record from the previous season.
- Existing teams' requested divisions.
- New teams' requested divisions.

If adequate teams are registered, then the following division scheme will be used: Premier and Recreational "I" Divisions will have assigned ten (10) teams each if possible. Recreation II and III will contain the remainder of teams, with no division containing fewer than six (6) or more than eleven (11). The intent is to maintain divisions at ten (10) teams each if possible; otherwise, other alignments will be used to maximize the ease of scheduling and the competitiveness of each division. Masters' Divisions shall contain all Over-30 teams entered, with subdivision into I, II, or III if more than ten teams exist

Note: Teams may request a specific division. However, the OKC405FC Administrator may or may not grant the request. An attempt will be made to balance the entire league to maximize competition and fair play. Depending on the outcome of a division's alignment, it is possible for a team to play the same team more than once. The OKCUFC Administrator will make note on teams' schedules to address any scheduling issues. As a general rule, if two teams within a division play each other twice during the regular season, only one of the games will count in the standings while the other will be considered a "friendly." In that event, the first game "counts" towards the standings. Matches played by teams from different divisions will be considered friendlies and will not count in the final divisional standings.

Points Accumulation & Scoring.

The OKC405FC Administrator will maintain a point record of matches played by teams within their divisions. The point system for determining team position is as follows: OKC United Adult FC League

- A WIN equals 3 POINTS.
- A TIE equals 1 POINT.
- A LOSS equals ZERO POINTS.
- A FORFEIT equals ZERO POINTS.

If two or more teams are tied in points for standings within a division, the tie will be broken by: 1 - Result of match(es) between the tied teams. 2 - Goal differential. 3 - Goals scored. 4 - Goals allowed.

Section 2. Modifications to FIFA/U.S. Soccer Laws of the Game

Except as otherwise provided herein, the FIFA “Laws of the Game and Universal Guide for Referees” shall apply to all OKCUFC scheduled games or competitions. All teams will play under the OKCUFC General Rules of Play.

Pre-Game Instructions for Team Reps.

Referees should be present and, on the field, at least fifteen 15 minutes prior to the start of the match. At that point—OFFICIAL GAME TIME MINUS FIFTEEN (15) MINUTES—each team rep (or captain or coach) shall provide the referee with the following items:

1. A completed “Official Stamped” roster that shall list no more than twenty-two (22) eligible players from the OKC405FC GotSoccer system. (Twenty-two (22) players is the maximum number of players eligible to play in an OKC405FC match.) This includes:
 - a. Identifying all players playing in a match by placing an “X” mark in the small box to the left of the player’s name on the game card;
 - b. Identifying the uniform number of each player playing in the match;
 - c. The team rep’s signature on the Official Stamped roster to attest that all players in the match are officially registered and eligible to play for that team. Note: The team rep is solely responsible for having registered players.
2. Present at least seven (7) players to start the game.
3. Present player passes.

All players must be fully checked-in by the team rep at OFFICIAL GAME TIME, including having their names checked-off on the Official Stamped roster, Player Passes checked, complete uniforms, equipment ready, and all starting players (min. 7) shall be on the field ready to play. If a team does not have at least seven (7) players checked in and ready to play at game time, referees are to allow that team ten (10) minutes to field the minimum seven (7) players for an official game. Referees are to notify the team reps when the ten-minute countdown has started. If the ten (10) minutes have elapsed—OFFICIAL GAME TIME PLUS TEN (10) MINUTES—and a team still does not have at least seven (7) players

checked in and ready to play, that team will officially have forfeited the game. If neither team has the minimum seven (7) players at OFFICIAL GAME TIME PLUS TEN (10) MINUTES, both teams will have forfeited the game.

Players who are not present at game time but are listed on the official game lineup form may enter the field of play later provided they:

1. Present their player pass to the referee or official linesman, and
2. Obtain permission from the referee to enter the playing field.

In case of a forfeit or a double-forfeit, teams will have the option of playing a scrimmage game.

If these players do wish to play a scrimmage game, referees will officiate in an effort to give structure to the scrimmage and in an attempt to limit fouls. If players do not wish to play a scrimmage game, the game will be considered completed and referees' obligations for that game have been concluded, with the exception of completing the game card for that game. All rules will be upheld and any cards issued will count, even if the game being played is a scrimmage game.

Referees are expected to call fouls and issue cards in scrimmage games as if the game was an official game.

Substitutions:

Substitutions may be unlimited in number and may be made with the approval of the Referee in the following situations:

- 1 - During their own team's throw-in.
- 2 - When play is stopped for an injury.
- 3 - On either team's goal kick.
- 4 - Prior to any place kick (e.g., after a goal has been scored).

An injured player may leave the field of play during a match. However, he/she must get the attention of the referee. The player may not return nor be substituted for until a dead ball situation has occurred and the referee has signaled that the substitute may enter the field of play. A player who is substituted out may return to the match.

Policy from USSF-OSA-OKCUFC Regarding Player Passes.

1. The player must be registered in the proper division and assigned to or transferred to the team with which the player wishes to play. A player whose name is not printed on the team's official roster will not be allowed to play in an OKCUFC match. A player must meet all of the above requirements to be considered a legal player for purposes of participating in any OKCUFC match. Any player who participates in an OKCUFC match without meeting all of the requirements shall be considered an illegal player. The team penalty for using an illegal player shall be forfeiture of any match in which an illegal player participates. In case of flagrant or repeated abuse of the policy, the OKCUFC Executive Committee may institute additional penalties.

Inclement Weather.

In case of inclement weather, team reps and players can check OKC 405 FC (OKC405FC) website (<http://www.teamsideline.com/sites/okc/home>)—to determine whether a game has been cancelled.

Team reps should tell their team to never assume that a game has been cancelled, and to ALWAYS check the OKC405FC website for game cancellations due to rainout. OKC405FC will schedule any cancelled games.

Reference Law V. Referees.

OKC405FC shall provide referees for all scheduled matches for each division. The referee's authority shall extend to spectators, non-playing team members, players, and assistant referees to the extent necessary to preserve the integrity of the match and its laws. Wherever possible, vehicles shall not be allowed within 10 yards of the touch line, nor may they be parked behind the goal line. The use of alcoholic beverages, including beer, is prohibited by players, team members, and coaches along the spectator line before or during matches. Violation of the above rules may result in suspension of the match, and if any member of such teams refuses to comply with instructions of the referee shall result in termination of play. Referees shall complete the Official Game roster by entering the score, cautions, ejections (if any), and names of the referee and assistant referees. Official Game roster and misconduct report must be submitted to OKCUFC within 48 hours. Referees not complying with this may be penalized.

Postponements of Games.

The referee shall have the authority to terminate, suspend, or postpone a match due to field conditions or weather.

Rescheduling Games.

In some circumstances, teams may find themselves unable to play a scheduled match. These teams may, in conjunction with the opposing team, ask the OKC405FC Administrator to change the date and/or time of the match. For games scheduled on Sundays, the request to reschedule a game must occur by at least 10:00 a.m. on Wednesday; for all other scheduled games, the request must be made at least forty eight (48) hours prior to the scheduled game. A team may only request that a given match be rescheduled only twice. If a match has already been rescheduled twice and the team requesting the rescheduled match cannot play at the rescheduled date and time, that team will forfeit the match.

Shortening Games.

Games may be shortened in length of time if the following conditions are met:

1. The reason for the shortening is explained by the official and written on the Official Game Form.
2. It is agreed upon by a representative of the team such as the team rep, captain, or coach on the field of play at the time of the coin toss, and
3. Both of the representatives of the teams sign the Official Game Card signifying their agreement.

Referee on Game Day.

All game officials for all matches will be certified referees. Their duties shall be subject to the decision of the Area referee. The match may be played as a scrimmage match without assistant referees or as a league match with a written agreement on the Official Game Card by both team reps (captains/coaches).

If the referee does not show for a match or if no referee is available, the match may be played as a scrimmage with a player referee agreeable to both teams, or it may be played as an official match if both team reps (and captains/coaches) are in agreement. If the match is to be played as an official match, both team reps (and captains/coaches) must note this arrangement and their agreement by signing the Official Game Card.

Section 4. Cautions, Ejections, and Suspension.

The referee shall report all cautions and ejections on the Official Game roster and forward these to the OKC405FC Administrator. Referees will record the player pass # of any ejected player. If an ejected player does not have a player pass, referees will make note of this fact.

The OKC405FC Registrar shall maintain a record of all ejected player passes received. He/she shall return said passes when the appropriate period of suspension has been completed and fine has been paid. He/she shall keep an updated list of all cautions and ejections received and present them to the OKC405FC Executive Committee at each meeting. A player ejected from a match is automatically ineligible to play in the next OKC405FC scheduled match(es) according to the following:

1. A player receiving TWO YELLOW CARDS for any reason in the SAME GAME (and therefore shown a RED card and sent off) will sit out one game of the same level of competition (the following OKC405FC game played by his/her team).
2. A player receiving a STRAIGHT RED card for any reason will sit out one game of the same level of competition (the following OKC405FC game played by his/her team).
3. A player receiving two RED cards in one season shall sit out two games of the same level of competition.
4. A player receiving more than two RED cards in a season shall be reviewed by the OKC405FC Executive Committee for appropriate action
5. A RED card for FIGHTING shall be an automatic 1 game suspension and be reviewed by the executive board for further sanctions. If a player is penalized with such at the last game of the season, that player will miss games from the upcoming season.
6. The merit and punishment for "VIOLENT CONDUCT" shall be decided by the OKC405FC Executive Committee. Any protest of a RED card will have to follow the protest guidelines of the Oklahoma Soccer Association. Any coach receiving a RED card will be reviewed by the OKC405FC Executive Committee for appropriate action. Note: As per FIFA/U.S. Soccer rules, judgment calls by the referees are not subject to appeal.

If a player is suspended for conduct and there are fewer OKC405FC scheduled matches remaining in the season than the total of his/her suspension, said suspension shall be carried over into the following

season. Any player receiving a RED card during a match cannot be replaced and the team shall continue to play with one fewer players. Any player receiving a total of three (3) yellow cards within each division that he/she plays during one season shall sit out the following OKC405FC scheduled game. This applies only to the season being played. If a player receives a YELLOW card followed by a RED card in the same match and sits out the following OKC405FC scheduled match, said YELLOW card will not count as one of three (3) YELLOW cards received. However, all previous and subsequent single YELLOW cards will count. As in the case with RED cards, if the player's team forfeits the next OKC405FC scheduled match or if same is not played for any reason, the suspension is valid for the next OKC405FC scheduled match, even though it is carried over into the following season.

Section 5. Tournaments.

OKC405FC registered teams and players are eligible to play in any USASA sanctioned tournament

Section 6. Protests (Of a Game)/Appeals

The OKC405FC Executive Committee shall have exclusive appellate jurisdiction to hear and determine all appeals to OKC405FC of all game rulings. This jurisdiction shall include but shall not be limited to:

1. Ejection's of registered players, coaches or spectators.
2. Any game rulings resulting in an early game termination or in a game forfeiture, and
3. Any other game ruling which are duly appealed by the adversely affected team and which are found by the committee to have a material effect on the outcome of the game.

In the event of a protest of a card issuance, the OKC405FC Executive Committee has the authority to reduce/increase game suspensions and or fines, but the original card ruling will stand. **Protests may be made ONLY on the basis of an ineligible player.**

- The Protest must be made within one (1) week of the match involved. The Oklahoma Soccer Association (OSA) shall be informed in writing of any Protest and the disposition of the Protest.
- Protests made to OKC405FC shall be made to the OKC405FC Executive Committee in writing through the OKC405FC Administrator and General Manager of OKC405FC.
- They must be accompanied by a \$25.00 fee (cashier's check or money order) which shall not be returned if the Protest is denied. (Note: A complaint does not constitute filing a Protest.)
- The OKC405FC Executive Committee shall process the Protest through the combined Appeals and Disciplinary Committee (ADC) as soon as possible and inform the affected persons by mail two weeks from the receipt of the Protest. If the OKC405FC Executive Committee or a combined Appeals and Disciplinary Committee (ADC) have been involved in the protest, an independent council will be formed to hear the protest. The chairperson of the independent council will be appointed by the OKC405FC Executive Committee and the chairperson will be responsible for choosing the members of the council. The independent council will adhere to the ADC format for hearing protests.

Protests of Ineligible Players.

If the Protest is based upon an ineligible player, the OKC405FC Executive Committee shall notify the team rep of the team on which the contested player participated as soon as the Protest is lodged. Notice

shall be given in the most expeditious means possible. (If a team plays an ineligible player, all matches in which that player participated are forfeits.) Protests based upon field conditions, lack of linesmen or other reasons obvious at the start of the match will not be allowed unless the referees have been notified prior to the match that a Protest is going to be lodged and the Team Representatives identify that they are playing the match under Protest in writing. The specific reason for the Protest must be noted.

Appeals of Game Rulings

1. The OKC405FC Executive Committee shall review all game rulings resulting in the ejection of a player, coach, or spectator automatically upon the Committee's receipt of the Referee's Report describing such a ruling at its next regularly scheduled meeting after receipt of such report. Any early game termination or game forfeiture shall be reviewed by the committee at its next regularly scheduled meeting after receipt of the report. Both of the teams involved in any such early termination or game forfeiture shall be permitted to submit legibly written or typed statements for or against the forfeiture or termination which shall contain:

- a. The name, address, phone number and registration number of the party making the appeal.
- b. A concise statement of the facts alleged to constitute the violation; and
- c. A concise statement of why these facts should not be deemed a violation and/or a concise statement of why the alleged violation does not warrant the continuation of the automatic mandatory disciplinary action prescribed by these Rules.

Section 7. Match Forfeits and Terminations.

If a match is forfeited because of any reason, such as too few players, unruly fans or coaches, etc., the referee will terminate the match and report the action to the OKC405FC Administrator. The OKC405FC Administrator will rule on the forfeiture with the following guidelines in mind. Extenuating circumstances may be considered.

If a match is called because of too few players due to ejections, the score is NORMALLY that which stood at the time of the match being called if the properly manned team is ahead and 1 to 0 in favor of the non-offending team if the offending team is ahead.

If a match is terminated because of behavior of players, coaches, fans, or teams that use a player that is not on the official roster, the final score will be as follows:

- 3 to 0 in favor of the non-offenders if they are behind.
- 3 to 0 in favor of the non-offenders if they are tied.
- The score at the time if the non-offenders are ahead.

Any OKC405FC scheduled match terminated after the start of the second half due to weather conditions, referee incapacitation, deterioration of field, or at referee's discretion, shall be a complete match. Any match terminated prior to the end of the first half or not started in the second half due to the same conditions above shall be rescheduled and replayed from the start.

Section 8. Suspensions.

The OKC405FC Executive Committee shall have the right to suspend or revoke a player's pass upon showing that the player has intentionally disregarded the rules of the associations, including the General Rules of Play, and has intentionally endangered the safety of any other person within the general playing area, including, but not limited to the spectators, players, or referees.

Section 9. Approval History & Effective Dates. These General Rules of Play are:

- Approved: June 28, 2018 OKC405FC Contact: The following is a list of the OKCUFC contacts that team reps should direct questions or comments: OKC405FC Administrator: Ryan Hill (ryan.hill@okc.gov) OKC405FC President: Abel Renteria: arenteria@santafesouth.org

What You Need To Know As Team Rep.

1. You are the point of contact for the players on your team.
2. You are OKC405FC's point of contact for your team. Team reps must provide OKC405FC with a contact address, phone number, and e-mail address. In addition, you must provide OKC405FC with the name of an alternate team rep and the same contact information so that we may communicate with your team (e.g., schedule changes, disciplinary action).
3. You are responsible for knowing the rules and instructing the team on the General Rules of play.
4. You are responsible for presenting an Official Game roster of no more than 22 players to the referee no less than 15 minutes prior to game time.
5. You are the person that the OKC405FC Administrator will contact about game times, locations, and dates.
6. You are responsible for any protests lodged by your team