



MISSION

THE GREATER OKLAHOMA ASSOCIATION OF LEAGUE SOCCER IS A NON-PROFIT ORGANIZATION CREATED TO PROMOTE, COORDINATE AND ADMINISTER YOUTH SOCCER AND PARENTAL INVOLVEMENT. THIS ASSOCIATION IS DEDICATED TO PROVIDE THE YOUTH OF THE ARDMORE AREA OPPORTUNITIES TO HAVE FUN PLAYING RECREATIONAL AND COMPETITIVE SOCCER, INCREASE THEIR KNOWLEDGE OF THE GAME, AND LEARN LESSONS OF SPORTSMANSHIP AND FAIR PLAY.

CONSTITUTION OF THE

GREATER OKLAHOMA ASSOCIATION OF LEAGUE SOCCER

ARTICLE I. NAME

1.1 THE NAME OF THIS ASSOCIATION IS THE GREATER OKLAHOMA ASSOCIATION OF LEAGUE SOCCER. (HEREINAFTER REFERRED TO AS GOALS.)

ARTICLE II. PURPOSE

2.1. THE PURPOSE OF GOALS IS TO PROMOTE, COORDINATE AND ADMINISTER YOUTH SOCCER AND PARENTAL INVOLVEMENT. THIS ASSOCIATION IS DEDICATED TO PROVIDE THE YOUTH OF THE ARDMORE AREA. OPPORTUNITIES TO HAVE FUN PLAYING RECREATIONAL AND COMPETITIVE SOCCER, INCREASE THEIR KNOWLEDGE OF THE GAME, AND LEARN LESSONS IN SPORTSMANSHIP AND FAIR PLAY.

2.2 TO SECURE SPONSORSHIP, RECEIVE GIFTS, LEGACIES, AND DONATIONS SOLELY TO ACCOMPLISH THE PURPOSE OF GOALS.

ARTICLE III. AFFILIATION

3.1. THIS ASSOCIATION SHALL BE AN AFFILIATED DIVISION OF, AND COMPLY WITH THE AUTHORITY OF THE OKLAHOMA SOCCER ASSOCIATION, ALSO REFERRED TO AS OSA, THE UNITED STATES SOCCER FEDERATION, ALSO REFERRED TO AS USSF, AND THE UNITED STATES YOUTH SOCCER ASSOCIATION, ALSO REFERRED TO AS USYSA.

ARTICLE IV. JURISDICTION

4.1. GOALS SHALL HAVE JURISDICTION OVER ALL MEMBERS AND AFFILIATED ASSOCIATIONS, THEIR LEAGUES, CLUBS, TEAMS, ADMINISTRATORS, REFEREES, COACHES, PLAYERS AND SUPPORTERS.

ARTICLE V. GENERAL MEMBERSHIP

5.1. THE GENERAL MEMBERSHIP OF GOALS. SHALL BE THE PARENTS OF RECORD, AS LISTED ON THE CURRENT SEASON REGISTRATION FORM, OF THE ATHLETES PARTICIPATING IN VARIOUS GOALS PROGRAMS.

5.2. PERSONS NOT HAVING A CHILD PARTICIPATING IN ANY OF THE VARIOUS GOALS. PROGRAMS MAY BE A GENERAL MEMBER OF G.O.A.L.S. BY DEMONSTRATING A CONTINUING INTEREST AND VOLUNTEERING IN THE DEVELOPMENT OF SOCCER IN THE ARDMORE AREA.

5.3 FOR PURPOSES OF VOTING AT THE ANNUAL GENERAL MEETING, ALL GENERAL MEMBERS,

AS DEFINED IN SECTIONS 5.1 AND 5.2 MUST BE AT LEAST EIGHTEEN (18) YEARS OF AGE BY THE START OF THE CURRENT SOCCER SEASONAL YEAR. CURRENTLY THE SEASONAL YEAR STARTS ON AUGUST 1ST OF EACH CALENDAR YEAR.

5.4 ANY GENERAL MEMBER WHO HAS BEEN NOTIFIED IN WRITING THAT THEY ARE IN 'BAD STANDING' AS VOTED BY THE BOARD, WILL NOT BE ALLOWED TO VOTE IN THE ANNUAL GENERAL MEETING, NOR HOLD ANY OFFICE, OR POSITION OF RESPONSIBILITY, WITHIN GOALS. YOUTH SOCCER. BAD STANDING IS DEFINED AS, BUT NOT LIMITED TO, BEING SANCTIONED OR REPRIMANDED BY THE CLUB FOR MISCONDUCT, NON-PAYMENT OF FEES, ACTIONS COUNTERPRODUCTIVE TO THE GROWTH OF SOCCER, ACTIONS DETRIMENTAL TO THE DEVELOPMENT OF GOALS. YOUTH SOCCER, ACTIONS NOT KEEPING WITH THE MISSION OR PURPOSE OF G.O.A.L.S. YOUTH SOCCER, OR ANY VIOLATION OF THE CONSTITUTION OR BY-LAWS.

ARTICLE VI. CALENDAR

6.1. SEASONAL YEAR. THE SEASONAL YEAR OF GOALS SHALL BE THE SAME AS THE UNITED STATES YOUTH SOCCER ASSOCIATION (USYSA).

6.2. FISCAL YEAR. THE FISCAL YEAR OF GOALS SHALL BEGIN ON AUGUST 1 AND END ON JULY 31 OF THE FOLLOWING YEAR.

ARTICLE VII. GOVERNING BOARD

7.1. GOALS SHALL BE GOVERNED BY A GOVERNING BOARD. FOR THE PURPOSE OF THIS CONSTITUTION, BOARD MEMBER, DIRECTORS AND OFFICERS WILL BE INTERCHANGEABLE TERMS.

7.2. BOARD MEMBERS SHALL SERVE A ONE YEAR TERM NO DIRECTOR SHALL SERVE MORE THAN TWO CONSECUTIVE YEARS IN THE SAME POSITION OF THE BOARD UNLESS A GENERAL LACK OF VOLUNTEERS ARE AVAILABLE AND THE TWO YEAR TERM LIMIT WOULD BE DETRIMENTAL TO THE MISSION AND PURPOSE OF GOALS. THE REMAINING BOARD OF DIRECTORS WOULD DETERMINE THIS EXCLUSION BY A MAJORITY VOTE.

7.3. BOARD MEMBERS MAY BE VOTED OUT OF OFFICE BY A MAJORITY OF THE REMAINING BOARD MEMBERS ANYTIME DURING THEIR TERM. THE PURPOSE OF THIS IS DEFINED AS: MALFEASANCE OF OFFICE, ABUSE OF OFFICE, MISSING THREE CONSECUTIVE REGULAR MONTHLY BOARD MEETINGS WITH POOR EXCUSE, ACTIONS DETRIMENTAL TO THE GAME OF SOCCER, NOT KEEPING WITH THE MISSION OR PURPOSE OF GOALS. THE BOARD MEMBER WILL BE NOTIFIED NO LESS THAN 5 (FIVE) DAYS OF A BOARD MEETING FOR DISCUSSION IN THIS MATTER. APPEALS AND REASONING WILL BE HEARD AT THIS TIME. THE REMAINING BOARD MEMBERS WILL VOTE UPON THIS MATTER WITH A MAJORITY RULE.

7.4. ANY DIRECTOR MAY RESIGN AT ANY TIME BY A WRITTEN NOTICE TO THE BOARD, THE

REMAINING BOARD MEMBERS WILL NOMINATE AND ELECT THE REPLACEMENT MEMBER AND THAT MEMBER SHALL HOLD OFFICE UNTIL THE NEXT GENERAL ELECTION TIME SERVED IN THIS CAPACITY WILL NOT APPLY TO THE TWO YEAR TERM LIMIT (ARTICLE 7.2).

7.5. THE BOARD OF DIRECTORS SHALL TRANSACT ALL BUSINESS OF GOALS. THEY SHALL HAVE THE POWER TO ENFORCE THE LAWS OF THE GAME, THE RULES OF OSA, USYSA, AND THE CONSTITUTION, BY-LAWS, RULES AND PROCEDURES FOR GOALS, THE BOARD SHALL HAVE THE POWER TO SETTLE ALL DISPUTES.

ARTICLE VIII, MEETINGS

8.1. THE REGULAR MEETINGS OF GOALS SHALL BE HELD MONTHLY EXCEPT FOR MAY, JUNE AND DECEMBER. IT IS GOALS POLICY THAT ALL GENERAL MEMBERS BE INFORMED OF THE MEETING TIME, DAY AND PLACE AND HAVE AN OPEN FORUM AVAILABLE FOR THE GENERAL MEMBERS TO DISCUSS ANY SUBJECT THAT MAY REQUIRE ATTENTION. AFTER THE OPEN FORUM, THE BOARD WILL HAVE THE JURISDICTION OF CONDUCTING THE REMAINDER OF THE MEETING IN EXECUTIVE SESSION.

8.2. THE BOARD SHALL HAVE THE RIGHT TO HOLD SPECIAL MEETINGS AT THE DISCRETION OF THE PRESIDENT. WRITTEN NOTICE OF THE SPECIAL MEETING MUST BE PRESENTED TO EACH BOARD MEMBER AT LEAST TWO (2) DAYS BEFORE SUCH SPECIAL MEETING IS TO BE HELD.

ARTICLE IX. OFFICERS

9.1. THE GENERAL MEMBERS OF GOALS SHALL ELECT THE FOLLOWING OFFICERS:

PRESIDENT	DIRECTOR OF REFEREES
VICE-PRESIDENT	DIRECTOR OF FUNDRAISING
SECRETARY	DIRECTOR OF FIELDS AND EQUIPMENT
TREASURER	DIRECTOR OF MARKETING
REGISTRAR	DIRECTOR OF RISK MANAGEMENT
	DIRECTOR OF COACHES
	DIRECTOR OF DEVELOPMENT

9.2. THERE SHALL BE A MINIMUM OF THREE BOARD OF DIRECTORS.

9.3. IF NEEDED, DUAL ROLES MAY BE NECESSARY TO FILL BOARD POSITIONS. (SEE DETAILS OF VOTING IN ARTICLE 10.4)

ARTICLE X. VOTING

10.1. UNDER NO CIRCUMSTANCE WILL A PROXY VOTE BE ACCEPTABLE.

10.2. THE GENERAL MEMBERS WILL ELECT THE BOARD OF DIRECTORS. THE FLOOR WILL BE OPEN FOR NOMINATIONS BY GENERAL MEMBERS AND BOARD MEMBERS.

10.3. THE BOARD OF DIRECTORS WILL CONDUCT BUSINESS AS DESCRIBED IN ARTICLE 7.5. THE DECISIONS OF THE BOARD WILL BE MADE BY EACH BOARD MEMBER BEING GIVEN ONE VOTE. THE PRESIDENT SHALL VOTE ONLY IN CASE OF A TIE VOTE. A MAJORITY SHALL RULE.

10.4. IF A BOARD MEMBER IS SERVING IN DUAL POSITIONS OF THE BOARD, THEY SHALL HAVE ONLY ONE VOTE.

10.5. A QUORUM OF BOARD MEMBERS WILL HAVE TO BE PRESENT TO VOTE ON BUSINESS AND DECISIONS OF GOALS FOR THIS CONSTITUTION OF GOALS, A QUORUM WILL BE 1/2 OF ALL ELECTED BOARD MEMBERS.

10.6. THE PRESIDENT OF GOALS WILL BE ALLOWED TO VOTE ONLY IN CASE OF A TIE VOTE.

ARTICLE XI. AMENDMENTS

11.1 ANY AMENDMENTS OR MOTION TO AMEND THIS CONSTITUTION SHALL BE IN WRITTEN FORM TO EACH BOARD MEMBER THE PROPOSED CHANGES SHALL BE PLACED ON THE AGENDA OF THE NEXT MONTHLY MEETING OCCURRING 30 DAYS AFTER THE WRITTEN PROPOSAL HAS BEEN DISTRIBUTED TO EACH BOARD MEMBER. THE VOTING UPON AN AMENDMENT CHANGE WILL FOLLOW ARTICLE X.

ARTICLE XII. DISSOLUTION

12.1 IN THE EVENT GOALS SHALL CEASE TO EXIST, THE BOARD SHALL PAY ALL LIABILITIES THEN DONATE ALL ASSETS TO A LOCAL CHARITY. THE BOARD WILL NOMINATE AND VOTE UPON THE CHARITIES PER ARTICLE X.

CERTIFICATION

PRESIDENT: _____ DATE: _____

SECRETARY: _____ DATE: _____

BY-LAWS OF THE

GREATER OKLAHOMA ASSOCIATION OF LEAGUE SOCCER

ARTICLE I. GENERAL

1.1 HEREINAFTER THE GREATER OKLAHOMA ASSOCIATION OF LEAGUE SOCCER SHALL BE REFERRED TO AS GOALS.

1.2 THE CONSTITUTION (ARTICLES I THROUGH XII) SHALL BE INCLUDED IN THESE BY-LAWS.

ARTICLE II. DUTIES

2.1. **PRESIDENT:** THE DUTIES SHALL INCLUDE BUT NOT LIMITED TO THE FOLLOWING:

- PRESIDES OVER ALL GENERAL AND BOARD MEETINGS.
- REPRESENTS GOALS AT MEETINGS OF OSA AND LAKE COUNTRY.
- PRESENTS AN ANNUAL REPORT ON THE CONDITION AND OPERATION OF GOALS AT THE ANNUAL GENERAL MEETING.
- SUPERVISES ALL NEGOTIATIONS ON BEHALF OF THE ASSOCIATION. ESTABLISHES AN AGENDA WITH RECOMMENDATIONS BY THE BOARD.
- ASSIGNS DUTIES AND COMMITTEES FOR THE PROPER OPERATION OF THE ASSOCIATION.
- PROVIDES GUIDANCE TO MEMBERS.
- SERVING, AS NECESSARY, ON ANY COMMITTEE.
- SERVES AS CO-SIGNATOR ON THE CHECKING ACCOUNT
- COORDINATING THE DEVELOPMENT OF CAMPS AND GROUP LESSONS.
- OTHER RESPONSIBILITY AS DIRECTED BY THE BOARD.

2.2. **VICE-PRESIDENT:** THE DUTIES SHALL INCLUDE BUT ARE NOT LIMITED TO THE FOLLOWING:

- SERVES AS DIRECTOR OF GAME SCHEDULING AND STANDINGS.
- ACTS IN THE ABSENCE OF THE PRESIDENT, WITH THE SAME POWERS AND AUTHORITY.
- SUPERVISES THE ACTIVITIES OF THE DIRECTOR OF FIELDS, COACHES, REFEREES AND DIRECTOR OF DEVELOPMENT.
- OVERSEES PRACTICE FIELD USE.
- SERVES ON ANY COMMITTEE THAT IS NECESSARY.
- SERVES AS CO-SIGNATOR ON THE CHECKING ACCOUNT.
- OTHER DUTIES AS DIRECTED BY THE BOARD OR BOARD PRESIDENT.

2.3. **TREASURER:** THE DUTIES SHALL INCLUDE BUT NOT LIMITED TO THE FOLLOWING:

- COLLECTS AND DEPOSITS ALL MONIES OF THE ASSOCIATION IN THE DESIGNATED BANK ACCOUNT.
- ISSUES CHECK REQUEST AND PURCHASE ORDERS AS NECESSARY AND PRESENT TO AUTHORIZED SIGNATORS (POSITION IS NOT AUTHORIZED TO SIGN CHECKS OR USE

- **2.5. DIRECTOR OF COACHES:** THE DUTIES SHALL INCLUDE BUT ARE NOT LIMITED TO THE FOLLOWING:
- COORDINATE WITH DIRECTOR OF DEVELOPMENT TO PRESENT A FISCAL YEAR BUDGET FOR COACHING AND PLAYER DEVELOPMENT ACTIVITIES.
- DEVELOP AND MAINTAIN A CRITERIA FOR THE SELECTION OF COACHES, SUBMIT A LIST OF CERTIFIED COACHES FOR EACH SEASON
- CHAIR A COMMITTEE TO INSURE THAT GOALS PURPOSE AND MISSION IS TAUGHT TO AND FOLLOWED BY ALL COACHES, ASSISTANT COACHES AND ACTIVE PARENTS.
- OTHER DUTIES AS DIRECTED BY THE BOARD OR BOARD PRESIDENT
- WORK WITH THE REGISTRAR TO DEVELOP COACH PACKETS TO ENSURE ALL NEEDED MATERIALS ARE INCLUDED.

- **2.4. REGISTRAR:** THE DUTIES SHALL INCLUDE BUT NOT LIMITED TO THE FOLLOWING:
- DEVELOP AND PRESENT A REGISTRATION BUDGET FOR A FISCAL YEAR.
- PLAN AND PRESENT A YEARLY REGISTRATION CALENDAR.
- ASSIST IN THE REGISTRATION OF ALL PLAYERS, COACHES, AND ASSISTANT COACHES.
- ORGANIZE REGISTRATION PROCEDURES AND FORMS.
- WORK WITH THE TREASURER ON COLLECTION AND DOCUMENTATION OF REGISTRATION FEES.
- PUBLICATION OF A LIST OF CERTIFIED PLAYERS AT THE BEGINNING OF EACH SEASON OF PLAY.
- ASSURING THAT ALL PLAYERS PROVIDE A BIRTH CERTIFICATE, OR EQUIVALENT, AND INSURE THAT THESE ARE KEPT ON FILE FOR FUTURE USE.
- PREPARATION OF TOURNAMENT ROSTERS, IF NEEDED.
- PREPARATION OF PLAYER PASSES.
- MAINTAIN MEDICAL RELEASE FORMS AND ISSUE A COPY TO EACH COACH.
- CHAIR A COMMITTEE TO ASSIST IN REGISTRATION.
- PRESENT TO THE BOARD OF DIRECTORS, AT LEAST TWO OPTIONS FOR UNIFORMS FOR THE UPCOMING YEAR.
- ORDER AND DISTRIBUTE UNIFORMS AS VOTED UPON BY THE BOARD AND MAINTAIN AN INVENTORY OF UNIFORMS.
- SERVES AS CO-SIGNATOR ON THE CHECKING ACCOUNT.
- OTHER RESPONSIBILITIES AS DIRECTED BY THE BOARD OR BOARD PRESIDENT.
- PROCESS ALL INVOICES FOR VENDOR PAYMENT PERMITTED BY THE BOARD OF DIRECTORS.
- SUBMIT A WRITTEN BALANCE SHEET OF INCOME AND EXPENDITURES AT THE ANNUAL GENERAL MEETING AND ALL BOARD MEETINGS.
- WORK WITH THE DIRECTOR OF FUNDRAISING ON THE CONCESSION OPERATION AS VOTED UPON BY THE BOARD OF DIRECTORS.
- SERVES ON COMMITTEES AS NECESSARY
- OTHER RESPONSIBILITY AS DIRECTED BY THE BOARD OR BOARD PRESIDENT

- INSURE ALL COACHES UTILIZE A STANDARDIZED PRACTICE SCHEDULE AND LOCATION.
 - WORKS WITH DIRECTOR OF RISK MANAGEMENT TO ENSURE ALL RISK MANAGEMENT GUIDE LINES ARE BEING FOLLOWED.
- 2.6. DIRECTOR OF REFEREES:** THE DUTIES SHALL INCLUDE BUT ARE NOT LIMITED TO THE FOLLOWING:
- ACT AS LIAISON BETWEEN THE REFEREE ASSOCIATION AND GOALS.
 - SCHEDULE REFEREES TO OFFICIATE LEAGUE GAMES.
 - DEVELOP AND ADMINISTER A PROGRAM TO RECRUIT THE NECESSARY REFEREES TO OFFICIATE LEAGUE GAMES.
 - COORDINATE FOR THE TRAINING AND CERTIFICATION OF REFEREES.
 - ACT AS LIAISON BETWEEN THE REFEREES AND BOARD OF DIRECTORS.
 - ESTABLISH A CONTACT LIST AND POST IN CONCESSION STAND OF ALL REFEREES TO INSURE RAPID COMMUNICATION WHEN NECESSARY.
 - DEVELOP AND ACQUIRE A GAME REPORT FROM EACH REFEREE TO BE TURNED INTO THE VICE-PRESIDENT.
 - PRODUCE PAYMENT REQUEST FOR ALL REFEREES.
 - OTHER DUTIES AS DIRECTED BY THE BOARD OR BOARD PRESIDENT.
- 2.7. DIRECTOR OF FUNDRAISING:** THE DUTIES SHALL INCLUDE BUT ARE NOT LIMITED TO THE FOLLOWING:
- DEVELOP AND PRESENT A PLAN FOR FUNDRAISING AT THE GENERAL MEETING.
 - ORDER FUNDRAISING MATERIALS AS DIRECTED BY THE BOARD.
 - DISTRIBUTE FUNDRAISING ITEMS TO EACH TEAM, IF NECESSARY.
 - COLLECT FUNDS, IF NECESSARY.
 - REPORT FUNDRAISING ACTIVITIES AND PROGRESS TO THE BOARD OF DIRECTORS.
 - FORM AND CHAIR A COMMITTEE TO EXPLORE FUNDRAISING IDEAS.
 - FORM AND CHAIR A COMMITTEE TO OPERATE CONCESSIONS.
 - PROVIDES THE BOARD WITH A GENERAL PROFIT LOSS STATEMENT AT THE MONTHLY MEETING.
 - HAS PERMISSION TO PURCHASE SUPPLIES FOR CONCESSION.
 - OTHER DUTIES AS DIRECTED BY THE BOARD OR BOARD OF DIRECTORS.
- 2.8. DIRECTOR OF FIELDS AND EQUIPMENT:** THE DUTIES SHALL INCLUDE BUT ARE NOT LIMITED TO THE FOLLOWING:
- DEVELOP AND PRESENT AN EQUIPMENT BUDGET FOR THE FISCAL YEAR.
 - REQUEST A PURCHASE OF ALL EQUIPMENT, NETS, GOALS, and PAINT ETC... FOR THE ASSOCIATION.
 - ACT AS THE ASSOCIATIONS LIAISON BETWEEN THE ASSOCIATION AND THE CITY, IF THE ASSOCIATION IS LEASING/USING CITY FIELDS.
 - SEE THAT ALL FIELDS ARE KEPT IN SAFE PLAYING CONDITION.
 - BE RESPONSIBLE FOR ALL STORAGE AND ERECTION OF GOALS, NETS AND EQUIPMENT AS NECESSARY.

- COORDINATE WITH DIRECTOR OF COACHES TO PRESENT A FISCAL YEAR BUDGET FOR COACHING AND PLAYER DEVELOPMENT ACTIVITIES.
- DEVELOP AND DISTRIBUTE, UPON BOARD APPROVAL, A PLAYERS AND COACHES MANUAL.
- CHAIR A COMMITTEE TO INSURE THAT GOALS PURPOSE AND MISSION IS FULFILLED. OTHER DUTIES AS DIRECTED BY THE BOARD OR BOARD PRESIDENT WORKS WITH DIRECTOR OF RISK MANAGEMENT TO ENSURE ALL RISK MANAGEMENT GUIDE LINES ARE BEING FOLLOWED.
- TO DEVELOP AND COORDINATE THE SOCCER CLINICS.
- WORK WITH THE REGISTRAR TO DEVELOP COACH PACKETS TO ENSURE ALL NEEDED MATERIALS ARE INCLUDED.

2.12 DIRECTOR OF DEVELOPMENT

- BE RESPONSIBLE FOR ALL RISK MANAGEMENT DUTIES FOR THE GOALS ASSOCIATION.
- REPORT TO THE VICE PRESIDENT OF GOALS.
- COORDINATE WITH DIRECTOR OF COACHES TO ESTABLISH COACHING PROFILES FOR NEW COACHES INTO ALL SYSTEMS.
- INSURE ALL BACKGROUND CHECKS ARE DONE AND REPORT STATUS TO THE BOARD.
- COORDINATE WITH DIRECTOR OF FIELDS TO COMPLETE FIELD SAFETY FORMS.
- OTHER DUTIES AS DIRECTED BY THE BOARD OR BOARD PRESIDENT.

2.11 DIRECTOR OF RISK MANAGEMENT

- WORKS TO INCREASE THE PUBLIC AWARENESS OF GOALS YOUTH SOCCER THROUGH ADVERTISING IN PRINT, ELECTRONIC MEDIA AND BROADCAST MEDIA.
- WORKS WITH BOARD AND COACHES
- COORDINATE AND PRESENT A FISCAL YEAR BUDGET FOR MARKETING ACTIVITIES AND MATERIALS TO THE BOARD.
- DEVELOPS MARKETING AND PROMOTIONAL MATERIALS AS DIRECTED BY THE BOARD.
- OTHER DUTIES AS DIRECTED BY THE BOARD OR BOARD PRESIDENT.

2.10 DIRECTOR OF MARKETING

- RECORD MINUTES OF ALL MEETINGS.
 - PRESENT MINUTES FOR APPROVAL AT EACH MEETING.
 - MAINTAIN CUSTODY OF ALL GENERAL RECORDS.
 - SERVES AS CO-SIGNATOR ON THE CHECKING ACCOUNT.
 - OTHER DUTIES AS DIRECTED BY THE BOARD OR BOARD PRESIDENT.
- 2.9. SECRETARY:** THE DUTIES SHALL INCLUDE BUT ARE NOT LIMITED TO THE FOLLOWING:

- FORM AND CHAIR A COMMITTEE FOR FIELD PREPARATION.
- COORDINATE WITH DIRECTOR OF RISK MANAGEMENT TO COMPLETE FIELD SAFETY FORMS.
- OTHER DUTIES AS DIRECTED BY THE BOARD OR BOARD OF DIRECTORS.

6.1 A PARTICIPATION ASSISTANCE REQUEST FORM MUST BE DELIVERED TO THE REGISTRAR OR A BOARD MEMBER FOR CONSIDERATION PRIOR TO THE FIRST GAME.
6.2 A BOARD MEMBER, A COACH, OR A PARENT/GUARDIAN SHOULD PRESENT ALL ASSISTANCE REQUESTS.

ARTICLE VI. PARTICIPATION ASSISTANCE

5.1. THIS ASSOCIATION SHALL ENDEAVOR TO OBTAIN A NON-PROFIT STATUS.
5.2. DIRECTORS OF THIS ASSOCIATION THAT COLLECT AND DISBURSE FUNDS MAY BE BONDED.

ARTICLE V. NON PROFIT STATUS

4.2. COMMITTEE MEMBERS MAY BE DIRECTORS OR GENERAL MEMBERS.
4.1. THE GOVERNING BOARD SHALL HAVE THE POWER TO DESIGNATE STANDING OR TEMPORARY COMMITTEES AS THEY DEEM NECESSARY IN ORDER TO CONDUCT THE BUSINESS OF GOALS.

ARTICLE IV. COMMITTEES

3.4. ANY MEMBER MAY REQUEST, IN WRITING, THAT THE PRESIDENT CALL A GENERAL MEETING FOR A SPECIFIC PURPOSE. THE PRESIDENT WILL SEEK A VOTE FROM THE BOARD OF DIRECTORS BEFORE A MEETING WILL BE CALLED. IF THE REQUEST FOR THE SPECIAL MEETING IS DENIED, THE PRESIDENT SHALL INSTRUCT THE SECRETARY TO NOTIFY THE REQUESTING MEMBER, IN WRITING, OF THE REASON OR REASONS FOR DENIAL.
3.3. THE GENERAL MEETING WILL BE CALLED BY NOTICE AT LEAST ONE WEEK PRIOR IN THE LOCAL PAPER. GOALS BOARD OF DIRECTORS WILL ENDEAVOR TO CONTACT AS MANY MEMBERS AS POSSIBLE THROUGH ALL AVAILABLE MEDIA.
3.2. THE GENERAL MEETING WILL BE FOR THE PURPOSE OF ELECTING BOARD MEMBERS. ANNUAL SUMMARIES OF OPERATIONS AND ESTABLISHING COMMUNICATION BETWEEN THE GENERAL MEMBERSHIP AND THE BOARD OF DIRECTORS. ALL MEMBERS WILL BE STRONGLY ENCOURAGED TO ATTEND THIS MEETING.
3.1. THE ANNUAL GENERAL MEETING WILL BE HELD AT A PLACE, TIME AND DATE TO BE DETERMINED BY THE BOARD OF DIRECTORS.

ARTICLE III. GENERAL MEETING

- REPORT TO THE VICE PRESIDENT.
- OTHER DUTIES AS DIRECTED BY THE BOARD OR BOARD VICE PRESIDENT.

- A CONFIRMED REQUEST(S) WILL BE ASSUMED ELIGIBLE. THE ONLY REQUIREMENT IS THAT THE PARENT/GUARDIAN HAS CONFIRMED WILLINGNESS TO ACCEPT ASSISTANCE.
- 6.3 GOALS WILL MAKE EVERY ATTEMPT TO RECOUP FINANCIAL CONSIDERATION BY ARRANGING PAYMENT PLANS OR EQUITABLE VOLUNTEER SERVICES.
- THIS REQUIREMENT MUST BE PRESENTED TO THE REQUESTING PARTY AND MUST BE AGREED TO.
- VOLUNTEER SERVICES WILL BE CREDITED AT A RATE OF \$3.00/HOUR.
- PAYMENT PLANS WILL BE STRUCTURED AROUND A \$5.00 A WEEK INSTALLMENT.
- 6.4 ACCEPTING ASSISTANCE AND THE FAILING TO LIVE UP TO THE AGREEMENT COULD RESULT IN DENIAL OF FUTURE CONSIDERATIONS.
- EACH CASE WILL BE INDIVIDUALLY CONSIDERED BY THE SITTING BOARD OF DIRECTORS.
- 6.5 ALL REGISTERED AND TEAM ASSIGNED HEAD COACHES WILL BE ALLOWED A REGISTRATION FEE WAIVER FOR ONE OF THEIR OWN CHILDREN.
- IF A COACH FAILS TO OBTAIN CERTIFICATION AT THE NEXT AVAILABLE CLINIC, THEIR SEASONAL WAIVER WILL BE REVOKED UNTIL SUCH TIME AS THEY OBTAIN STATE CERTIFICATION.

ARTICLE VII - LOCAL RULES OF PLAY

7.1. RECREATIONAL TEAM FORMATION - FOR ALL RECREATIONAL TEAMS U19 AND YOUNGER. THE PRIMARY OBJECTIVE OF TEAM FORMATION IS TO CREATE TEAMS THAT ARE AS BALANCED AS POSSIBLE. THE BOARD, AT THEIR DISCRETION, RESERVES THE RIGHT TO DISBAND ANY TEAM AT THE END OF **ANY** SEASON AND REASSIGN PLAYERS TO ANOTHER TEAM SO AS TO MAINTAIN THE COMPETITIVE BALANCE. THE BOARD WILL PAY PARTICULAR ATTENTION TO TEAMS/PLAYERS GRADUATING FROM THE U-12 AGE DIVISION WITH THE INTENTION OF FORMING GENDER SPECIFIC TEAMS. THE FOLLOWING PROCEDURES ARE GUIDELINES AND WILL DIRECT THE TEAM FORMATION PROCESS.

DEFINITIONS:

AFFILIATED PLAYER – A PLAYER ASSIGNED TO A SPECIFIC TEAM; A RETURNING PLAYER FROM THE PREVIOUS SEASON RETURNING TO THE SAME TEAM.

UNAFFILIATED PLAYER- PLAYERS NOT ASSIGNED TO A SPECIFIC TEAM. THEY MAY BE NEW REGISTRATIONS, GRADUATING PLAYERS MOVING UP W/OUT A TEAM ASSIGNMENT, RETURNING PLAYERS WHO WERE NOT REGISTERED DURING THE PRIOR SEASON, ETC.

TEAM FORMATION PROCEDURE:

SORT PLAYERS CREATING AGE PURE DIVISIONS WHERE REGISTRATION NUMBERS ALLOW. EXAMPLE - U5, U6, U7, U8, ETC. IF REGISTRATION NUMBERS ARE INSUFFICIENT, U.S.Y.S.A. (UNITED STATES YOUTH SOCCER ASSOCIATION) ALLOWS TWO-YEAR AGE GROUPINGS. EXAMPLE U6, U8, U10, U12, U14, U16, U19.

WITHIN EACH DIVISION:

1. PLACE AFFILIATED PLAYERS ON THEIR RESPECTIVE TEAMS.
2. DETERMINE TOTAL NUMBER OF PLAYERS IN THE DIVISION & MAX. NUMBER OF PLAYERS PER TEAM USING DEFINITIONS IN 7.2 THRU 7.8.

3. NOTE THE NUMBER OF ROSTER OPENINGS ON EACH RETURNING TEAM.
4. ESTIMATE THE NUMBER OF TEAMS TO BE FORMED IN THE DIVISION.
5. DETERMINE THE TOTAL NUMBER OF BOYS/GIRLS.
6. BEGIN PLACING UNAFFILIATED PLAYERS ON NEW TEAM ROSTERS. BALANCE THE ROSTER HEAD COUNT BEFORE ADDING UNAFFILIATED PLAYERS TO EXISTING TEAM ROSTERS. CONTINUE THIS PROCEDURE, BALANCING ALL TEAMS, UNTIL ALL UNAFFILIATED PLAYERS ARE PLACED.

PRACTICAL EXAMPLE: U10 DIVISION W/3 RETURNING TEAMS & 55 TOTAL REGISTERED PLAYERS. (THIS SHOULD ALLOW FOR 5 TEAMS OF 11 PLAYERS.) MAX ROSTER SIZE IS 12.

A) – TEAM #1 = 11 AFFILIATED, TEAM #2 = 8 AFFILIATED, TEAM #3 = 6 AFFILIATED

B) – SPECIFIED IN THE PRACTICAL EXAMPLE

C) - TEAM #1 = 1 OPENING, TEAM #2 = 4 OPENINGS, TEAM #3 = 6 OPENINGS

D) – FIVE TEAMS OF 11 PLAYERS.

E) – 17 GIRLS – 38 BOYS

F) – TEAMS #4 & #5 WILL BE FILLED WITH UNAFFILIATED PLAYERS UP TO 6 PLAYERS. PROCEED BY FILLING TEAMS 3 THRU 5 UP TO 11 WITH TEAM #1 NOT RECEIVING ANY PLAYERS.

THINGS TO LOOK FOR:

1. - PLACE UNAFFILIATED PLAYER ON A NEW TEAM IF THEIR PARENT HAS VOLUNTEERED TO COACH.
2. - PLAYING EXPERIENCE. PLACE UNAFFILIATED EXPERIENCED PLAYERS ON NEW TEAMS, OR LESS COMPETITIVE RETURNING TEAMS, TO MAINTAIN COMPETITIVE BALANCE.
3. – TRY TO BALANCE THE NUMBER OF FEMALE PLAYERS THROUGHOUT THE AGE DIVISION

UNLESS A GENDER SPECIFIC TEAM IS FORMED.

TEAM FORMATION EXCEPTIONS

- TEAMS **MAY** BE ALLOWED TO FORM WITH CONSIDERATION TO GEOGRAPHIC DISTANCE. EXAMPLE: A TEAM FROM MARIETTA.
- REQUESTS TO BE PLACED ON A PARTICULAR TEAM:
 - REQUEST WILL ONLY BE ACCEPTED UNDER A TRUE HARDSHIP AS VOTED UPON BY THE BOARD.
 - REQUESTS SUCH AS CAR POOLING, FRIENDS OF THE FAMILY, GOOD COACH OR SIMILAR **ARE NOT ACCEPTABLE AND MAY BE DENIED.**
 - THE PARENT OR GUARDIAN WILL NEED TO APPROACH THE BOARD WITH WRITTEN DOCUMENTATION EXPLAINING THEIR SITUATION.
- A PARENT OR GUARDIAN MAY REQUEST THEIR CHILD TO BE REMOVED FROM A TEAM. THE PLAYER IS THEN CONSIDERED UNAFFILIATED.
- A PARENT OR GUARDIAN MAY REQUEST TO NOT BE PLACED UPON A PARTICULAR TEAM. THEY WILL NEED TO PROVIDE AN EXPLANATION FOR THE REQUEST AND THE PLAYER WILL BE UNAFFILIATED.
- SIBLINGS PLAYING IN THE SAME DIVISION CAN BE PLACED ON THE SAME TEAM PER THE PARENT(S) REQUEST.
- THE CHILD OF THE HEAD COACH IS AUTOMATICALLY PLACED ON THE COACH'S TEAM AS LONG AS THE TEAM IS AGE APPROPRIATE.
- PLAYERS THAT SIT OUT A SEASON BEFORE RETURNING ARE CONSIDERED UNAFFILIATED. THEY ARE NOT GUARANTEED TO BE PLACED ON THEIR PRIOR TEAM.
- TEAMS THAT LOSE THEIR COACH MAY REQUEST TO REMAIN TOGETHER AS A TEAM.
- A NEW COACH MAY BE ASSIGNED TO THE TEAM OR AN EXISTING PARENT MAY ASSUME COACHING RESPONSIBILITIES AT THE DISCRETION OF THE BOARD.

7.2 UNDER 6 DIVISION

- FIELD SIZE- 15 TO 25 YARDS WIDE BY 20 TO 30 YARDS LONG.
- CENTER CIRCLE- 3 YARD RADIUS
- GOAL BOX - 3 YARDS
- GOAL SIZE - 4 FEET HIGH BY 6 FEET WIDE
- BALL SIZE - SIZE 3
- MAXIMUM NUMBER OF PLAYERS ON ROSTER - 6
- TEAMS PLAY WITH NO MORE THAN 3 PLAYERS ON THE FIELD AT A TIME.
- THERE WILL BE NO GOALKEEPER NOR ANYONE POSTED INSIDE THE GOAL AREA.
- TEAMS MUST HAVE AT LEAST 2 PLAYERS PRESENT TO PLAY.
- THERE SHALL BE NO OFFSIDE AND NO ONE POSTED IN THE OFFSIDE POSITION IN FRONT OF THE GOAL.
- ALL FREE KICKS WILL BE INDIRECT FREE KICKS.
- GAME DURATION SHALL BE 4 EQUAL QUARTERS OF 8 MINUTES WITH A 2 MINUTE BREAK
- BETWEEN QUARTERS AND A 5 MINUTE HALFTIME BREAK.
- UNLESS A WRITTEN REQUEST IS PRESENTED TO THE BOARD, EACH AFFILIATED PLAYER SHALL REMAIN WITH THEIR TEAM UNTIL ADVANCING INTO THE NEXT AGE DIVISION (U-8).
- THERE SHALL BE NO LEAGUE STANDINGS KEPT AND EACH CHILD SHALL RECEIVE A

- PARTICIPATION AWARD AT THE END OF THE SEASON.

7.3 UNDER 8 DIVISION

- FIELD SIZE - 20 TO 30 YARDS WIDE BY 25 TO 35 YARDS LONG.
- CENTER CIRCLE - 5 YARD RADIUS
- GOAL BOX - 3 YARDS
- GOAL SIZE - 6 FEET HIGH BY 12 FEET WIDE
- BALL SIZE - SIZE 3.
- MAXIMUM NUMBER OF PLAYERS ON ROSTER - 8
- TEAMS PLAY WITH NO MORE THAN 4 PLAYERS ON THE FIELD AT A TIME.
- THERE WILL BE NO GOALKEEPER NOR ANYONE POSTED INSIDE THE GOAL AREA.
- TEAMS MUST HAVE AT LEAST 3 PLAYERS PRESENT TO PLAY.
- J. THERE SHALL BE NO OFFSIDE AND NO ONE POSTED IN THE OFFSIDE POSITION IN FRONT OF THE GOAL.
- K. ALL FREE KICKS WILL BE INDIRECT FREE KICKS.
- L. GAME DURATION SHALL BE 4 EQUAL QUARTERS OF 12 MINUTES WITH A 2 MINUTE BREAK
- BETWEEN QUARTERS AND A 5 MINUTE HALFTIME BREAK
- M. UNLESS A WRITTEN REQUEST IS PRESENTED TO THE BOARD, EACH AFFILIATED PLAYER
- SHALL REMAIN WITH THEIR TEAM UNTIL ADVANCING INTO THE NEXT AGE DIVISION (U-10).
- N. THERE SHALL BE NO LEAGUE STANDINGS KEPT AND EACH CHILD SHALL RECEIVE A PARTICIPATION AWARD AT THE END OF THE SEASON.

7.4 UNDER 10 DIVISION

- FIELD SIZE - 35 TO 45 YARDS WIDE BY 45 TO 60 YARDS LONG.
- CENTER CIRCLE - 8 YARD RADIUS.
- PENALTY AREA - 14 YARDS
- GOAL AREA - 6 YARDS
- GOAL SIZE - 7 FEET HIGH BY 21 FEET LONG.
- BALL SIZE - SIZE 4.
- MAXIMUM NUMBER OF PLAYERS ON ROSTER - 12.
- TEAMS PLAY WITH NO MORE THAN 6 PLAYERS ON THE FIELD AT A TIME, ONE OF WHICH
- MAY BE A GOALKEEPER.
- TEAMS MUST HAVE AT LEAST 4 PLAYERS PRESENT TO PLAY.
- NO OFFSIDE WILL BE CALLED IN THIS DIVISION.
- ALL FREE KICKS FOLLOW FIFA REGULATIONS INCLUDING PENALTY SHOTS.
- GAME DURATION – TWO (2) 25 MINUTE HALVES WITH A 5 MINUTE HALF - TIME BREAK. UNLESS A WRITTEN REQUEST IS PRESENTED TO THE BOARD, EACH AFFILIATED PLAYER
- SHALL REMAIN WITH THEIR TEAM UNTIL ADVANCING INTO THE NEXT AGE DIVISION (U-12).
- THERE SHALL BE NO LEAGUE STANDINGS KEPT AND EACH PLAYER SHALL RECEIVE A PARTICIPATION AWARD AT THE END OF THE SEASON.

7.5 UNDER 12 DIVISION

- FIELD SIZE - 45 TO 55 YARDS WIDE BY 70 TO 80 YARDS LONG.
- CENTER CIRCLE - 10 YARDS IN RADIUS.
- PENALTY AREA - 14 YARDS.
- GOAL BOX - 6 YARDS.
- GOAL SIZE - 8 FEET HIGH BY 24 FEET WIDE.
- BALL SIZE - SIZE 4.
- MAXIMUM NUMBER OF PLAYERS ON ROSTER - 16.
- TEAMS PLAY WITH NO MORE THAN 8 ON THE FIELD AT A TIME, ONE OF WHICH MAY BE A

- GOALKEEPER.

- TEAMS MUST HAVE AT LEAST 6 PLAYERS PRESENT TO PLAY.
- OFFSIDE WILL BE CALLED IN THIS DIVISION.
- K. ALL FREE KICKS FOLLOW FIFA REGULATIONS INCLUDING PENALTY SHOTS.
- GAME DURATION – TWO (2) 30 MINUTE HALVES WITH A 5 MINUTE HALF-TIME BREAK.

- UNLESS A WRITTEN REQUEST IS PRESENTED TO THE BOARD, EACH AFFILIATED PLAYER SHALL REMAIN WITH THEIR TEAM UNTIL ADVANCING INTO THE NEXT AGE DIVISION (U-14).
- RANKINGS WILL BE KEPT IN THIS DIVISION (AND FIRST AND SECOND PLACE TROPHIES WILL BE AWARDED) IF IT IS PLAYED ENTIRELY WITHIN THE GOALS LEAGUE. IF NOT, THE

- RESPONSIBLE FOR SCHEDULING (i.e. O.S.A. or LAKE COUNTRY) WILL BE RESPONSIBLE FOR
- RANKINGS AND TROPHIES.
- CRITERIA FOR STANDINGS WILL BE: WIN = 3 POINTS, TIE = 1 POINT, LOSS = 0 POINTS.
- FIRST TIEBREAKER WILL BE HEAD-TO-HEAD, THEN GOALS SCORED, THEN GOALS ALLOWED.

7.6 UNDER 14 DIVISION

- FIELD SIZE - 50 TO 100 YARDS WIDE BY 100 TO 130 YARDS LONG.
- CENTER CIRCLE - 10 YARDS IN RADIUS.
- PENALTY AREA - 18 YARDS
- GOAL AREA- 6 YARDS BY 20 YARDS.
- GOAL SIZE - 8 FEET HIGH BY 24 FEET WIDE.
- BALL SIZE - SIZE # 5.
- MAXIMUM NUMBER OF PLAYERS ON ROSTER - 18.
- TEAMS PLAY WITH NO MORE THAN 11 ON THE FIELD AT A TIME, ONE OF WHICH MAY BE A

- GOALKEEPER.
- TEAMS MUST HAVE AT LEAST 7 PLAYERS PRESENT TO PLAY.
- OFFSIDE WILL BE CALLED IN THIS DIVISION.
- ALL FREE KICKS FOLLOW FIFA REGULATIONS INCLUDING PENALTY SHOTS.
- GAME DURATION - (2) 35 MINUTE HALVES WITH A 5 MINUTE HALF TIME BREAK.
- UNLESS A WRITTEN REQUEST IS PRESENTED TO THE BOARD, EACH AFFILIATED PLAYER SHALL REMAIN WITH THEIR TEAM UNTIL ADVANCING INTO THE NEXT AGE DIVISION (U-16).
- RANKINGS WILL BE KEPT IN THIS DIVISION (AND FIRST AND SECOND PLACE TROPHIES WILL BE AWARDED) IF IT IS PLAYED ENTIRELY WITHIN THE GOALS LEAGUE. IF NOT, THE LEAGUE
- FIELD SIZE - 50 TO 100 YARDS WIDE BY 100 TO 130 YARDS LONG.
- CENTER CIRCLE- 10 YARDS RADIUS.
- PENALTY AREA - 18 YARDS BY 42 YARDS.
- GOAL AREA -6 YARDS BY 20 YARDS.
- GOAL SIZE - 8 FEET HIGH BY 24 FEET WIDE.
- BALL SIZE - SIZE # 5.
- MAXIMUM NUMBER OF PLAYERS ON ROSTER - 16.
- TEAMS PLAY WITH NO MORE THAN 11 ON THE FIELD AT A TIME, ONE OF WHICH MAY BE A GOALKEEPER.
- TEAMS MUST HAVE AT LEAST 7 PLAYERS PRESENT TO PLAY.
- OFFSIDE WILL BE CALLED IN THIS DIVISION.
- K. ALL FREE KICKS FOLLOW FIFA REGULATIONS INCLUDING PENALTY SHOTS.
- GAME DURATION – TWO (2) 40 MINUTE HALVES WITH A 5 MINUTE HALF-TIME BREAK.
- UNLESS A WRITTEN REQUEST IS PRESENTED TO THE BOARD, EACH AFFILIATED PLAYER SHALL REMAIN WITH THEIR TEAM UNTIL ADVANCING INTO THE NEXT AGE DIVISION (U-19).
- RANKINGS WILL BE KEPT IN THIS DIVISION (AND FIRST AND SECOND PLACE TROPHIES WILL BE AWARDED) IF IT IS PLAYED ENTIRELY WITHIN THE GOALS LEAGUE. IF NOT, THE LEAGUE

7.7 UNDER 16 DIVISION

- GOALKEEPER.
- TEAMS MUST HAVE AT LEAST 7 PLAYERS PRESENT TO PLAY.
- OFFSIDE WILL BE CALLED IN THIS DIVISION.
- ALL FREE KICKS FOLLOW FIFA REGULATIONS INCLUDING PENALTY SHOTS.
- GAME DURATION - (2) 35 MINUTE HALVES WITH A 5 MINUTE HALF TIME BREAK.
- UNLESS A WRITTEN REQUEST IS PRESENTED TO THE BOARD, EACH AFFILIATED PLAYER SHALL REMAIN WITH THEIR TEAM UNTIL ADVANCING INTO THE NEXT AGE DIVISION (U-16).
- RANKINGS WILL BE KEPT IN THIS DIVISION (AND FIRST AND SECOND PLACE TROPHIES WILL BE AWARDED) IF IT IS PLAYED ENTIRELY WITHIN THE GOALS LEAGUE. IF NOT, THE LEAGUE
- RESPONSIBLE FOR SCHEDULING (i.e. O.S.A. or LAKE COUNTRY) WILL BE RESPONSIBLE FOR
- RANKINGS AND TROPHIES.
- CRITERIA FOR STANDINGS WILL BE: WIN = 3 POINTS, TIE = 1 POINT, LOSS = 0 POINTS.
- FIRST TIEBREAKER WILL BE HEAD-TO-HEAD, THEN GOALS SCORED, THEN GOALS ALLOWED.

7.8 UNDER 19 DIVISION

- RESPONSIBLE FOR SCHEDULING (i.e. O.S.A. or LAKE COUNTRY) WILL BE RESPONSIBLE FOR
- RANKINGS AND TROPHIES.
- CRITERIA FOR STANDINGS WILL BE: WIN = 3 POINTS, TIE = 1 POINT, LOSS = 0 POINTS.
- FIRST TIEBREAKER WILL BE HEAD-TO-HEAD, THEN GOALS SCORED, THEN GOALS ALLOWED.

- FIELD SIZE - 50 TO 100 YARDS WIDE BY 100 TO 130 YARDS LONG.
- CENTER CIRCLE - 10 YARDS RADIUS.
- PENALTY AREA - 18 YARDS BY 42 YARDS.
- GOAL AREA - 8 YARDS BY 20 YARDS.
- GOAL SIZE - 8 FEET HIGH BY 24 FEET WIDE.
- BALL SIZE - SIZE 5.
- MAXIMUM NUMBER OF PLAYERS ON ROSTER - 18.
- G. TEAMS PLAY WITH NO MORE THAN 11 ON THE FIELD AT A TIME, ONE OF WHICH MAY BE A GOALKEEPER.
- TEAMS MUST HAVE AT LEAST 7 PLAYERS PRESENT TO PLAY.
- OFFSIDE WILL BE CALLED IN THIS DIVISION,
- ALL FREE KICKS FOLLOW FIFA REGULATIONS INCLUDING PENALTY SHOTS.
- GAME DURATION – TWO (2) 45 MINUTE HALVES WITH A 5 MINUTE HALF-TIME BREAK.
- UNLESS A WRITTEN REQUEST IS PRESENTED TO THE BOARD, EACH AFFILIATED PLAYER
- SHALL REMAIN WITH THEIR TEAM UNTIL ADVANCING INTO THE NEXT AGE DIVISION (ADULT)
- RANKINGS WILL BE KEPT IN THIS DIVISION (AND FIRST AND SECOND PLACE TROPHIES WILL
- BE AWARDED) IF IT IS PLAYED ENTIRELY WITHIN THE GOALS LEAGUE. IF NOT, THE LEAGUE
- RESPONSIBLE FOR SCHEDULING (i.e. O.S.A. or LAKE COUNTRY) WILL BE RESPONSIBLE FOR
- RANKINGS AND TROPHIES.
- CRITERIA FOR STANDINGS WILL BE: WIN = 3 POINTS, TIE = 1 POINT, LOSS = 0 POINTS.
- FIRST TIEBREAKER WILL BE HEAD-TO-HEAD, THEN GOALS SCORED, THEN GOALS ALLOWED.

7.9. Adult League

Introduction

Except where modified, the General Rules of Play of GOALS (GRP), 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 the GRP shall be approved by a majority vote of the members of GOALS attending a General Meeting (Spring or Fall).

Section 1: Soccer Year

The soccer year shall extend from September 1 of one year through August 31 of the following 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 GOALS 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. No player eligible to play in the youth league will be allowed to play in the adult league during a youth league.

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.

The registration fee is \$1,040 per team for a roster of up to eighteen (16) players.

In addition to the registration fee, each team will provide GOALS with a \$50.00 bond by the first game. This bond will be returned in full to teams, provided team/teams do not forfeit any games or violations of the no alcohol use in the complex. (See Match Forfeits and Terminations.)

Dues and fees including the performance bond must be paid in full prior to the end of the registration date.

Rosters.

Each team shall submit a correct, readable, and complete roster to the GOALS BOARD at the beginning of each season, preferably at the time of the team registration.

Player Registration.

All players on a team **must** complete an USSA Amateur Registration Form (also referred to as an "A" Form) to play in the league, and this form **must** be turned into the GOALS offices. This is critical as it releases GOALS from liability and provides insurance coverage for players in the event of injury. Consequently, team reps will **not** be allowed to sign another player's "A" form (i.e., no proxy signatures are permitted).

Players may register at any time during a season prior to the last GOALS regular season game scheduled BEFORE the play-offs. No player registrations will be allowed for any team after the last scheduled GOALS regular season game. Registration is encouraged to take place at least five (5) days prior to the next GOALS scheduled game.

In extreme situations, a team may turn in a completed "A" Form for a new player as late as ten (10) minutes prior to the beginning of a game. **Players added on game day must have a valid photo ID to play.** Both team representatives (team reps) have to review the "A" form and photo ID and approve the new player in order for that player to play in the game. After the completion of the game, the team rep with the new player must turn in the completed "A" form to the Game Card Folder maintained by the referees.

Team reps will be responsible for paying any fees associated with adding a new player (if applicable) prior to their team's next game, or face forfeiting all games played using that new player.

As mentioned above, new players may be added at any time up to the beginning of the GOALS soccer season playoffs (if scheduled). However, players may only be **dropped** from rosters through the fourth game of the season. Thus, after the fourth game of the season, adding players to a team with sixteen (16) or more players on its roster will result in a cost of \$25 per additional player, even if that team is simply trying to replace a player who left the team. Example: A team with 16 players on its roster after the fifth game of the season has two players quit due to injury and wants to add one player to their roster to compensate for their leaving. Although that team would only have 15 active players, it will now have an official roster of eighteen (18) players—the two that quit cannot be dropped—and will have to pay GOALS \$25 to add the new player to their team.

Players are also permitted to register to play on more than one team (Dual Registration), provided the teams on which they are registered are in different divisions. Registration records and fees must be submitted for each registration in accordance with current requirements. The player must be registered on a primary team (which has paid the full registration fee), and pay \$30 for each alternate division in which he/she is registered. Primary registration must be established before other registration can be attempted.

One player's registration fee per season for board members shall be waived.

Player Transfers.

A player may transfer between teams during a season. However, such transfer shall be subject to a transfer fee of \$20 (unless that amount is changed by the GOALS BOARD at the beginning of each 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) GOALS scheduled league match of the season. Relief from this requirement may be requested from the GOALS BOARD in writing.

Player Passes.

GOALS will issue a player pass for all players on each team's roster. Player passes shall be in such form as is designated by the GOALS BOARD from time to time, but the player pass shall at a minimum contain the player's name and picture and shall designate the team with which he/she is registered. 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.

Uniforms will be provided by GOALS.

Divisions of Play.

Prior to each season, the GOALS BOARD shall 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 GOALS BOARD may or may not grant the request. An attempt will be made to balance the entire league in order 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 GOALS BOARD 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, both teams will be notified as to which of the two games "counts" and which is a friendly. Matches played by teams from different divisions will be considered friendlies and will not count in the final divisional standings.

Points Accumulation & Scoring.

The GOALS BOARD will maintain a point record of matches played by teams within their divisions. The point system for determining team position is as follows:

- A WIN equals THREE POINTS.
- A TIE equals ONE 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.
5. - Coin flip.

Section 3. 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 GOALS scheduled games or competitions. All teams will play under the GOALS 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 Game Card" form that shall list no more than twenty-two (22) eligible players from the GOALS computerized rosters. (Twenty-two (22) players is the maximum number of players eligible to play in a GOALS match.)

This includes:

- 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;
- Identifying the uniform number of each player playing in the match;
- The team rep’s signature on the Official Game Card 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.
- Present at least seven (7) players to start the game.
- Present player passes/valid photo ID.
- Present players in correct jerseys with uniform numbers corresponding to the Official Game Card.

All players must be fully checked-in by the team rep at **OFFICIAL GAME TIME**, including having their names checked-off on the Official Game Card, Player Passes checked, complete uniforms, equipment ready, and all starting players (at least 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/valid photo ID 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:

- - During their own team's throw-in.
- - When play is stopped for an injury.
- - On either team's goal kick.
- - 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-GOALS Regarding Player Passes.

No player who is a properly registered player in good standing with the USSF, OSA, and GOALS may be denied the right to play in a scheduled match due to a missing paperwork, specifically a GOALS player's pass.

- A player who is on a team's roster and is without a GOALS player's pass may play in any match provided the team rep signs the Official Game Card attesting that the player is registered and eligible to play. If the validity of a player is challenged, that player must present him/herself and a valid photo ID to the referee and a member of the opposing team and sign the Official Game Card. A player that has been challenged by a team will be reported to GOALS. Any team found to be playing an ineligible player shall be subject to league sanction including (but not limited to) forfeiture of said match.

- Any team which is without its player passes due to unforeseen circumstances shall be allowed to play its match provided each follows the procedure above using a readable substitute for an Official Game Card. This process should not delay the start of the match longer than the referee feels necessary.

A player shall be considered properly registered and eligible to participate in GOALS matches when the following conditions have been met:

1. The player has completed and/or tendered a current USSA Amateur Registration Form (i.e., an "A" form).
2. The player or the team has paid all current player registration fees prior to participating in a GOALS match.
3. The player has furnished a clear and usable photograph of the proper size to use on an Official GOALS Player Pass. (A player who does not have a player pass at match time may still participate, but must present some form of picture identification to the referee and a representative of the opposing team (team rep, captain or coach), and sign their name next to his/her printed name on the Official Game Card.

4. The player must be registered in the proper division and registered with, 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 shall be written in by the referee or team representative before the player is allowed to participate.) A player must meet all of the above requirements to be considered a legal player for purposes of participating in any GOALS match. Any player who participates in a GOALS 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 GOALS Board may institute additional penalties.

Incident Weather.

In case of incident weather, team reps should call 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 CALL**. GOALS will reschedule any cancelled games.

Reference Law V. Referees.

GOALS shall provide referees for all GOALS-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 Card by entering the score, cautions, ejections (if any), and names of the referee and assistant referees. Official Game Cards, retained player passes and misconduct report must be submitted to GOALS 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.

Referee Evaluations.

Team reps, captains, and/or coaches are encouraged to complete referee evaluations at the end of each match. Evaluation forms will be posted on GOALS's website.

The GOALS Board wants to hear positive feedback about the referees of GOALS matches, but also wants to know about any problems teams may have experienced. All referees and assistant referees must provide their names upon request.

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 GOALS Game Scheduler 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 Friday; 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 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 (or 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 (or captains/coaches) are in agreement. If the match is to be played as an official match, both team reps (or 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 Card and forward these to the GOALS league office. Referees will retain the player pass of any ejected player. If an ejected player does not have a player pass, referees will make note of this fact. Player

passes of ejected players shall be forwarded with the report. Team reps are responsible for retrieving the player passes from the GOALS office. The GOALS 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 GOALS BOARD at each meeting.

A player ejected from a match is automatically ineligible to play in the next GOALS scheduled match(es) according to the following:

- 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 GOALS game played by his/her team) and be fined \$15.00 by GOALS. The fine must be paid before said player is allowed to play again.
- A player receiving a STRAIGHT RED card for any reason will sit out one game of the same level of competition (the following GOALS game played by his/her team) and be fined \$30.00 by GOALS. The fine must be paid before said player is allowed to play again.
- A player receiving two RED cards in one season shall sit out two games of the same level of competition and be fined \$30.00 by GOALS. The fine must be paid before said player is allowed to play again.
- A player receiving more than two RED cards in a season shall be reviewed by the GOALS BOARD for appropriate action and fined \$50.00 by GOALS. The fine must be paid before said player is allowed to play again.
- A RED card for FIGHTING shall be an automatic suspension for the rest of the season. If a player is penalized with such at the last game of the season, that player will not play the following season.
- The merit and punishment for "VIOLENT CONDUCT" shall be decided by the GOALS BOARD. 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 GOALS BOARD 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 GOALS 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 GOALS 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 GOALS 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 GOALS scheduled

match or if same is not played for any reason, the suspension is valid for the next GOALS scheduled match, even though it is carried over into the following season.

Section 5. Tournaments.

Division winners will represent GOALS in state championship tournament games each year as determined by OSA Adult Division Guidelines.

Section 6. Protests (Of a Game)/Appeals

Pursuant to Article Nine of GOALS's By-Laws the Appeals and Disciplinary Committee shall have exclusive appellate jurisdiction to hear and determine all appeals to GOALS of all game rulings. This jurisdiction shall include but shall not be limited to:

- Ejection's of registered players, coaches or spectators.
 - Any game rulings resulting in an early game termination or in a game forfeiture, and
 - 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 ADC 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 or on the misapplication of the laws of the game by the referee.

- 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 GOALS shall be made to the GOALS BOARD in writing through the President.

- 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 GOALS BOARD 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 GOALS BOARD 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 President 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 GOALS BOARD shall notify the team representative 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 linemen 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 ADC shall review all game rulings resulting in the ejection of a player, coach, or spectator, in the early game terminal on, or in a game forfeiture 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.

2. 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:

- The name, address, phone number and registration number of the party making the appeal.
- A concise statement of the facts alleged to constitute the violation; and
- 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 GOALS

BOARD. The GOALS BOARD 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.

A team that forfeits a game without properly notifying the opposing team and the GOALS Game Scheduler within GOALS timelines (see Rescheduling Games) shall lose one (1) point (see Points Accumulation & Scoring).

If a match is terminated because of behavior of players, coaches, or fans, the final score will be as follows:

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

Teams will be required to pay a \$10.00 fine for every match they forfeit. This money will be deducted from the \$50.00 bond posted at the beginning of the season.

Any GOALS 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 GOALS BOARD 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.

What You Need To Know As Team Rep.

1. You are the point of contact for the players on your team.
2. You are GOALS's point of contact for your team. Team reps must provide GOALS with a contact address, phone number, and e-mail address. In addition, you must provide GOALS 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 Card (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 GOALS Game Scheduler will contact about game times, locations, and dates.
6. **You** are responsible for any protests lodged by your team.

BY-LAWS OF GOALS

LOCAL RULES OF PLAY

7.10. AWARDS

- THERE WILL BE NO OFFICIAL STANDINGS KEPT IN THE US THROUGH U10 DIVISIONS. THE PLAYERS WILL RECEIVE A PARTICIPATION AWARD AFTER EACH SEASON OF PLAY.
- THERE WILL BE STANDINGS KEPT IN THE U12 AND ABOVE DIVISIONS. THE FIRST AND SECOND PLACE TEAMS WILL RECEIVE AWARDS.
- THERE MUST BE AT LEAST 4 TEAMS IN A DIVISION IN ORDER TO RECEIVE A FIRST OR SECOND PLACE AWARD.

7.11. PLAYING TIME

- EACH PLAYER MUST PLAY 60% OF EACH GAME.
- IF A PLAYER IS IN UNIFORM BUT WILL NOT BE PLAYING 50% OF THE GAME, BOTH THE OPPOSING COACH AND REFEREE MUST BE ADVISED BEFORE THE GAME STARTS.

7.12. SUBSTITUTIONS

A. IN ALL AGE DIVISIONS, SUBSTITUTIONS CAN BE MADE, WITH CONSENT OF THE REFEREE AT THE FOLLOWING TIMES:

- PRIOR TO THROW IN (YOUR FAVOR)
- PRIOR TO A GOAL KICK
- AFTER A GOAL BY EITHER TEAM
- AFTER AN INJURY WHEN THE REFEREE STOPS PLAY
- HALF-TIME
- A PLAYER RECEIVING A YELLOW CARD MUST BE
- SUBSTITUTED FOR, UNTIL THE NEXT OPPORTUNITY FOR SUBSTITUTION OCCURS.

THE OPPOSING TEAM MAY SUBSTITUTE AN EQUAL AMOUNT OF PLAYERS.
B NO SUBSTITUTION IS ALLOWED WHEN A PLAYER IS ORDERED FROM THE FIELD BY THE REFEREE (RED CARD).

- C. NO PLAYER MAY LEAVE THE FIELD WITHOUT THE CONSENT OF THE REFEREE.
- D. THE PLAYER BEING SUBSTITUTED MUST LEAVE THE FIELD BEFORE THE SUBSTITUTION CAN ENTER THE FIELD.

7.13. EQUIPMENT

- IN NO EVENT, CAN THE EQUIPMENT CREATE A HAZARD TO ANY PLAYER OR AN UNFAIR ADVANTAGE.
- SHIN GUARDS ARE MANDATORY FOR PRACTICE AND GAMES.
- THERE SHALL BE NO JEWELRY OF ANY KIND.
- HATS MAY ONLY BE WORN BY THE GOALKEEPER WITH THE CONSENT OF THE REFEREE,
- SHOES ARE REQUIRED. THEY MAY BE ATHLETIC SHOES, SNEAKERS OR CLEATED SOCCER SHOES OF EITHER THE MOLDED PLASTIC OR SCREW-IN SOCCER TYPE THAT LEAVES A FLAT SURFACE WHEN LOST THE MINIMUM DIAMETER FOR CLEATS ARE 1/2 INCH FOR THE SCREW-IN TYPE AND 3/8 INCH FOR THE MOLDED TYPE. THE MAXIMUM LENGTH SHALL BE 1/2 INCH. THERE SHALL NOT BE A SINGLE CLEAT LOCATED NEAR THE FRONT TIP OF THE SHOE.
- THE GOALKEEPER SHALL WEAR A TARGET JERSEY THAT IS DIFFERENT FROM HIS OR HER OWN TEAM, THE OPPOSING TEAM AND REFEREE.
- THE HOME TEAM WILL BE RESPONSIBLE FOR CHANGING JERSEYS IN THE EVENT THAT 2 TEAMS PLAY WITH SIMILAR COLORS. FOR INTER-LEAGUE PLAY, A T-SHIRT WILL SUFFICE WHEN WORN OVER THE JERSEY WHERE THE NUMBER OF THE JERSEY CAN BE READILY AVAILABLE TO THE REFEREE.
- All players must wear shirts that have the G.O.A.L.S. logo on it, shorts and socks during team competition. PLAYERS OTHER THAN THE GOALKEEPER MUST WEAR ALIKE UNIFORMS TO DISTINGUISH THEM FROM THE OPPOSITION. NUMBERS MUST BE PLACED ON THE BACK OF THE JERSEYS. WARMER CLOTHING MAY BE WORN UNDER THE UNIFORM AS WEATHER REQUIRES.
- ALL EMBLEMS, PATCHES OR LOGOS WORN ON THE UNIFORM ARE SUBJECT TO APPROVAL BY THE BOARD OF DIRECTORS.

7.14. CAUTION, EJECTION AND SUSPENSION

- PLAYERS, COACHES FANS AND PARENTS ARE SUBJECT TO A CAUTION AND / OR EJECTION BY THE GAME REFEREE FOR VARIOUS TYPES OF MISCONDUCT.
- FANS AND PARENTS MAY BE ASKED TO LEAVE THE AREA. IF THE FAN OR PARENT DOES NOT LEAVE THE AREA, THE GAME WILL BE HALTED UNTIL PROPER AUTHORITIES ARE ON THE SCENE TO HANDLE THE SITUATION. THE REFEREE SHALL HAVE EXCLUSIVE POWER TO SUSPEND OR TERMINATE THE GAME,
- PLAYERS AND COACHES THAT ARE EJECTED SHALL BE DISQUALIFIED FROM FURTHER PARTICIPATION AT THAT GAME AND THE NEXT REGULARLY SCHEDULED GAME THE PLAYER OR COACH SHALL LEAVE THE PLAYING AREA.
- THE PLAYER OR COACH SHALL HAVE AN OPPORTUNITY TO EXPLAIN THEIR POSITION

- ON THE MATTER, IN WRITING, TO THE BOARD OF DIRECTORS WITHIN 72 HOURS OF THE INCIDENT. THE BOARD OF DIRECTORS SHALL REVIEW SAID POSITION AND INFORM THE PERSON OF ANY DECISION, CHANGES OR ADDED PUNISHMENT WITHIN 72 HOURS OF RECEIVING THE EXPLANATION.
- REFUSAL BY AN EJECTED COACH OR PLAYER TO LEAVE THE PLAYING AREA WILL RESULT IN A FORFEIT FOR THAT TEAM AND WILL NOT BE REPLAYED UNDER ANY CIRCUMSTANCE.
 - IF A PARENT OR FAN REFUSES TO LEAVE THE AREA, AND THE GAME IS TERMINATED THE BOARD OF DIRECTORS SHALL DECIDE WHETHER THE GAME SHALL BE REPLAYED.

7.15. SPORTSMANSHIP

- ALL PLAYERS, COACHES, REFEREES, PARENTS AND SUPPORTERS ARE EXPECTED TO SHOW GOOD SPORTSMANSHIP.
- THERE SHALL BE NO ALCOHOLIC BEVERAGES, TOBACCO, OR PROFANITY.
- NO COACH OR TEAM SHALL "RUN UP THE SCORE" ON AN OPPOSING TEAM. (EXAMPLE: YOUR TEAM IS LEADING 4-0 AND DOMINATING THE GAME, MOVE YOUR FORWARDS TO FULLBACK AND VICE-VERSA OR MAKE SUBSTITUTIONS AS NECESSARY TO NOT RUN UP THE SCORE).
- ANY COACH THAT DOES NOT FOLLOW "RULE C" MAY BE DISCIPLINED INCLUDING SUSPENSION.
- IT IS GOALS INTENTION TO HAVE BOARD MEMBERS VIEW, INTERACT AND SOCIALIZE WITH TEAMS, COACHES AND PLAYERS. THE BALANCE OF TEAMS WILL BE CLOSELY MONITORED.
- TEAMS WILL PLAY WITH AN EVEN NUMBER OF PLAYERS ON THE FIELD, TEAMS MUST HAVE THE MINIMUM NUMBER OF PLAYERS PRESENT PER THEIR RESPECTED AGE DIVISION. IT WILL BE THE RESPONSIBILITY OF THE TWO COACHES AND REFEREE TO ENFORCE THIS RULE.
- GOALS SHALL HAVE PERIODIC COACHES AND REFEREE MEETINGS TO REVIEW THE RESULTS AND HAPPENINGS IN LEAGUE PLAY.
- NO PLAYER SHALL BE ALLOWED TO PLAY BELOW HIS/HER AGE LEVEL.
- NO PLAYER SHALL BE ALLOWED TO PLAY UP AN AGE LEVEL, UNLESS THE CHILD'S PARENT PETITIONS THE BOARD BY A WRITTEN LETTER BEFORE OR DURING REGISTRATION. THE PLAYER MUST SHOW SUPERIOR SKILLS TO BE CONSIDERED. ALSO, THE RECOMMENDATION OF THE PLAYERS PRIOR COACHES SHALL BE CONSIDERED. THE BOARD OF DIRECTORS SHALL MAKE THIS DECISION.

7.16. REGISTRATION

- REGISTRATION SHALL BE FOR ALL PLAYERS AND ADULTS. REGISTRATION OF ADULTS SHALL INCLUDE, BUT NOT LIMITED TO, COACHES, ASSISTANT COACHES, TRAINERS, REFEREES AND ADMINISTRATORS.
- EACH PLAYER MUST SUBMIT THE FOLLOWING:

7.19. RESCHEDULING GAMES

- THE SCORE OF A FORFEITED GAME SHALL BE RECORDED AS A 1-0 VICTORY.
- TEAMS WILL HAVE UP TO 15 MINUTES AFTER THE SCHEDULED START TIME TO FIELD THE MINIMUM NUMBER OF PLAYERS. IF THE MINIMUM NUMBER OF PLAYERS ARE NOT PRESENT WITHIN 15 MINUTES, THE GAME WILL BE RECORDED AS A FORFEIT.
- IF NEITHER TEAMS APPEAR, THE GAME WILL RESULT IN A DOUBLE FORFEITURE WITH BOTH TEAMS BEING SCORED WITH A LOSS.
- ANY TEAM THAT PLAYS AN INELIGIBLE PLAYER SHALL FORFEIT THAT GAME AND THE NEXT GAME THE TEAM WINS. ANY PLAYER NOT LISTED ON THE OFFICIAL ROSTER SHALL BE CONSIDERED INELIGIBLE.
- A SUSPENDED COACH APPEARING AT HIS/HER TEAMS GAME WILL RESULT IN THE TEAM FORFEITING THE GAME.
- THE HOME TEAM NOT CHANGING JERSEY COLORS IF THE REFEREE DECIDES THAT A COLOR CONFLICT EXISTS, WILL RESULT IN A FORFEIT.

7.18. GAME FORFEITURES

- ALL PLAYERS WHO HAVE PAID THE REGISTRATION FEES AND COMPLETED THE REGISTRATION FORM ARE PROTECTED AGAINST BODILY INJURY. A PART OF REGISTRATION FEES COVER THE COST OF INSURANCE.
- THIS INSURANCE IS SECONDARY POLICY. THAT IS, THIS INSURANCE IS DESIGNED TO START REIMBURSEMENT AFTER THE PLAYERS PRIMARY INSURANCE IS EXHAUSTED,
- PLAYERS AND COACHES ARE COVERED AS LONG AS THE EVENT IS A SANCTIONED EVENT OF OSA. THESE INCLUDE GAMES, PRACTICES AND SCRIMMAGES AS LONG AS THE OPPOSING TEAM IS ALSO INSURED THROUGH OSA.
- IN THE EVENT OF AN INJURY, PARENTS ARE TO CONTACT THE COACH AS SOON AS POSSIBLE IN ORDER TO FILL OUT THE PROPER FORMS AND RECEIVE INFORMATION ON HOW TO FILE A CLAIM.

7.17. INSURANCE

- COMPLETED REGISTRATION FORM
- BIRTH CERTIFICATE
- REGISTRATION FEE
- SCHOLARSHIPS MAY BE AVAILABLE DEPENDING ON FUNDING AND THE CRITERIA WILL BE ESTABLISHED BY THE BOARD OF DIRECTORS.
- RECIPIENTS OF ANY SCHOLARSHIP MUST PARTICIPATE IN ANY FUNDRAISING ACTIVITIES OF THE ASSOCIATION.
- REGISTRATION, IN RECREATIONAL LEAGUES, SHALL BE OPEN TO ALL CHILDREN OF EACH AGE DIVISION.
- AGE DIVISION SHALL BE DETERMINED BY THE AGE OF THE PLAYER ON JULY 31.

- ONCE GAMES ARE SCHEDULED, NO GAMES MAY BE CHANGED, POSTPONED OR RESCHEDULED WITHOUT THE APPROVAL OF THE BOARD OF DIRECTORS.
- WHEN INCLEMENT WEATHER HAPPENS BEFORE THE START OF THE GAME, THE BOARD SHALL MAKE A DECISION IF THE GAMES SHALL BE PLAYED THAT DAY. THE COACHES AND REFEREES WILL BE NOTIFIED. GOALS WILL ENDEAVOR TO PROVIDE A PUBLIC ANNOUNCEMENT THROUGH A LOCAL RADIO STATION. COACHES WILL BE INSTRUCTED TO CONTACT THE PLAYERS.
- WHEN INCLEMENT WEATHER OCCURS AFTER THE GAME BEGINS, THE REFEREE WILL MAKE THE DECISION IF PLAY WILL CONTINUE. IF PLAY IS CANCELED BEFORE THE MIDWAY POINT OF THE SECOND HALF, THE GAME WILL BE ENTIRELY REPLAYED. IF THE CANCELLATION IS AFTER THE MIDWAY POINT IN THE SECOND HALF, THE GAME WILL BE SCORED AS AN OFFICIAL GAME.
- TOURNAMENT PLAY WILL BE ENCOURAGED IF A TEAM IS PLANNING TO PARTICIPATE IN A TOURNAMENT AND THERE IS A CONFLICT IN LEAGUE PLAY, THE COACH MUST INFORM THE OPPOSING COACH AND THE DIRECTOR OF COACHES AT LEAST 10 DAYS BEFORE THE LEAGUE GAME THAT HIS/HER TEAM WILL BE MISSING. THESE GAMES WILL BE RESCHEDULED BY THE BOARD OF DIRECTORS.

7.20. COACHES

- ALL COACHES SHALL BE APPROVED BY THE BOARD OF DIRECTORS.
- COACHES WILL BE CERTIFIED TO COACH AND WILL ADHERE TO THE POLICIES OF GOALS, OSA, USSF AND USSF.
- IF THERE IS AN OVERABUNDANCE OF COACHES FOR A TEAM, DIVISION OR ASSOCIATION, THE BOARD OF DIRECTORS WILL DECIDE ON THE COACH. CRITERIA WILL BE, BUT NOT LIMITED TO, LEVEL OF LICENSES, COMPLAINTS AND GENERAL ATTITUDE TO PROMOTE THE MISSION AND PURPOSE OF GOALS

7.21. REFEREES

- ALL REFEREES SHALL BE APPROVED BY THE BOARD OF DIRECTORS.
- REFEREES WILL BE CERTIFIED AND WILL ADHERE TO THE POLICIES OF GOALS, OSA, USSF AND USSF.
- IF THERE IS AN OVERABUNDANCE OF REFEREES, THE BOARD OF DIRECTORS WILL DECIDE ON THE REFEREE. CRITERIA WILL BE, BUT NOT LIMITED TO, LEVEL OF LICENSES, COMPLAINTS AND GENERAL ATTITUDE TO PROMOTE THE MISSION AND PURPOSE OF GOALS.
- IN U-6 THROUGH U-12 AGE DIVISIONS, THE REFEREE SHALL BRIEFLY EXPLAIN A CALL TO PLAYERS IN AN EFFORT TO BETTER INSTRUCT THE PLAYERS.
- GOALS WILL ENDEAVOR TO PAY THE REFEREES, IF FUNDS ARE AVAILABLE, BASED ON THE PAY OF OTHER ASSOCIATIONS EQUAL TO OUR SIZE OF REGISTRATION.

7.22. PROTEST

- THERE SHALL BE NO PROTEST OF A REFEREE'S JUDGMENT CALL.
- PROTESTS MUST BE MADE TO THE REFEREE AND OPPOSING COACH AT THE GAME

- COMPETITIVE TEAMS MAY BE FORMED AND WILL COMPLY WITH THE GOALS, OSA, USYSA AND USSF RULES AND BY-LAWS.
- COMPETITIVE TEAMS SHALL HAVE OPEN TRYOUTS AND PLAYERS WILL BE SELECTED BY A COMMITTEE DESIGNATED BY THE BOARD OF DIRECTORS. TRYOUTS SHALL BE ADVERTISED IN THE LOCAL PAPER 7 DAYS IN ADVANCE
- THESE TEAMS SHALL REGISTER THROUGH GOALS AND SHALL ABIDE BY THE CONSTITUTION AND BY-LAWS.
- IT SHALL BE MADE KNOWN THAT THIS LEVEL OF COMPETITION WILL INCUR MORE EXPENSE THAN RECREATIONAL TEAMS. THESE EXPENSES MAY INCLUDE BUT NOT LIMITED TO, CAMPS, UNIFORMS, BALLS, AND LEAGUE FEES.

7.25. COMPETITIVE TEAMS

- TOURNAMENT PARTICIPATION IS ENCOURAGED BY GOALS.
- IT IS THE RESPONSIBILITY OF THE COACH, PARENTS AND PLAYERS TO DECIDE WHICH, IF ANY, TOURNAMENTS IN WHICH THEY WOULD ATTEND.
- IT IS THE COACHES RESPONSIBILITY TO REGISTER THE TEAM, COLLECT AND PAY ENTRY FEE, AND COORDINATE TRANSPORTATION TO AND FROM THE TOURNAMENT.
- GOALS WILL FURNISH OFFICIAL ROSTERS AND MEDICAL RELEASE FORMS.

7.24. TOURNAMENTS

- GAMES WILL BE SCHEDULED BY THE BOARD OF DIRECTORS.
- TEAMS WILL BE ASSIGNED "HOME" OR "VISITOR" STATUS.
- A COIN TOSS WILL DETERMINE FIRST POSSESSION AND THE ELECTION OF WHICH GOAL TO DEFEND. THE VISITING TEAM SHALL MAKE THE CALL AT THE COIN TOSS.
- THE HOME TEAM SHALL PROVIDE THE GAME BALL

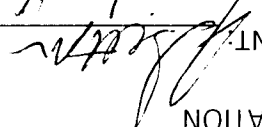
7.23. GAMES

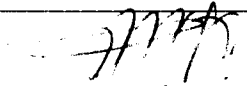
- A WRITTEN NOTIFICATION AND COMPLETE EXPLANATION MUST BE PRESENTED TO THE BOARD OF DIRECTORS WITHIN 7 DAYS OF THE GAME.
- THE BOARD OF DIRECTORS SHALL REVIEW THE PROTEST AND DECIDE IF FURTHER INVESTIGATION IS NEEDED. IF FURTHER INVESTIGATION IS NEEDED, A MEETING WILL TAKE PLACE WITH BOTH COACHES AND REFEREE THE FINAL DECISION OF THE PROTEST SHALL BE DETERMINED WITHIN 10 DAYS AFTER RECEIVING THE WRITTEN PROTEST.
- UPHOLDING A PROTEST DOES NOT NECESSARILY ALTER THE OUTCOME OF THE GAME IN QUESTION, THE BOARD SHALL NOT ALTER THE SCORE IN ANY GAME. THE GAME WILL STAND AS PLAYED OR THE GAME WILL BE REPLAYED.
- ALL PROTEST OF FIELD CONDITION CONCERNS SHALL BE MADE BEFORE THE START OF A GAME.
- SITE.

7.26. AMENDMENTS

- A. GOALS BOARD OF DIRECTORS SHALL HAVE THE OPTION OF AMENDING THESE LOCAL RULES OF PLAY PER ARTICLE XI OF THE CONSTITUTION OF GOALS.
- B. THE GOALS BOARD OF DIRECTORS SHALL HAVE THE RIGHT TO CHANGE CERTAIN ITEMS IN THE LOCAL RULES OF PLAY, IF NEEDED, TO ACT UPON CERTAIN RECOMMENDATIONS BY THE GSA OR USYSA. THIS CHANGE IS NOT NECESSARILY UNDER ARTICLE XI OF THE CONSTITUTION OF GOALS.

CERTIFICATION

PRESIDENT:  DATE: 10-4-2013

SECRETARY:  DATE: 10-9-2013