

Hamilton & District Multi-Jurisdictional Club League (L5)

RULES AND REGULATIONS

CODE OF CONDUCT

1. The administrators and team officials must conduct themselves in such a manner as to set an example that if followed, would enable every player to be a credit to the game.
2. Clubs are responsible for teams registered in the League. Any League Rules or Regulations not followed by teams will be dealt with through the League Executive.

Mission Statement

Our league is committed to the ongoing development of players and coaches in the game of soccer. The advancement of both coaches and players through skill development, sportsmanship, respect and personal conduct are goals that will guide our program with success.

1. Management

- The League Executive Committee will conduct the affairs of the League.
- The League shall only deal with official Club Designates.

2. League Fee

- The League fees will be determined yearly by the Executive Committee and approved by the membership by February 1st.

3. Team Registration

- All team registrations for the U10 and above age groups must be received by January 15th of the playing year. All registrations are to be accompanied by the League fee.
- All team registrations for the U8 and U9 age groups must be received by March 15th of the playing year. All registrations are to be accompanied by the League fee.
- A late fee of \$75.00 will be applied to all team registrations received after the deadlines for each age group.
- A \$100.00 Club bond must accompany a Club(s) application.
- Clubs withdrawing any team after March 31st will forfeit their registration fee and be fined an additional \$100.00.
- A maximum of 2 teams per age group per Club will be allowed. Special requests to be reviewed by the Board on a case-by-case basis.
- Each team may register a maximum of 14 players for Mini Soccer and 25 for other teams.
- Each team may dress a maximum of 14 players for Mini Soccer and 18 for other teams.
- Each team must notify the League in writing within seven (7) days of any change in team officials, or team official's information. (Email address, phone numbers etc)
- Each team must play in its own age level unless otherwise approved by the League Executive Committee and it must comply with the OSA Published Rules.
- Teams from the same club playing in the same age group may not interchange players. **This will include age groups with more than one division.**

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4. Team Regulations

- All players and Staff on a team must be in possession of a valid O.S.A. Registrant Book to be eligible to play including call up players. Player's books must bear the players signature and the District stamp of approval. No Book, No Play.
- Players are not allowed to play in the House League programs other than call-up players.
- No Competitive registered players may play in the League.
- Call-up players that come from within their own respective Club Recreational program may play a maximum of nine games per H&DSA rules.
- Players from an outside Club's recreational program may play a maximum of three games as per OSA Published Rules, with a valid temporary registration permit.
- No division shall operate with less than four teams.
- Each team will be allowed to block out two game dates. Each block may consist of a maximum of three consecutive days. An addition blackout date for graduation age groups of U14 and U18 will be allowed.

5. Team Officials

- All Team Officials must be registered with the District Association.
- All team officials must have a NCCP certification. Mini Soccer officials must actively pursuing NCCP Certification as required. To be reviewed annually.
- Minimum NCCP Levels Required;
 - U8 – Child Level
 - U9 – Youth Level
 - U10 – Senior Level (MANDATORY for 2010)
 - U11 and older – Senior Level
- Team Officials will not be allowed to smoke, swear or use inappropriate behavior while coaching their teams. The Hamilton & District Soccer Association discipline committee will deal with inappropriate conduct.
- A maximum of four team officials will be allowed on the bench.

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6. Team Responsibility

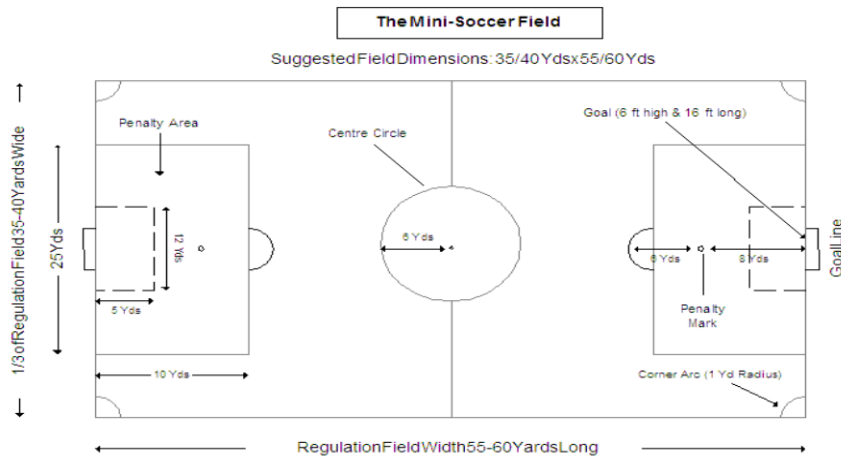
- Team officials will coach within one (1) meter of their bench and are not permitted to walk up and down the sideline.
- The game shall be played by two teams each consisting of not more than 7 players, one of whom shall be the goalkeeper for Mini Soccer age groups. For U11 and older, 11 player format will be used for the older age groups.
- A team must field at least five (5) registered players for a Mini Soccer game, seven (7) for other ages, and if not, the game shall be forfeit and the score recorded as 3-0. Disciplinary action may result at the League's discretion.
- If any team fails to appear at a scheduled League game, they shall be subject to League discipline. All forfeits shall be recorded as 3-0. Fines will be assessed as per Appendix A: Fines.
- Only the League or their delegates are authorized to schedule or reschedule games for the League.
- Any game(s) scheduled or rescheduled by team officials, clubs or persons not authorized will be declared null and void. Teams participating in a game not authorized by the League will default all points from the game.
- Player substitution shall be permitted at stoppages under the control of the referee. Beginning of the game, half time, goal scored; own thrown in, goal kicks will be the standard substitution format. Once a team has called for a substitution, the opposing team may also substitute.
- A substitution may also be made for an injured player.
- Players ejected by the referee in a Mini Soccer game must be replaced by a team substitute. The ejected player must not take any further part in the game. Further disciplinary may result.

7. Home Team Responsibility

- Home team officials must report the game result within twenty-four (24) hours of the game being played, excluding weekends, to the League by e-mail to mjscore@look.ca on our web page. Failure will result in fines per Appendix "A".
- Home clubs will be responsible for the provision of:
 - 1) Mini Soccer Field Size (min 35 x 60 Yds)
 - 2) Field Markings as shown below (proportionate to field size)
 - 3) Mini Soccer Goal Nets (min 12 x 6 FT – max 16 x 7 FT)
 - 4) Corner Flags – min 5 feet in height
 - 5) Size 4 Game Ball. Plus Alternate. (Size 5 For U13 and over)
 - 6) Referee Payment
 - 7) **Provide Referee with a self-addressed stamped envelope in which game sheets and any discipline reports will be return to the District Office. Mail to: 662 Fennell Ave. E. Suite #4 Hamilton, ON L8V 1V1**
 - 8) **Report all Referee No Shows to the League ASAP.**

No protests will be allowed regarding field size or Referee decisions.

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8. Uniforms

- All players shall wear basic soccer equipment as outlined by OSA Rules.
- Players shall not wear anything that endangers themselves or other players at the referee's discretion.
- Players asked to leave the field for equipment reasons may not re-enter until the Referee is satisfied the equipment is permissible.
- All teams must play all their games in their registered team colours.
- All Players including goalies must be identified by a number, minimum size "8" on the back of their shirt and such number will be recorded against the players' name on the game sheet. All numbers must be legible
- The home team shall change to an alternate shirt if team colours conflict.
- Goalkeepers' uniforms must be distinguishable from that of the game officials and all out field players.

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9. Referees

- The home team is responsible for the payment of game officials. See rule #25 for League Cup Format.
- All Referees must be aware of the rules for Mini Soccer.
- Referee No-Show must be recorded on the game sheet and reported to the League. Fines as per Appendix A.
- A game may be played with a substitute Referee providing both teams agree and it is written on the game sheet. If not agreed by both team the game will be rescheduled. Fines as per Appendix A will be applied.
- All game officials must sign all game sheets and record on the back of all copies of the game sheets any infraction for which players were ejected.
- All mini soccer age groups will require one referee
- U11 age groups will require one referee, except for League Cup Semi final and final games.
- U12 age groups and above will require one Referee and two linesmen. A game may begin at the Referee's discretion with one Linesman and a volunteer.
- The minimum requirement for referees will be as follows:
 - District Level referee recommended
 - Minimum 15 years of age for U8 and U9 age groups
 - Minimum 15 years of age for U10 through to U13 age groups
 - A minimum 3 year age difference for youth age groups 14 to 18
- Referee fee schedule for Referees as per Appendix "A"
- Referees are required to return the completed game sheets and any discipline reports in the envelope provided by the home team within 48 hours of the completion of the game, weekends excluded.

10. Game Start Time

- The referee will endeavor to start each game at the scheduled time designated by the League. An allowance of not more than fifteen (15) minutes from the scheduled time shall be made if either team has less than five (5) players in attendance for mini soccer or seven (7) players for older age groups.
- It is preferred that games will start no later than 7:00 pm for mini soccer age groups. Earlier games may be permitted but is depended upon travel distances and must be approved by the League. No game may start before 6:30 pm on any normal weekday. No games shall be played under the cover of darkness at the referee's discretion.
- For Youth Soccer U13 and older, games may begin later on fields that have adequate lights. No game may start later than 9:00 pm with a preferred start time of 8:30 pm. No games shall be played under the cover of darkness at the Referee discretion.

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11. Game Duration

- The length of games will be two (2) thirty (30) minute halves with a five (5) minute halftime break for Mini Soccer age groups.
- U11 and U12 will play two (2) thirty-five (35) minute halves, U13 and U14 will play two (2) forty (40) minute halves and U15 and above will play two (2) forty-five (45) minute halves, all having a five (5) minute break between halves.
- If for any reason a game is terminated/abandoned before full-time the following shall apply:
 1. Only the League has the sole discretion of determining the outcome of a game.
 2. Disciplinary action and/or fines may be applied.

12. Game Schedules

- Only the League or their delegates will reschedule any games. The game must be rescheduled within seven (7) days. Clubs failing to provide an adequate replacement date within 72 hours will forfeit the home field.
- The League will notify the teams a minimum of 72 hours in advance of any rescheduled game.
- Clubs must provide an adequate field for each team registered to play at the time of registration. The field must be available for a minimum eight (8) home games and a minimum one (1) Cup game commencing with the Tuesday following Victoria Day in May and ending the week following Labor Day in September.
- The League will endeavor to schedule a minimum one game per week. Multiple games per week may occur for other reasons.
- No games will be rescheduled after the schedule has been distributed at the Coach's Kick-off meeting unless weather or field related and at the discretion of the League.
- The League shall reserve the right to reschedule any game that it deems necessary for the safety and/or betterment of all participants.
- Weekend play may be possible for rescheduled games due to weather.
- Any and all scheduling conflicts must be dealt with by May 31st of each playing season.

13. Start of Play

- At the beginning of the game, choice of halves and the kick-off shall be decided by the toss of a coin. The team, which wins the toss, shall decide which goal to attack in the first half. The other team will take the kick-off.
- The game shall be started by the referee giving a signal. The ball will be in play when it is kicked forward into the opponent's half of the field. For any infringement of this rule, the kick-off shall be retaken.
- Should the player taking the kick-off play or touch the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.
- After a goal has been scored, the game shall be restarted by a kick-off, to be taken by a player of the team against which the goal was scored.
- After the first half of play, the teams shall change halves and the kick-off shall be taken by a player of the team opposing that, which started the game.
- .For any stoppage not mentioned elsewhere in these rules, the referee shall restart the game by dropping the ball at the place where it was when play was stopped, unless play was stopped in the penalty area. In this case, the ball shall be dropped on the penalty-area line at the point nearest to where the ball was when play was stopped. The ball shall be in play as soon as it touches the ground.
- A goal may be scored directly from a kick-off.

14. Offside

- There will be no offside for all Mini Soccer age groups.
- All other age groups will follow OSA rules.

15. Free Kicks

- All free kicks in **Mini Soccer Age** groups (U8 – U10) shall be **indirect** except for those infractions, which are awarded to the attacking team while in the opponent's penalty area.
- A goalie may not handle the ball with his hands on a deliberate Pass Back. If so, an indirect Free Kick will be awarded to the opposing team
- **All other age groups shall follow OSA rules.**
- The free kick shall be taken from the place where the infringement occurred, unless the free kick is awarded to the attacking team within its opponents' penalty area. In this case, the free kick shall be taken from the penalty mark eight (8) yards from the goal line.
- A player taking a free kick within his own penalty area shall kick the ball into play beyond the penalty area. The ball shall be in play when it has been kicked and moved and has passed outside the penalty area. All opponents shall be outside the penalty area and not less than 6 yards from the ball until it has been kicked. For any infringement of this rule, the free kick shall be retaken.
- A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player. For any infringement of this rule, a free kick shall be awarded to the opposing team.
- A goal **may not** be scored directly from an **indirect** free kick.
- A min 6 yards clear distance will be given for a free kick in Mini soccer age groups.

16. Penalty Kicks for Mini Soccer

- A penalty-kick shall be taken from the penalty-mark eight (8) yards from the goal line.
- All players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the penalty-area but within the field of play, not less than 6 yards from the ball until it has been kicked.
- The goalkeeper shall remain on his own goal line facing the kicker, and between the goal posts, until the ball has been kicked.
- The player taking the penalty-kick must kick the ball forward. The ball shall be in play when the ball is kicked and moves forward. The player shall not play or touch the ball a second time until it has been played or touched by another player.
- If necessary, the time of play shall be extended to allow a penalty-kick to be taken.

For any infringement of this rule:

If by a member of the defending team, the kick shall be retaken if a goal has not been scored.

If by a member of the attacking team, if a goal is scored it shall be disallowed and a free kick awarded to the defending team, to be taken from the place where the infringement occurred.

If by a member of both teams, the kick shall be retaken whether a goal has been scored or not

if, after the kick has been taken, an outside agent interferes with the ball or the goalkeeper, the kick shall be retaken.

17. Fouls & Misconducts

All other age groups with the exception of Mini Soccer shall follow OSA rules.

17a) Accumulation of Cards (Red and Yellow)

- The H&D Soccer Association will handle the accumulation of cards.

17b) Mini Soccer

A player, who, in the opinion of the referee, intentionally commits any of the following offences, shall be penalized by the awarding of a free kick to the opposing team:

- Spits at an opponent
- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Holds an opponent
- Pushes an opponent
- Handles the ball deliberately, (except a goalkeeper from within his own penalty area).
- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.

Should a player commit one of the above offences within his own penalty area, a penalty-kick shall be awarded.

- *A player, who in the opinion of the referee, intentionally attempts to injure another player will be ejected from the game and reported on the game sheet,*
- *An ejected player will be replaced on the field with an alternate player. The team will still play 7v7.*
- *An ejected player will not be able to return to the field of play but will remain on the bench with the team.*

18. Throw-Ins

All age groups shall follow OSA rules except for Mini Soccer age groups outlined below.

Mini Soccer

18a) - Kick-In for Under-9 and Younger Teams

- When the whole of the ball has crossed the touch-line, either on the ground or in the air, the ball shall be kicked-in from the point where it left the field of play, by a member of the team opposing that of the player who last played or touched it.
- The player taking the kick-in shall:
 - a) Face the field of play and
 - b) Kick the ball from on, or behind, the touchline.
- The ball will be in play immediately after it enters the field of play.
- If the player taking the "kick in" plays, or touches, the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.
- At the taking of a kick-in, all opponents must be at least 2 yards (1.8 meters) from the ball.
- A goal may not be scored directly from a kick-in.

18b) - Throw-In for Under-10 Teams ONLY

- When the whole of the ball has crossed the touch-line, either on the ground or in the air, the ball shall be thrown-in from the point where it left the field of play, by a member of the team opposing that of the player who last played or touched it.
- The player taking the throw-in shall:
 - a) Face the field of play,
 - b) Have part of each foot on the touchline or on the ground outside the touchline,
 - c) Use both hands, and
 - d) Deliver the ball from behind and over her/his head.
- If the player fails to throw the ball in correctly, she/he shall be permitted a second attempt. If the second attempt is unsuccessful, a throw-in shall be awarded to the opposing team.
- The ball will be in play immediately after it enters the field of play.
- If the player taking the throw-in plays or touches the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.
- At the taking of a throw-in, all opponents must be at least 2 meters from the ball.
- A goal may not be scored directly from a throw-in.

19. Goal kicks

All other age groups shall follow OSA rules.

Mini Soccer

- When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts, having last been played or touched by a member of the attacking team, a goal kick shall be awarded to the defending team.
- A player of the defending team shall kick the ball into play from any point within the goal area.
- At the taking of a goal kick, all opponents shall be outside the penalty area until it has been kicked into play. The ball shall be in play when it has traveled directly beyond the penalty area.
- If the player taking the goal kick plays or touches the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.
- A goal may not be scored directly from a goal kick.

20. Corner Kicks

All other age groups shall follow OSA rules.

Mini Soccer

- When the whole of the ball has crossed the goal line, either on the ground or in the air, excluding that portion between the goal posts, having last been played or touched by a member of the defending team, a corner-kick shall be awarded to the attacking team.
- The corner-kick shall be taken from within the corner-arc nearest to where the ball crossed the goal line. All opponents shall be not less than 6 yards from the ball until it has been kicked. The ball is in play when it is kicked and moves.
- If the player taking the corner-kick plays or touches the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.
- No substitutions are allowed on corner kicks.
- A goal may be scored directly from a corner-kick.

21. Pass Back

- **The goal Keeper may not handle the ball with the hands on a deliberate pass back.**
- **If the Keeper does handle the ball with his hands, an indirect free kick will be awarded to the opposing team at the location where the ball was handled.**

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22. League Standings

- The League Champion shall be the team which accumulates the greatest number of points, based on the formula of three (3) points for a win and one (1) point for a tie, in all games provided for by the League schedule of that age group.
- In the event of a tie for first place between two or more teams at the end of regular season, the following criteria will be used to determine the League winner.
 - a) Head to Head Results
 - b) Least goals allowed
 - c) Goal difference (Recorded Score)
 - d) League Decision
- To foster development, a Mercy Rule of ten (10) goal difference will be in effect. Once the ten (10) goal difference is achieved, the Referee will ask the losing team if they wish to continue playing or end the game immediately. This will continue after each addition goal exceeding the ten (10) goal difference.
- To foster development, No score shall be recorded with a difference greater than six (6),
 - Example: Actual Game score 12 – 3 Recorded Game Score 9 – 3

23. Discipline

- Discipline shall be dealt by the Hamilton & District Soccer Association discipline committee.
- Playing an illegal or suspended player(s) in a sanctioned game will result in a Discipline Hearing. An automatic loss for the team for all games in which the player(s) participated will result. A reversal of scores will take place where warranted. Fines per schedule “A” will be applied.
- Fines will be assessed as per OSA Rules and by Appendix A.

24. Protests

- The Club, to the League, must submit protests within 48 hours of the occurrence, excluding weekends and holidays, with a copy sent to the opposing team’s Club.
- A \$250.00 protest fee must accompany the protest.
- Protests based on decisions of the referee’s interpretation of OSA Rules will not be acknowledged.
- Any protest under the League Cup Weekend Tournament format must be submitted to the League immediately following the game along with the protest fee.
- All league decisions may be appealed to the Hamilton & District S.A. as per the Published Rules.

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25. League Cup

- A player may only play for the team/club to which he/she is registered as per League and OSA rules.
- A player shall NOT play for more than one team in the competition. All players are Cup tied to their teams.
- If a player plays for a second team the team will automatically lose the game (if won) and disciplinary action will be taken. Fines as per schedule "A" will apply.
- A player whose name appears on the team's game sheet shall be deemed to have played in the game.
- Trial Permit Forms (T.P.F.'s) and Temporary Registration Permits (T.R.P.'s) shall not be permitted in the competition. Call ups from within the Clubs recognized House League program only.
- No SRSL (Regional) or OYSL (Provincial) players can play in the HDMJCL League Cup at any level.
- In all League cup games, if 15 minutes or more are played in the 2nd half the result of the game will stand.
- If the game is tied after regular time, Penalty Kicks from the Penalty Mark as per FIFA rules will apply.

If the game is called during penalty kicks a new date will be rescheduled and Penalty Kicks will be replayed. The game sheet team roster will remain the same. No new players will be allowed.

- Games official fees are to be split equally between teams and paid in cash fifteen (15) minutes prior to the start of the game. Linesmen will be used in U11 age group semi final and final games.
- If a game needs to be rescheduled, both teams will be responsible for the Referee fees.
- Field costs are to be paid by the home team except for games booked by the League.

26. Game Postponement

In the case of weather related field Cancellations:

- The home team Club will notify the League, the opposing Club and opposing Team contact by email and/or Fax of any field cancellations no later than 5:00 pm. unless confirmation by the opposing team has been received, **the Home team must have a representative at the field to inform the visiting team.** Team contacts are supplied and are also available on the League website.
- The League will send notice by email to both Clubs and Coaches confirming the game postponement.
- All teams are required to show up for every game unless notified by the League.
- Games will not be postponed for rain unless the City closes the field.

27. Rescheduled Games

- Only the League may reschedule a game.
- If a game being played is called for poor weather conditions, the game will be replayed if less than 10 minutes of the second half have been played in mini soccer games or 15 minutes in the older age groups, after which time the results of the match at the time of stoppage shall stand. The referee shall be the sole judge of the elapsed time.
- The home team will be required to submit two alternate dates to the League within 48 hours by email in order to reschedule the postponed game. Weekends will be excluded.
- Failure to provide an alternate date and field will result in the game being rescheduled by the League.
- The League will notify the Coaches and Clubs of the date and time of any rescheduled game.
- The League will give a minimum **72 hours** notice for any rescheduled game.
- No Coach or Club may reschedule any game.
- Home team shall remain responsible the referee and field costs.
- No rescheduled game may be played unless confirmed by the League. Any such game played will be declared null and void and result in Disciplinary action.
- Referee shall receive ½ payments if the game is cancelled/forfeited at the field prior to starting.
- Referee shall receive full payment if the game is cancelled before full time is reached.
- All rescheduled games will require full referee payment.

Revisions:

May 16, 2005

January 23, 2006

February 13, 2006

November 17, 2006

February 5, 2007

March 31, 2007

November 2007

November 2008

November 2009

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Appendix A: Fine Schedule

Team Withdrawal Fee – After March 31 st	\$250.00	
Late Team Application Fee.....	\$75.00	
Failure to appear for a scheduled game.....		\$100.00
Referee No-Show.....	\$50.00	
Failure to Show for AGM.....	\$50.00	
Failure to Show for a League Request.....	\$100.00	
Failure to report Game Score by Home Team.....	\$25.00	
Hearing Fee.....		\$50.00
Game Forfeit.....	\$150.00	
Using illegal players.....	\$150.00	

Referee Fees:

As required by the OSA guidelines;

Mini Soccer U8 & U9	\$20.00	
Mini Soccer U10	\$30.00	
U11 to U12.....	\$35.00	Lines...\$20.00
U13 to U14.....	\$40.00	Lines...\$25.00
U15 to U16.....	\$45.00	Lines...\$25.00
U17 to U18.....	\$45.00	Lines...\$25.00

Revisions:

- November 17, 2006
- January 29, 2007
- February 5, 2007
- November 16, 2007
- November 21, 2008
- November 25, 2009