



## Metro League Participating Club Information

### **Edmond Soccer Club ([www.edmondsoccer.com](http://www.edmondsoccer.com))**

Contact: Gary Boreham [gboreham@okenergyfc.org](mailto:gboreham@okenergyfc.org)

1502 W Danforth Rd, Edmond, OK 73003

### **Mustang Soccer Club ([www.mysasoccer.org](http://www.mysasoccer.org))**

Contact: Danny Laffoon [scheduler@mysasoccer.org](mailto:scheduler@mysasoccer.org)

Wildhorse Park – 1201 N. Mustang Road

### **NOKC Soccer Club ([www.nokcsoccer.com](http://www.nokcsoccer.com))**

Contact: Alli Fansher [admin@nokcsoccer.com](mailto:admin@nokcsoccer.com)

C.B. Cameron Park – 11711 Portland Ave, Oklahoma City, OK 73120

### **Yukon Soccer Club ([www.yukonsoccerclub.com](http://www.yukonsoccerclub.com))**

Contact: Danny Laffoon [ysc.dlaffoon@sbcglobal.net](mailto:ysc.dlaffoon@sbcglobal.net)

Taylor Park – 400 N 11th Street

Ranchwood Park – 209 Linda Lane

### **NYSA/Oklahoma Celtic ([www.oklahomaceltic.com](http://www.oklahomaceltic.com))**

Contact: Ryan Trudgian [ryan@oklahomaceltic.com](mailto:ryan@oklahomaceltic.com)

Gillis-Rother Complex – 1001 East Robinson St. Norman, OK 73071

### **South Lakes Soccer Club ([www.southlakessoccer.org](http://www.southlakessoccer.org))**

Contact: [Kim McIntyre](#) [secretary@slsc.info](mailto:secretary@slsc.info)

12310 S Meridian Ave, Oklahoma City, OK 73173

## **League Rules, Policies, and Information**

A. The use of the CPP will be allowed in all divisions of the Metro League. Teams are allowed to use two CPP players.

B. League 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 Metro League Club Reps, 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 Club Reps 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 Club Reps for a game determination.

E. Minimum number of players to start a game: 7 players for an 11v11 game

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. Metro recreational league 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. Unlimited substitutions at any stoppage with the referee's permission.

J. Duration of Match & Roster Maximum

U11-12: Two 30-minute halves with 10-minute half time. Roster max 16.

U13-14: Two 35-minute halves with 10-minute half time. Roster max 22.

U15-16: Two 40-minute halves with 10-minute half time. Roster max 22.

U17-19: Two 45-minute halves with 10-minute half time. Roster max 22.

#### 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. Duplicate numbers are allowed, but it is highly recommended that each player on a team 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.

#### Hosting Club and Team Responsibilities

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 game card (i is possible that both teams can be checked in from a single game card). It is highly recommended that the Game cards should include the correct jersey number of each player. Teams will also supply Player Passes, or the GotSoccer App Version, with the player's picture for all players. If the official player pass cannot be presented to the referee, that player(s) will not be eligible for the match. Coaches must have a coaches 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 the responsibility of the home team, either team may record the result in GotSoccer.

2. If the responsible party does not record the game score within 96 hours of the completion of the match, either team may email [administrator@oklahomaceltic.com](mailto:administrator@oklahomaceltic.com) the GotSoccer game number and score to request the score be entered by the league.

F. Each team shall clean up their respective areas before leaving

G. 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 the mercy rule.

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

## **Referees**

Referee assignment fees and referee fees will be the home teams' Club financial responsibility.

## **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 the Metro League. 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. 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.

## **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 (7) 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. Home team players, coaches, and spectators will sit on one side of the field and visitor players, coaches, and spectators will sit on the opposite side.

G. League games that are scheduled on Sunday will not be scheduled to start play before 12:00 PM.