

CENTRAL EAST SOCCER LEAGUE - RULES AND REGULATIONS

Throughout this document the Central East Soccer League (CESL) shall be referred to as the League. Throughout this document the constituent District Associations (Scarborough Soccer Association, Durham Region Soccer Association, East Central Ontario Soccer Association) shall be referred to as the Associations.

1. MEMBERSHIP**Application**

- a) Dates for submission of applications by Club Teams to play in the League each year shall be as stated below or such earlier or later dates as maybe determined by the League Executive provided that dates are published by January 31st of said year.

Period	Application Accepted	Payment of Team Registration Fee Received in Full (No post dated cheques)	Late Registration Fee Received in Full (No post dated cheques)
Up to and including March 15th	Yes	Yes	n/a
March 16th up to and including March 31st	Yes	Yes	\$100
April 1st or later	At sole discretion of the League	Yes (Returned in full if application not accepted)	\$100 (Returned in full if application not accepted)

- b) Club bonds for the season, as determined by the League, shall be paid at or before March 15th.

Withdrawal

- c) Teams withdrawing from the League shall be subject to charges as set out below.

Withdrawal Received by the League	Team Registration Fee Returned
Up to and including March 15th	All
March 16th up to and including March 31st	One-half
April 1st and after	None

League Meetings

- d) All participating Clubs shall send a representative to all League meetings. Failure of a Club to send a Representative to any meeting shall result in a fine of \$50 for each meeting missed.

2. REGISTRATION

Players

All Players shall be registered through approved OSA registration procedures in the Association of which their Club is a member.

- a) A Player shall only be registered to one CESL team at any one time.
- b) A Player shall be registered at least twenty-four (24) hours before the scheduled start time of any League or Cup game. A Player shall be in possession of their OSA Registrant Book to play.
- c) Once a Player has participated in a Cup game with any Team, the Player is Cup-tied to that Team for all subsequent cup rounds (See also Section 10).
- d) The maximum roster size and any limit on underage Players is set out below:

Division	Maximum Roster Size	Maximum Number of Players Named for any One Game	Maximum Number of Underage Players Named for Any One Game
U-10 (7 v 7)	14	14	3
U-11 (9 v 9)	16	16	3
U-12(11 v 11)	18	18	3
U-13 and up (11 v 11)	18	18	no limit

- e) Any Player whose name appears on a game sheet is deemed to have played in that game.
- f) All rules and regulations, as set out in the OSA Administration Guide and OSA Published Rules regarding the signing and transfer of Players, shall apply.
- g) A Player may not move, by means of transfer or de-registration, from one CESL Team to another CESL Team after 31 July. This rule only applies to games played in the CESL. Players may be added to the rosters of CESL Teams until 31 July.

- h) A Team may use Players as 'Call-Ups' provided:
- i) The Player is registered with the same Club, with the exception noted in ii) below, as the Team using the called up Player:
 - at the recreational level in the same age group; or
 - at the same competitive level in a lower age group of the League.
 - **NOTE:** Players registered on a team in a higher level league (for example CSL, CGSL, OYSL), whether of the same age group or a younger age group may not be used as call-ups.
 - ii) An OSA registrant book shall be presented at a game in order for the Call-Up Player to play.
 - **NOTE:** If a Club has no house league program, a team may call up Players from another Club using the Temporary Registration Permit (TRP) system, subject to the limitations in i) above.
 - iii) The Player has not already played in six (6) games, in total, as a call-up in the current season for this and all other teams, or three (3) games in total as a call-up under the TRP system.
 - iv) Not more than three (3) Players, playing as call-ups are allowed in any one game.
 - v) The total number of Players entered on the Game Sheet shall total no more than the total number of Players on the Team Roster submitted to the League. For example, if the number of Players on the Team Roster sheet submitted to the League totals thirteen (13), then the number of Players entered on the Game Sheet shall total no more than thirteen (13) Players, included rostered Players and Call Up players.
 - vi) Call-Up Players shall not be used in a Cup game.
 - vii) Failure to comply with any of the above shall result in the offending Team forfeiting the game and the points being awarded to the opposing Team. If both Teams fail to comply, no points shall be awarded. In addition a fine of \$100 may be levied against each Team which forfeits a game and the Team and Team Officials may be subject to further discipline.
 - viii) Movement of players between two clubs that are party to a Youth Affiliation Agreement approved by their District Association is permitted on an equal basis as movement of players within the same club, in accordance with OSA Policy.

- i) Every Team shall submit a completed Team Roster Sheet, as printed out from ITSoccerNet and validated by the Club and District Registrar no later than May 1st of each year. Failure to submit a properly completed Roster Sheet shall result in forfeiture of all games played before and after 15th May until the Roster Sheet is received by the League. Failure to submit a Team Roster Sheet by 15th May shall result in a fine of \$ 50 per game.

Team Officials

- j) A maximum of four (4) Team Officials (e.g. coach, manager, and assistant coach) shall be registered on the OSA Team Roster. All Team Officials shall carry an OSA Identification Card which may be checked by the opposing Team's officials fifteen (15) minutes prior to kick-off.
- k) Any Team Official whose name appears on a game sheet is deemed to have participated in that game.
- l) All Team Officials are deemed to have received a copy of the League Constitution and the Rules and Regulations.
- m) Any Coach or Assistant Coach associated with a team shall have at least Community Coaching Senior Level certification as required by the OSA. A Coach can only be registered as the Head Coach of two Teams.
- n) One Club Head Coach or Club Technical Director per Club may also participate in games from the Player's side of the field.
- o) If the Coach is absent then any other Team Official as listed on the OSA Team Roster Report may take on the duties of the Coach. If no other Team Official as listed on the OSA Team Roster Report is available to take over the duties of the Coach the game shall be abandoned and the team without any Team Officials present shall forfeit the game.

3. DIVISION OF AGES AND DURATION OF MATCHES

The age divisions formed by the League shall be initiated and ratified by the Associations. Ages are to be computed as of January 1 in the current year. Age divisions and match durations are as follows:

U10	7 v 7	2 x 30 minutes
U 11	9 v 9	2 x 35 minutes
U12	11 v 11	2 x 35 minutes
U 13 and U 14	11 v 11	2 x 40 minutes
U15	11 v 11	2 x 45 minutes

The half-time interval shall be five (5) minutes.

4. SUBMISSION OF GAME SHEETS

The winning coach shall be responsible for phoning or e-mailing the game score to the League within twenty-four (24) hours of completion of the game. In the event of a tie, the home coach shall be responsible for phoning or e-mailing the game score to the League. The League shall publish this phone number and e-mail address at the beginning of each season. Failure to report the game score shall result in a \$ 25 fine to the Team responsible for each score not reported.

All games sheets must be mailed or delivered to the League office with a postmark within two weeks (14 days) of the completion of the game.

5. RESCHEDULING OF GAMES

Any game requiring rescheduling shall be rescheduled at least seventy-two (72) hours prior to the originally scheduled date and kick-off time and then played within fourteen (14) days provided an appropriate field is available. The League shall notify the Referee Co-ordinator in the appropriate District, the coaches of the two Teams involved and the Match Secretary. All games shall be played as scheduled unless:

- i) At the discretion of the Referee, postponement is necessary due to inclement weather or unplayable field conditions. A Team Official from the home Team shall be responsible for notifying the Match Secretary within twenty-four (24) hours of the scheduled start of the game. Failure to comply shall result in a fine to the Club of \$25 for each offence.
- ii) A game is postponed at the discretion of the League, no less than forty-eight (48) hours prior to the scheduled game.
- iii) A game is postponed at the discretion of an official responsible for the operation and maintenance of the field with the authority to close the field to soccer use. A Team Official from the home Team shall be responsible for notifying the Match Secretary within twenty-four (24) hours of the scheduled start of the game. Failure to comply shall result in a fine to the Club of \$25 for each offence.
- iv) A request for rescheduling is put to the League within fourteen (14) days of the preliminary publication of the schedules. Valid reasons for such a request are:
 - 1) conflict with a proven tournament commitment (proof in the form of a travel permission form signed by the appropriate District);
 - 2) a graduation programme at school (one per Team) involving a number of Players;

- 3) an OFSSA Championship (one per Team) involving a number of Players.
- v) Any Team Official or Club Representative who reschedules or attempts to reschedule a game shall be subject to a fine of \$ 100 each, per game. No points shall be awarded to either Team which participates in an illegally rescheduled game. The game will not be re-scheduled.

6. PROTESTS

Any and all protests shall be in writing and shall be received by the Discipline Chairperson within forty-eight (48) hours from the scheduled start time of the game, not including weekends or statutory holidays. Game points will be withheld until the resolution of the protest.

- a) Any and all protests shall be accompanied by a protest fee of two hundred dollars (\$200) in the form of a certified cheque or money order payable to the League.
- b) The protest fee shall be refunded if the protest is upheld, less a \$25 League administration fee.
- c) Correctly submitted protests shall be heard by the Discipline Committee.
- d) No protests pertaining to the decision of the game official shall be entertained.

7. APPEALS

Appeals shall be in accordance with the Constitution of the League, the Scarborough Soccer Association, Durham Region Soccer Association and East Central Ontario Soccer Association and the Ontario Soccer Association.

8. AGE GROUP SPECIFIC RULES

U-10 (7 v 7)

- a) The U-10 teams shall play 7 v 7 soccer in accordance with the OSA Rules for U-10 Mini-Soccer, OSA rules and the FIFA Laws of the Game. For greater clarity the following apply:

Law 1 - The Field of Play

The field and goal dimensions as outlined below shall be considered as desirable guidelines. Failure to conform to the recommended field and goal dimensions shall not be the subject of protest.

Dimensions: The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line. Recommended field dimensions are as follows:

Length: 55 to 65 yards Width: 35 to 45 yards

Field Markings: Distinctive lines no more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of six (6) yards is marked around it.

The Goal Area: A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, five (5) yards from the inside of each goal post. These lines extend into the field of play for a distance of five (5) yards and are joined by a line parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, ten (10) yards from the inside of each goal post. These lines extend into the field of play for a distance of ten (10) yards and are joined by a line parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made eight (8) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of six (6) yards from each penalty mark is drawn outside the penalty area.

Flagposts: Conform to FIFA.

The Corner Arc: Conform to FIFA

Goal: Conform to FIFA with the exception that the maximum distance between the posts is sixteen (16) feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) feet.

Law 2 - The Ball: Size four (4).

Law 3 - The Number of Players: A match is played by two teams, each consisting of not more than seven Players, one of whom is the goalkeeper. A maximum of fourteen (14) Players can be dressed for a game.

Substitutions: Substitution shall be allowed only at kick-off, goal kicks, goal, stoppage for injury, and on a Team's own throw-in (piggy backing is allowed). All substitutions are only allowed at the discretion of the Referee and the Referee shall be advised of all substitutions.

Number of Players to Start or Continue a Game: A grace period of fifteen (15) minutes shall be allowed in the event that a Team has less than five (5) Players at the appointed kick-off time. The defaulting Team shall forfeit the game and the points shall be awarded to the opposing Team. In the event that both Teams have less than five (5) Players, no points shall be awarded. Teams forfeiting games without notification, or failing to appear at a game, shall be subject to a fine to their Club of \$100 plus full officials' fees. A Team forfeiting three (3) or more games may be suspended from further play in the League and shall be subject to the CESL Discipline Process

If at any time during the game the number of Players available to play for a Team drops below five (5), the game shall be stopped and that team shall forfeit the game.

Replacement of Ejected Players: Players ejected by the Referee may be replaced by a team mate.

(Red Card does not result in playing short handed)

- Law 4 -** The Player's Equipment: Conform to FIFA.
- Law 5 -** The Referee: Appointed by the District Referee Coordinator or designate in accordance with other published CESL rules.
- Law 6 -** The Assistant Referee: Not anticipated for this age group, but if there is an assistant Referee they shall be Appointed by the District Referee Coordinator or designate
- Law 7 -** The Duration of the Match: Conform to FIFA with the exception of the match being divided into two (2) halves of thirty (30) minutes each. There shall be a half-time interval of five (5) minutes.
- Law 8 -** The Start and Restart of Play: Conform to FIFA with the exception that opponents of the team taking the kick-off are at least six (6) yards from the ball until it is play.
- Law 9 -** The Ball In and Out of Play: Conform to FIFA.
- Law 10 -** The Method of Scoring: Conform to FIFA.
- Law 11 -** Offside: There is no offside.
- Law 12 -** Fouls and Misconduct: Conform to FIFA

Law 13 - Free Kicks: Conform to FIFA with the exception that opponents of the team taking the kick-off are at least six (6) yards from the ball until it is play.

Law 14 - The Penalty Kick: Conform to FIFA with the exception the penalty mark is at eight (8) yards and that Players other than the kicker and the defending goalkeeper are at least six (6) yards from the penalty mark.

Law 15 - The Throw-In: Conforms to FIFA with the exception that if a player fails to throw the ball in correctly, the player shall be permitted a second chance. If the second attempt is incorrect, a throw-in shall be awarded to the opposing team.

Law 16 - The Goal Kick: Conform to FIFA.

Law 17 - The Corner Kick: Conform to FIFA with the exception that opponents of the team taking the kick-off are at least six (6) yards from the ball until it is play.

U-11 (9 v 9)

- b) The U-11 teams shall play 9 v 9 soccer in accordance with OSA rules and the FIFA Laws of the Game. For greater clarity the following apply:

Law 1 - The Field of Play

The field and goal dimensions as outlined below shall be considered as desirable guidelines. Failure to conform to the recommended field and goal dimensions shall not be the subject of protest.

Dimensions: The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line. Recommended field dimensions are as follows:

Length: 60 to 80 yards Width: 45 to 55 yards

Field Markings: Distinctive lines no more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal Area: Conform to FIFA

The Penalty Area: A penalty area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line, fourteen (14) yards from the inside of each goal post. These lines extend into the field of play for a distance of fourteen (14) yards and are joined by a line parallel with the goal line. The area bounded by these lines and the goal line is the

penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

Flagposts: Conform to FIFA.

The Corner Arc: Conform to FIFA

Goal: Conform to FIFA with the exception that the maximum distance between the posts is eighteen (18) feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) feet.

Law 2 - The Ball: Size four (4).

Law 3 - The Number of Players: A match is played by two teams, each consisting of not more than nine Players, one of whom is the goalkeeper. A maximum of 16 Players can be dressed for a game.

Substitutions: Substitution shall be allowed only at kick-off, goal kicks, goal, stoppage for injury, and on a Team's own throw-in (piggy backing allowed). All substitutions are only allowed at the discretion of the Referee and the Referee shall be advised of all substitutions.

Number of Players to Start and Continue a Game: A grace period of fifteen (15) minutes shall be allowed in the event that a Team has less than six (6) Players at the appointed kick-off time. The defaulting Team shall forfeit the game and the points shall be awarded to the opposing Team. In the event that both Teams have less than six (6) Players, no points shall be awarded. Teams forfeiting games without notification, or failing to appear at a game, shall be subject to a fine to their Club of \$100 plus full officials' fees. A Team forfeiting three (3) or more games may be suspended from further play in the League and shall be subject to the CESL Discipline Process.

If at any time during the game the number of Players available to play for a Team drops below six (6), the game shall be stopped and that team shall forfeit the game.

Law 4 - The Player's Equipment: Conform to FIFA.

Law 5 - The Referee: Appointed by the District Referee Coordinator or designate in accordance with other published CESL rules..

- Law 6** - The Assistant Referee: Not anticipated for this age group, but if there is an assistant Referee they shall be Appointed by the District Referee Coordinator or designate
- Law 7** - The Duration of the Match: Conform to FIFA with the exception of the match being divided into two (2) halves of thirty-five (35) minutes each. There shall be a half-time interval of five (5) minutes.
- Law 8** - The Start and Restart of Play: Conform to FIFA with the exception that opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is play.
- Law 9** - The Ball In and Out of Play: Conform to FIFA.
- Law 10** - The Method of Scoring: Conform to FIFA.
- Law 11** - Offside: Conform to FIFA.
- Law 12** - Fouls and Misconduct: Conform to FIFA
- Law 13** - Free Kicks: Conform to FIFA with the exception that opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is play.
- Law 14** - The Penalty Kick: Conform to FIFA with the exception the penalty mark is at ten (10) yards and that Players other than the kicker and the defending goalkeeper are at least eight (8) yards from the penalty mark.
- Law 15** - The Throw-In: Conform to FIFA.
- Law 16** - The Goal Kick: Conform to FIFA.
- Law 17** - The Corner Kick: Conform to FJ FA with the exception that opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is play.

9. GENERAL RULES

Game Sheets and Player/Team Official Identification

- a) Each Team shall provide a Game Sheet, as supplied by the League. Failure to comply shall result in a fine of \$ 25 to the Club for each offence.
- b) All Teams shall furnish a complete list of Players and Team Officials on the game sheet provided, showing the full names of all Players and Team Officials

participating in the game along with their OSA registrant number and Player's sweater number. Failure to fully and accurately complete the game sheet shall result in a fine of \$ 25 to the Club per game sheet. This game sheet bearing the names and signatures of the Team Officials shall be handed to the Referee before the start of the game.

- c) Only Players and Team Officials participating in the game may have their names entered on the game sheet Any Player or Team Official whose name appears on a game sheet is deemed to have participated in that game
- d) Team Officials shall carry the OSA Player registrant books and their own identification cards to all League and Cup games and make them available to the opposing Team Officials on request, fifteen (15) minutes prior to the start of the game.

Players for whom the books are not produced are deemed ineligible but Team Officials have until the end of half time to produce the Players' books in which case those Players are eligible to play in the remainder of the game.

A Team without Player books at the scheduled start time shall forfeit the game and the points are awarded to the opposing Team. If neither Team has Player books at the scheduled start time both teams shall forfeit the game and no points shall be awarded. Even if the game is not played the Referees' fees shall be paid to the game officials and the non-offending team shall be reimbursed by the forfeiting team. The coach of said Team shall notify the League and request reimbursement. The League shall collect and transfer these fees,

- e) A Team found to have used an ineligible Player shall forfeit the game(s) to its opponent(s). In the event that both Teams are found guilty of using ineligible Players, both teams shall forfeit the game and no points shall be awarded. The incident(s) shall be reported to the Discipline Chairperson. The Team Official(s) involved and their Club shall be subject to discipline in accordance with OSA Discipline Policies and Procedures. In addition a fine of \$ 100 shall be levied against any Team which uses an ineligible Player and the Team and Team Officials may be subject to further discipline.

Team Uniforms and Player Equipment

- f) Teams shall provide each Player with an identical sweater with a different number on the back and shall declare the uniform colours on the Team registration form.
- g) The goalkeeper shall wear a contrasting sweater, which also shall be different from the opposing Team and the Referee.

- h) The first Team named on the schedule shall be the home Team. When uniforms are similar, the home Team shall change to a colour distinct from the opposing Team and the Referee.
- i) The use of shin guards is mandatory at all ages for League and Cup play.

Field Preparation

- j) The home Team shall be responsible for providing corner flags, nets and game ball (Size 4 for U10, U11, and U12 and size 5 for U13, U14 and U15). Failure to comply shall result in a fine of \$25 to the Club for each offence.

Referees

- k) All League games shall be officiated by a properly qualified Referee and assistants, if applicable. If the assigned game official(s) do not show up, and a properly carded official(s) is available, the game shall be played. If the assigned game official(s) do not show up and a properly carded official(s) is not available, the Team Officials shall mutually agree upon a game official or officials and the game shall be played. Failure to play the game may result in both teams forfeiting the game, at the discretion of the League.

The Referee fees shall be paid on a 50/50 basis by both Teams and shall be paid in cash (correct change), before the start of the game. In the event that one Team does not show, the Team at the field shall pay the full officials' fee and shall be reimbursed by the Team that did not show. The coach of said Team shall notify the League and request reimbursement. The League shall collect and transfer these fees.

Minimum Players to Start a Game (U-12 and up only)

- l) A grace period of fifteen (15) minutes shall be allowed in the event that a Team has less than seven (7) Players at the appointed kick-off time. The defaulting Team shall forfeit the game and the points shall be awarded to the opposing Team. In the event that both Teams have less than seven (7) Players, no points shall be awarded. Teams forfeiting games without notification, or failing to appear at a game, shall be subject to a fine to their Club of \$100 plus full officials' fees. A Team forfeiting three (3) or more games may be suspended from further play in the League and shall be subject to the CESL Discipline Process.

Player Substitutions During a Game

- m) Substitution shall be allowed only at kick-off, goal kicks, goal, stoppage for injury, and on a Team's own throw-in (piggy backing allowed). All substitutions are

allowed only at the discretion of the Referee and the Referee shall be advised of all substitutions.

Team Officials Responsible for Players and Spectators

- n) Team Officials are responsible for their Players and spectators at all times and shall conduct themselves in a proper manner, in accordance with the Laws of the Game. All Team Officials and Players shall confine themselves to the bench area, which shall be deemed to be an area ten (10) meters long commencing five (5) meters and finishing fifteen (15) meters from the centre line. Both teams shall be on the same side of the field.
- o) All spectators shall be confined to the opposite side of the field from the Players and Team Officials. No Players, Team Officials or spectators shall stand behind either Goal Line. Where there are team benches and viewing stands on the same side of the field, spectators shall remain in those viewing stands and may not stand along that sideline during the Game.
- p) Any Player or Team Official impeding, harassing or otherwise intimidating a game official(s), Player(s) or Team Officials, shall be subject to severe disciplinary action, including a fine to the Club of up to \$ 1,000.

Games Abandoned

- q) Any game abandoned by a game official, except for weather or field conditions, shall be dealt with by the League Discipline Committee. A Team found guilty of causing abandonment shall forfeit the game and shall be subject to discipline in accordance with OSA Discipline Policies and Procedures. In the event that both Teams are found guilty, no points shall be awarded, and both Teams shall be subject to discipline in accordance with OSA Discipline Policies and Procedures.
- r) A game is deemed complete if 25% or less remains un-played when called by a game official due to weather or playing conditions.

Game Points and League Standings

- s) A Team shall be awarded three points for a win (including a win by forfeit) and one point for a tie in League and Cup play,
- t) In the event of a tie in the League standings at the end of the season, the following shall apply, in the following order:
 - i) The Team with the most points from head to head competition shall be declared the winner; or

- ii) The Team with the most wins shall be declared the winner; or
- iii) The Team with the greatest goal differential (goals for minus goals against) shall be declared the winner; or
- iv) If still tied, a game shall be played under cup rules. The winner of the cup game shall be declared the winner; or
- v) If more than two (2) Teams are tied, a round robin shall be played.

Note that tie breakers iv and v above will only be used to break ties in cases where promotion and relegation issues need to be decided.

- u) A maximum of a five (5) goal differential shall be the published score of any League or Cup Game and that shall be used to determine goal differential.
- v) A win by forfeit shall be recorded as a score of 3 - 0. If both teams forfeit then both will be assessed a loss by a score of 5 - 0.
- w) League play only will be used to determine teams eligible for promotion to the appropriate Regional Leagues.

10. LEAGUE CUP

- a) The League Cup draw shall be an open draw made at the coaches' meeting prior to the start of League play at a time and place determined by the League.
- b) Participation in the Cup is mandatory for all Teams registered with the League. Any Team failing to appear for a Cup game shall be subject to a Club fine of \$ 200 plus full Referee fees.
- c) Players may only play for one team in the League Cup in any given season. After appearing for a Team, the Player is Cup-tied to that team for that season (See also Section 2).
- d) Teams may not use Call-Up or trial Players for any League Cup games.
- e) In all rounds of the Cup, if the game is tied at the end of regulation time, the game will go to golden goal extra time as outlined below (i.e. first goal scored in extra time ends the game):
 - U10 to U12 – 2 x 10 minutes
 - U13 to U15 – 2 x 15 minutes
 - If still tied, penalty kicks will be taken in accordance with FIFA law (Procedures to Determine the Winner of a Match)

11. FEES AND FINES

The fees and fines payable by Teams are summarized below for convenience and reference. In the case of a conflict between this summary section and the specific section elsewhere in this document the specific section shall take precedence.

Team Fees and Club Bonds

- a) A Team registration fee shall be proposed by the Treasurer and approved by the League Executive.
- b) A Club bond of \$ 200 shall be paid at the time of application for membership in the League. The Club bond shall be held by the League in the League bank account until the Club withdraws from the League. The Club bond must remain at \$ 200 at all times net of any fines owed by the Club. The League Executive, at its discretion, may increase the bonds required to be posted by individual Clubs or Teams to ensure the efficient administration of the game within its jurisdiction.

Fines

- | | |
|--|----------------------|
| c) Late Registration Fee (after 16 March) | \$100 |
| d) Failure to send a representative to a League meeting | \$50 per meeting |
| e) Failure to submit Player roster sheet by 15 th May | \$50 per game |
| f) Failure to submit Team Official registration form by 15 th May | \$50 per game |
| g) Failure to report a game score within 24 hours | \$25 per game |
| h) Failure to provide a completed game sheet | \$25 per game |
| i) Failure to provide corner flags, nets and game ball | \$25 per game |
| j) Forfeiture of a game without proper notification | \$100 per game |
| k) Failure to report a postponed or cancelled game | \$25 per game |
| l) Rescheduling a game without League permission | \$100 per game |
| m) Use of an ineligible player | \$100 per player |
| n) Failure to appear for a Cup Game | \$200 plus ref. fees |

Fees

- | | |
|---|-------------------|
| o) Protest fee (payable by certified cheque or money order) | \$200 per protest |
| p) Hearing fee | \$50 |

12. DISCIPLINE

- a) Any Player receiving a red card or three (3) yellow cards during the season shall be subject to the Discipline by Review system as outlined in the OSA Policies and Procedures.

- b) Any coach who is cited by a game official for inappropriate conduct shall be subject to the Discipline by Review system as outlined in the OSA Policies and Procedures.
- c) Any Player or Team Official has the right to request a hearing from the Discipline Chairperson. A request for a hearing must be submitted in writing within two (2) days and must be accompanied by a \$ 50 Hearing fee.
- d) The League shall publish a list of regularly scheduled dates to review all the discipline reports and to hold any requested hearings.
- e) All suspensions shall be based on games within the League. The District Association and Club of the suspended Player or Team Official shall be notified and the District is required to record the suspension in the Player Book of the Player or the identification card of the Team Official, respectively.
- f) A Player or Team Official may be represented at a hearing, when a hearing is requested, by a Club or other Team Official. All Players must be accompanied at any hearing by an adult,
- g) The OSA Player book or Team Official identification card shall be presented at the hearing.
- h) All suspensions shall be for a specific game(s) as determined by the Discipline Committee at the review or hearing.
- i) In all cases of Referee assault, the Discipline Hearing shall be heard by the District Association of the Player or Team Official accused of Referee assault.

13. OTHER MATTERS

All matters not included in these Rules and Regulations shall be judged in accordance with the Constitution of the League and the Constitution and By-Laws of the OSA.