



## **Policy Memorandum #11: Game Day Operations; Family and Team Expectations**

**Effective Date:** January 1, 2026

### **1. Purpose & Scope**

1.1 Establish consistent expectations and procedures for game day operations, including roster eligibility, field preparation, gear distribution, game rescheduling, and team conduct.

1.2 Ensure fairness, safety, and alignment with Ogden Soccer Club (OSC) and UYSA values across all sanctioned matches.

1.3 This policy applies to all OSC teams, coaches, managers, players, staff, and volunteers participating in COMP, GOAL/Recreation, Little Lions, and High School Provisional (HSP) programs, including multi-rostered and Club Pass players.

### **2. Game Day Roles & Protocols**

#### **2.1 General Guidelines**

2.1.1 Coaches manage team communication, player readiness, and game-day decision-making.

2.1.2 Team managers oversee logistics, including player check-in, roster verification, referee communication, and ensuring medical kits and rosters are available.

2.1.3 If no team manager is rostered, these responsibilities fall to the coach or assistant coach listed on the official roster.

2.1.4 Parents and spectators must model positive behavior and remain outside the technical area at all times.

### **3. Uniforms & Equipment**

#### **3.1 Recreation / GOAL / Little Lions Uniforms**

3.1.1 Standard kit includes:

- One (1) red/blue reversible jersey
- One (1) pair blue shorts
- One (1) pair blue socks

3.1.3 See below of images of uniforms.

3.1.4 Additional and optional uniform and OSC Swag/gear may be purchased on the Team Store

#### **3.2 COMP Team Uniforms**

3.2.1 COMP players must purchase:

- One (1) blue/blue/blue uniform
- One (1) white/black/white uniform

3.2.2 See below for images of uniforms.

3.2.3 COMP Player Uniforms are ordered from the Ogden Soccer Club Team Store; the link can be found directly on our website.

3.2.4 Additional and optional uniform and OSC Swag/gear may be purchased on the Team Store

#### **3.3 Optional Game-Day Kit items carried by the coaching staff:**

3.3.1 Teams may carry optional items to address common gameday issues, including:

- Duct tape, athletic tape, sharpies, zip-ties



- Short ace-wrap bandage
- Tampons/tissues (for bloody noses)
- Spare uniform items (as available)

3.3.2 Tryout jerseys may be used for summer tournaments and practices.

#### 4. Game Day Duties, Responsibilities & Set-Up

##### 4.1 General Guidelines

4.1.1 The *home* team is responsible for field set-up and must designate bench/spectator touchlines at least 30 minutes before kickoff.

4.1.2 Field set-up must be completed 15 minutes prior to game time.

4.1.3 Each team must ensure their field is safe, properly equipped, and compliant with UYSA standards.

4.1.4 Visiting teams may waive minor field compliance concerns but retain the right to file a protest.

4.1.5 Field readiness must be verified 30 minutes before kickoff or immediately after the prior match ends.

#### 5. Team-Specific Responsibilities

##### 5.1 Recreation / GOAL Teams

5.1.1 Coaches must arrive 30 minutes before game time.

5.1.2 Ensure all players have proper gear and are checked in.

5.1.3 Confirm field set-up and safety.

5.1.4 For *Little Lions*/GOAL 4v4 at Liberty Park, follow seasonal lock-code and equipment instructions emailed to coaches at the onset of each fall/spring season.

5.1.5 Report equipment issues to [gear@ogdensoccer.org](mailto:gear@ogdensoccer.org).

	<i>U8 (Including Little Lions)</i>	<i>U9-U10</i>	<i>U11-U12</i>	<i>U13+</i>
<i># Players on Field</i>	4 v 4	7 v 7	9 v 9	11 v 11
<i>Goalkeeper Play</i>	No	Yes	Yes	Yes
<i># Players on Roster</i>	6-8	10-12	12-15	14-18
<i>Goalkeeper Jersey</i>	No	Yes	Yes	Yes
<i>Goalkeeper Gloves</i>	No	Yes	Yes	Yes
<i>Ball Size</i>	3	4	4	5
<i># Balls per Team</i>	3	4	4	4
<i>Mesh Ball Bag</i>	Yes	Yes	Yes	Yes
<i>Ball Pump</i>	Yes	Yes	Yes	Yes
<i>Training Vests</i>	4	6	8	10
<i>First Aid Kit</i>	Yes	Yes	Yes	Yes
<i>Cones</i>	10	15	15	20
<i>Corner Flags</i>	No	Yes	Yes	Yes
<i>Coach Jersey</i>	Yes	Yes	Yes	Yes

##### 5.2 COMP Teams



- 5.2.1 Coaches must arrive 45 minutes before game time.
- 5.2.2 Conduct warmups and tactical preparation.
- 5.2.3 Confirm field set-up and safety.
- 5.2.4 Ensure jerseys and uniform gear are properly worn.
- 5.2.5 Verify all players have required personal protective equipment (PPE).

	U9-U10	U11-U12	U13+
# Players on Field	7 v 7	9 v 9	11 v 11
Goalkeeper Play	Yes	Yes	Yes
# Players on Roster	10-12	12-15	14-18
Goalkeeper Jersey	Ordered by coaches direct through <i>Protime</i> with Coach Code		
Goalkeeper Gloves	No	Yes	Yes
Ball Size	4	4	5
# Balls per Team	Up to 4 per fall/spring season		
Agora Comp Ball Bag	Yes	Yes	Yes
Ball Pump	Yes	Yes	Yes
Training Vests	6	8	10
First Aid Kit	Yes	Yes	Yes
Cones	15	15	20
Corner Flags	No	Yes	Yes
Coach Jersey	Ordered by coaches direct through <i>Protime</i> with Coach Code		

## 6. Field Preparation Standards

### 6.1 Required Field Elements

Fields must be fully set up 15 minutes before kickoff and include:

- Clearly marked boundaries per Laws of the Game and UYSA requirements
- Nets securely fastened to goals; major holes or gaps should be secured using tape, sting, zip ties, etc.
- Corner flags at all four corners (required for U9+)
- Goals firmly anchored and safe for play

	Team Play Size	Avg. Total Field Dimensions	Cones	Goals	Corner Flags	GK Gear
U8	4x4	30x20 yds	Yes	Portable	No	No
U9-U10	7v7	47x30yds	As Needed	Yes	Yes	Yes
U11-U12	9v9	75x47yds	As Needed	Yes	Yes	Yes
U13+	11v11	112x75yds	No	Yes	Yes	Yes

## 7. Bench & Spectator Layout

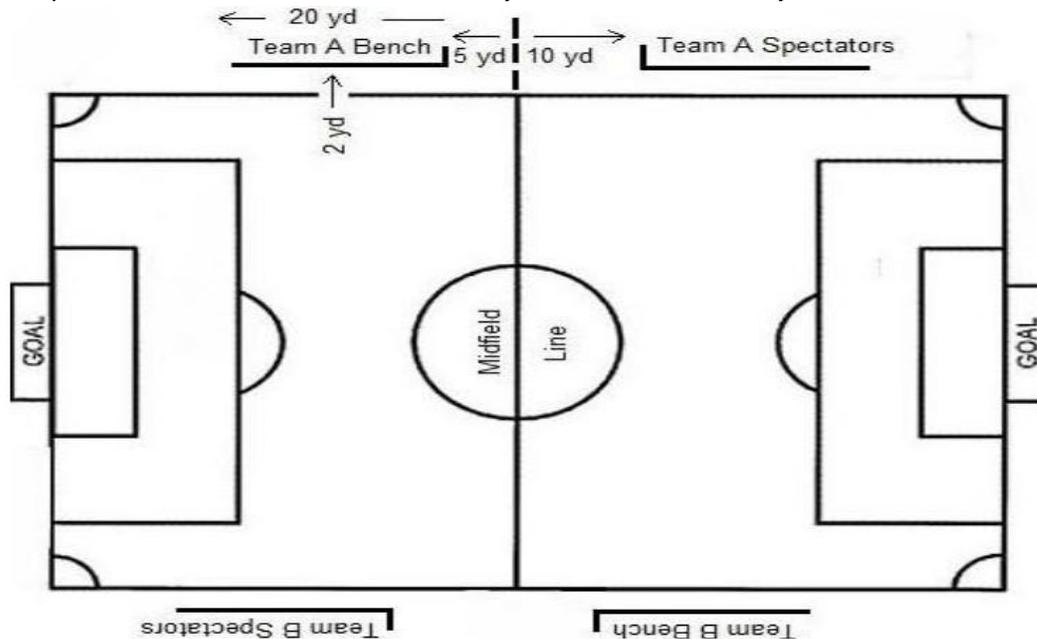
### 7.1 Layout Requirements



7.1.1 Both teams' benches and spectators must be on the same touchline, opposite the opposing team.

7.1.2 As viewed from the field:

- Bench area: right of midfield, 5–25 yards from midfield, 2 yards off touchline
- Spectator area: left of midfield, 10–30 yards from midfield, 2 yards off touchline



## 7.2 Conduct Requirements

7.2.1 Coaches and players must remain within the designated bench area unless substituting or authorized by the referee.

7.2.2 Spectators must remain in their assigned area unless granted accommodation by the referee.

7.2.3 Referees may suspend or terminate matches if compliance is not maintained; yellow cards may be given to coaches for failure to control sidelines (spectators, players, etc)

## 8. Electronic Recording Devices

8.1 Only one recording device per team may be used.

8.2 Device must remain outside the vertical field boundaries and at least 10 yards from the field perimeter.

## 9. Coach Responsibilities

9.1 Arrive at least 30 minutes before match time (45 minutes for COMP).

9.2 Ensure field set-up is complete and compliant.

9.3 Present a SOMS-generated roster (digital or printed) to the referee when requested, or no later than 15 minutes prior to scheduled start time.

9.4 Rosters must include:

- Photos of all players and coaches
- Jersey numbers matching roster entries



- A properly licensed coach present for the full match
- 9.5 Failure to meet roster requirements results in forfeiture.

## 10. Player Check-In & Eligibility

### 10.1 Minimum Number of Players to Start

- U9–U10: 5 players (max roster 12)
- U11–U12: 6 players (max roster 15)
- U13–U14: 7 players (max roster 18)
- U15–U19: 7 players (max roster 22; up to 4 may be deactivated)

### 10.2 Eligibility Requirements

10.2.1 All players must appear on the match roster with a photo and correct jersey number.

10.2.2 Illegally rostered or unlisted players may result in forfeiture.

## 11. Uniform Compliance

11.1 Home team wears dark jerseys; visiting team wears light.

11.2 Goalkeepers must wear colors distinct from teammates and referees.

11.3 Jerseys must display unique numbers and may include approved sponsor logos.

## Recreation / GOAL / Little Lion Jersey



Laredo Reversible Jersey



St. Louis Shorts



Pro Sock



**COMP Player Home / Visitor Uniforms**



Competitive Jersey (Away - Whit...



Competitive Shorts(Black)



Pro Sock



Competitive Jersey (Home - Blu...



Competitive Shorts (Home - Blue)



Pro Sock

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Age	U6-U8 4v4	U9-U10 7v7	U11-U12 9v9	U13-U15 11v11	U16+ 11v11
<b>Play Info</b>	4x 6min QTRS / 5min Breaks	2x 25min Half / 5min half time	2x 30min half / 5min halftime	U13/U14: 2x 35min / 10min halftime U15: 2x 40min half / 10min halftime	U16: 2x 40min half / 10min halftime U17+: 2x 45min half / 10min halftime
<b>Ball Size</b>	Size 3	Size 4	Size 4	Size 5	Size 5
<b>Referee Structure</b>	Coaches act as monitors for play	1x Center / 2x CCL	1x Center / 2x AR	1x Center / 2x AR	1x Center / 2x AR
<b>Training / Games</b>	1-2 trainings per week; game may act as a training	1-2 trainings per week with 1 game per week. Players should not play more than 20 games per year.	2-3 training per week with 1 game per week. Players should play no more than 30 games per year.	FIFA Rules	FIFA Rules
	Each player should play 50% of game/ scrimmage time	Min. 5 players for kickoff; recommended each player plays 50% of game. Substitutions on any play	Min. 6 players for kickoff; recommended each player plays 50% of game. Substitution on any play	Minimum of 7 players for kickoff; FIFA regulations/ recommendations for percentage of player play and substitution rules.	Minimum of 7 players to kickoff; FIFA regulations/ recommendations for percentage of player play and substitution rules.
	Recommended Roster Size: 6	Recommended Roster Size: 12	Recommended Roster Size: 15	Recommended Roster Size: 18	Recommended Roster Size: 22 (only 18 rostered for game day)
<b>Field Length</b>	25-35	55-65	70-80	95-120	100-120
<b>Field Width</b>	15-25	35-45	45-55	60-75	60-75
<b>Penalty Area</b>	Not Applicable	24yds (W) x 12yds (into field of play)	36yds (W) x 14yds (into field of play)	18yds from each goal post x 18yds (into field of play)	18yds from each goal post x 18yds (into field of play)
<b>Penalty Spot</b>	Not Applicable	10yds from center of goal line	10yds from center of goal line	12yds from center of goal line	12yds from center of goal line
<b>Center Circle</b>	Not Applicable	8yd radius	8yd radius	10yd radius	10yd radius
<b>Goal Size</b>	4x6	6.5'(H) x 18'(W)-Recommended	7.5'(H) x 21'(W)-Recommended	8'(H) x 24'(W)	8'(H) x 24'(W)
<b>Goal Area</b>	Not Applicable	8yds (W) x 4yds (into field of play)	12yds(W) x 5yds (into field of play)	6yds out from each post x 6yds into field of play	6yds out from each post x 6yds into field of play
<b>Heading</b>	Not Applicable.	Not Allowed. Indirect Kick awarded to the opposing team from the spot of the offense. If offense occurred in the goal box (traditional 6yd box), the ball is moved to the goal line closest to the offense.	Not Allowed. Indirect Kick awarded to opposing team from the spot of the offense. If offense occurred in the penalty box, the ball is moved to the closest point on the penalty box line.	Allowed	Allowed
<b>Build Out Line</b>	Not Applicable	Established on each side of the field, stretching from one sideline to the other at a point 1/2 way between the top of the penalty area and the midfield. When a team as a goal-kick, or the goalie has possession, the opposing team must move behind the buildout line. Once the ball is released back in play, the opposing team may cross the buildout line and attack. The ball does not need to cross the buildout line to be in play.	Not Applicable	Not Applicable	Not Applicable.
<b>Build Out Line / Punting</b>	Not Applicable	Punting / drop kick is not allowed. An Indirect Kick is awarded to opposing team from goal-area line parallel to goal line closest point where the infringement occurred.	Not Applicable	Not Applicable	Not Applicable
<b>Offsides</b>	Not Applicable	Players <i>cannot</i> be penalized for being in an offsides position between the mid-field and the buildout line. Players <i>can</i> be penalized for an offsides offense between the buildout line and the goal line. An Indirect Kick is awarded at the spot of the infringement.	Per FIFA / IFAB Rule	Per FIFA / IFAB Rule	Per FIFA / IFAB Rule

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