



Ohio Travel Soccer League

Game Day Policy/Procedures



1. Pre-Game:

- What to Bring:
 - Official US Club team roster with all coaches and players listed
 - Player passes for any guest players not listed on the official team roster
 - 7v7 Limits = no guest players permitted unless less than 10 rostered players attending
 - 9v9 Limits = no guest players permitted unless less than 12 rostered players attending
 - 11v11 Limits = no guest players permitted unless less than 15 rostered players attending
 - Home team: referee payment
- Guest Players Restrictions: (guest player = player not listed on your official teams roster)
 - Boys are NOT permitted to play on girls' teams, unless they identify as a female and have medical documentation
 - Girls ARE permitted to play on boys' teams
 - Players may NOT play down in birth year, players may play up in birth year up to 2 years max
 - Players should be skill appropriate (a top D1 player should not sub for a D3 or lower team)

2. Severe Weather:

- If lightning is seen or thunder is heard the game must be immediately suspended
- The game may not resume until 30 minutes after the last thunder or lightning
- It is the referee's discretion on how long to wait or call the game, coaches confer with the referee
- If the game was cancelled prior to the start of the 2nd half, the game should be rescheduled in its entirety
- If the game was cancelled after the 2nd half has started the game is considered complete

3. Absent Referee Policy:

- Options:
 - One carded coach from each team serves as the referee for half of game, if both teams do not have multiple coaches then the team with multiple coaches can have a coach ref the entire game if both teams agree
 - A spectator who is Concussion and Lindsay Law certified may referee if both teams agree
 - Reschedule game (last resort option)
- Home team should notify their community rep so absent referee can be reported to the ref assignor and ref.admin@ohtsl.com

4. Game Day Check-in:

- A coach from each team and players will be required to meet at midfield to review rosters/passcards and check-in players.

- The coach from the opposing team should check-in players by calling player names from the roster and ensuring any guest players in attendance are in accordance with OHTSL policies. Coaches should also confirm the correct year of birth and community requirements (guest players must be from the same travel community) for non-roster players.
- Any player or coach determined ineligible due to either not being on the roster or not having a valid player/coach pass will not be allowed to play in that game and the opposing coach will be required to advise the league by completing a game day [Ineligible Player/Coach form](#) and submit to discipline@ohtsl.com.
- Should an official US Club Soccer roster or passes not be provided the game shall be considered either a forfeit by the team who did not provide the roster/passes or a “no game” if both teams did not provide rosters/cards.
- Any coaching staff found to be using an ineligible player or having a roster exceeding the OHTSL Community player guidelines will be subject to a four-game suspension for their first offense and a one-year calendar ban for a second offense.

5. Start of Game:

- Jerseys Conflicts: If there is a color conflict between teams the HOME team must change. Note: there is no policy on jersey color requirements for either team, the only policy is if jerseys are similar the home team changes.
- Player Min/Max:
 - 7v7: must have 5 players to start game, no more than 14 players on the sidelines
 - 9v9: must have 7 players to start game, no more than 16 players on the sidelines
 - 11v11: must have 8 players to start game, no more than 18 players on the sidelines
- Coach Max:
 - There is a maximum of 3 coaches permitted on the sidelines, all MUST be listed on the official US Club Soccer roster or have valid passcards
- Referee:
 - Referees will perform a pre-game check-in to verify player equipment
 - Home team pays referees