



Central Oklahoma Adult Soccer League

Revised/ 2014

League Rules of Play

Table of Contents

INTRODUCTION	3
SECTION 1: SOCCER YEAR.....	3
SECTION 2: GENERAL TEAM INFORMATION.....	3
TEAM MAKE-UP & REGISTRATION FEES.....	3
ROSTERS.....	3
PLAYER REGISTRATION.....	4
PLAYER TRANSFERS.....	5
PLAYER PASSES.....	5
UNIFORMS.....	5
DIVISIONS OF PLAY.....	6
POINTS ACCUMULATION & SCORING.....	6
SECTION 3. MODIFICATIONS TO FIFA/U.S. SOCCER LAWS OF THE GAME	7
PRE-GAME INSTRUCTIONS FOR TEAM REPS.....	7
SUBSTITUTIONS:	8
POLICY FROM USSF-OSA-COASL REGARDING PLAYER PASSES.....	9
INCLEMENT WEATHER.....	9
REFERENCE LAW V. REFEREES.....	10
POSTPONEMENTS OF GAMES.....	10
REFEREE EVALUATIONS.....	10
RESCHEDULING GAMES.....	10
SHORTENING GAMES.....	10
REFEREE ON GAME DAY.....	11
SECTION 4. CAUTIONS, EJECTIONS, AND SUSPENSION.....	11
SECTION 5. TOURNAMENTS.....	12
SECTION 6. PROTESTS (OF A GAME)/APPEALS TO OSA.....	12
PROTESTS OF INELIGIBLE PLAYERS.....	13
SECTION 7. MATCH FORFEITS AND TERMINATIONS.....	14
SECTION 8. SUSPENSIONS.....	14
SECTION 9. APPROVAL HISTORY & EFFECTIVE DATES.....	15
COASL OFFICERS AND CONTACTS.....	16
WHAT YOU NEED TO KNOW AS TEAM REP.....	17
GLOSSARY OF TERMS:.....	18

Introduction

Except where modified, the General Rules of Play of COASL (GRPC), 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 GRPC shall be approved by a majority vote of the members of COASL 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 COASL 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.

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 \$1200 per team for a roster of up to twenty-two (22) players. A team shall not add or allow more than 22 players maximum to play in any given season. Once a player has played in a game, he cannot be removed without contacting the COASL board.

No two teams in COASL shall have the same name.

In addition to the registration fee, each team will provide COASL with a \$50.00 bond. This bond will be returned in full to the teams, provided team/teams do not forfeit any games or violate 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 due date.

Rosters.

Each team shall submit a correct, readable, and complete roster to the COASL 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 USASA Amateur Registration Form (also referred to as an “A” Form) to play in the league, and this form **must** be turned into the COASL officer. This is critical as it releases COASL 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 the regular season however all players on the roster must play one regular season game to be eligible to play in the playoffs. Registration is encouraged to take place at least five (5) days prior to the next COASL scheduled game and must be submitted via the COASL website online registration system or must be email to the COASL board one day before game day.

In extreme situations, a team may use a mobile phone or device to register a new player using the COASL’s website online registration system, 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 and must also be written on the game card during the referee check-in process.** Both team representatives (team reps) **have to review the player’s photo ID and sign the game card** in order for the player to be considered legal. If this process is not followed exactly, the new player will be considered an unregistered player and the team will forfeit the game. In case of a contest, the COASL board will use the timestamp generated during the online registration and the team rep signatures for verification.

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 COASL soccer season playoffs (if scheduled). However, players may only be **dropped** from rosters through the fourth game of the season.

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.

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 COASL 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) COASL scheduled league match of the season. Relief from this requirement may be requested from the COASL BOARD in writing.

Player Passes.

COASL 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 COASL 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.

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. Socks must be the same style or design, but do not have to be the same brand.

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 NUMBERS WILL BE ALLOWED. ALL NUMBERS MUST BE PERMANENT.** (Markers may be used on t-shirts if the numbers are clearly legible.)

All teams must submit their chosen colors to COASL 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 COASL BOARD. 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 COASL 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 COASL 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 COASL 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 COASL 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 COASL scheduled games or competitions. All teams will play under the COASL 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 COASL computerized rosters. (Twenty-two (22) players is the maximum number of players eligible to play in a COASL 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 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.
2. Present at least seven (7) players to start the game.
3. Present player passes/valid photo ID.
4. 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.

Note: In all cases of disagreement as to the time, referees and/or team reps are to call for the official time at **599-1234**, and the time given at this number will be the official time. Referees are to make note of the official start of the game and which team, if any, was late.

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-COASL Regarding Player Passes.

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

- A player who is on a team's roster and is without a COASL 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 COASL. 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 COASL matches when the following conditions have been met:

1. The player has completed and/or tendered a current USASA 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 COASL match.
3. The player has furnished a clear and usable photograph of the proper size to use on an Official COASL 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 COASL match. Any player who participates in a COASL 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 COASL Board may institute additional penalties.

Inclement Weather.

In case of inclement weather, team reps should call **South Lakes Soccer Club (SLSC)—405-794-PLAY (405-794-7529)**—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** the SLSC rain-out number. COASL will reschedule any cancelled games.

Reference Law V. Referees.

COASL shall provide referees for all COASL-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 COASL 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 COASL's website (www.coasl.net). The COASL Board wants to hear positive feedback about the referees of COASL 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 COASL 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 Saturday; for all other scheduled games, the request must be made at least twenty-four (24) 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 COASL 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 COASL office. The COASL 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 COASL BOARD at each meeting.

A player ejected from a match is automatically ineligible to play in the next COASL 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 COASL game played by his/her team) and be fined \$15.00 by COASL. The fine must be paid before said player is allowed to play again.
2. A player receiving a STRAIGHT RED card for any reason will sit out one game of the same level of competition (the following COASL game played by his/her team) and be fined \$30.00 by COASL. The fine must be paid before said player is allowed to play again.

3. 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 COASL. The fine must be paid before said player is allowed to play again.
4. A player receiving more than two RED cards in a season shall be reviewed by the COASL BOARD for appropriate action and fined \$50.00 by COASL. The fine must be paid before said player is allowed to play again.
5. 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.
6. The merit and punishment for "VIOLENT CONDUCT" shall be decided by the COASL 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 COASL 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 COASL 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 COASL 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 COASL 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 COASL scheduled match or if same is not played for any reason, the suspension is valid for the next COASL scheduled match, even though it is carried over into the following season.

Section 5. Tournaments.

Division winners will represent COASL 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 COASL's BY-Laws the Appeals and Disciplinary Committee shall have exclusive appellate jurisdiction to hear and determine all appeals to COASL 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 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 COASL shall be made to the COASL 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 COASL 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 COASL 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 COASL BOARD 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 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.

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 COASL BOARD. The COASL 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 COASL Game Scheduler within COASL 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 \$25.00 fine for every match they forfeit. This money will be deducted from the \$50.00 bond posted at the beginning of the season.

Any COASL 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 COASL 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.

Section 9. Approval History & Effective Dates.

These General Rules of Play are:

- Approved 1 August 1983
- Revised 1 February 1987
- Revised 1 February 1988
- Approved 17 January 1996
- Revised 2 February 1997
- Revised 4 December 1997
- Approved 17 January 1998
- Revised 5 April 2002
- Revised 22 January 2007
- Revised/Approved 22 January 2007
- Revised/Approved 2008
- Revised/Approved February 2011
- Revised/Approved August 2014

COASL Officers and Contacts.

The following is a list of the Officers (elected January 23, 2007) and Contacts to whom a team rep (or coach) should direct questions or comments:

President: Jebessa Mosisa

For questions about the league in general and COASL's General Rules of Play.

1st Vice President: Marc Forman

For questions about all Appeals and Disciplinary action concerning RED and YELLOW cards, illegal or ineligible players, referees, protests and appeals.

2nd Vice President: Miguel Morales

For problems with scheduling or rescheduling games. This contact should be made only after the COASL Game Scheduler and the opposing team rep (or coach) have been notified.

Registrar: Drew Cashing

For questions about registration, including registering a new player, player passes, rosters, etc. All questions concerning and illegal or ineligible player should be directed to the 1st Vice President.

COASL Game Scheduler Miguel Morales

For questions about scheduling or rescheduling games.

Executive Secretary Stephen Gaede

For questions about posted standings, team rep contact information, or any other information posted on the COASL website (www.coasl.net).

Treasurer: Raymond Daniel

What You Need To Know As Team Rep.

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

Glossary of Terms:

COASL	Central Oklahoma Adult Soccer League
OSA	Oklahoma Soccer Association
USSF	United States Soccer Federation