

EODSL District Youth League Rules and Regulations

Updated April 2022

Article 1: General

- 1.01 The DLMC may make such changes to the Rules and Regulations as may be deemed necessary for the efficient administration of the league. Members will be notified of any changes to the Rules and Regulations within 14 days
- 1.02 In this document the following abbreviations are used:
- DBR for Discipline by Review
 - DLMC for District League Management Committee
 - EODSA for the Eastern Ontario District Soccer Association
 - EODSL or League for the EODSA League
 - ID for OS Registrant Card
 - LMS for League Management System
 - OS for Ontario Soccer
 - STRP for Short Term Registration Permit
 - TEP for Temporary Eligibility Permit
 - TRR for Team Roster Report

Article 2: Membership Applications and Fees

- 2.01 Team entry fees for the outdoor season are due by the posted due date. Late applications may be accepted at the Executive Director's discretion and only upon receipt of a late fee of \$100 per team, to a maximum of \$500 per Club
- 2.02 Withdrawals must be made using the LMS
- 2.03 For each Team withdrawn after the posted entry deadline the Club will forfeit the full fees paid. For each team withdrawn after May 1st the League will assess an additional fine equal to the Team registration fee
- 2.04 Teams withdrawing from the League to take a regional position will receive a full refund

Article 3: Team Eligibility Rules

- 3.01 All Clubs approved by the EODSA to operate youth competitive teams may enter teams in any division of the League. Clubs will self-select into which divisions they wish to enter teams. However, no club will enter more than 2 teams in a Tier 1 division unless expressly approved by the league
- 3.02 Club teams from other districts may apply but are subject to EODSL and OS policies. All teams whose Clubs that are members of districts other than the EODSA will require a duly signed Playing Out Permission form as per OS Procedure 15.0 before April 15th of the current season

Article 4: Registration of Players

- 4.01 All players must be registered with OS through their respective Clubs, in accordance with OS Published Rules

- 4.02 No player may register with more than one team in the league
- 4.03 A maximum of 20 players will be allowed to be rostered to a team. Only 18 players may be on any game sheet
- 4.05 All rules and regulations as outlined in [OS Policies and Procedures](#) regarding the registering and transfer of players will apply

Article 5: Coaches and Other Team Officials

- 5.01 Each team must appoint a head coach. In accordance with OS Policies, all coaches and assistant coaches must be fully certified in the following categories:
 - OS Soccer for Life
 - Respect in Soccer
 - Making Ethical Decisions
 - Making Headway
- 5.02 All coaches and other team officials must be registered with OS in accordance with the OS published rules
- 5.03 All team officials must be registered in the Team section of the LMS
- 5.04 Teams must be activated on the LMS by April 30th of each season

Article 6: Playing Up

- 6.01 A Team may use a player as a Play Up as follows:
 - a. A District Competitive player may play-up to any team in a higher-tiered division or higher age group than the team for which they are registered
 - b. A player registered to a regional team may play-up to a district competitive team in the immediately higher age group to a maximum of 3 times per regional player
 - c. OPDL players are subject to the restrictions of OPDL Play-up [rules](#)
 - d. For the purposes of play ups, youth recreational league players will be considered to be in the age group as determined by their year of birth and may play-up to district competitive teams in the same age classification, plus to any team in a higher age classification
 - e. The player cannot be registered with another team playing in the same Division
 - f. The player must be registered with a team affiliated with one of the Clubs within the EODSA or home district if playing out from another district
 - g. The player must not be currently suspended by any league or governing organization affiliated with OS
 - h. Playing-up is controlled through the LMS. Once the player is approved by the Club, their name will appear on the game sheet with an indication they are a play up. In addition to being printed on the game sheet, valid ID, and a copy of the TRR for the team for which the player is registered will be presented at the game for the player to be eligible to play
 - i. A team may not use more than 5 players, playing as play ups, in any league game, unless it requires more to get to a roster of 14 players. Players with a TEP or STRP will be included in the total number of players per game.

- j. Subject to all other conditions in this section, any player may play-up under the play-up-permit system an unlimited number of times per season
- k. If a player is registered as both a competitive and recreational player, they may only play-up from the competitive team
- l. The age classification of a team for the purposes of play ups and TEPs is based on their registration with OS. A team playing in a split age division (ex. Girls U15/16) may use play ups who are eligible under their OS team registration age, which may not necessarily be the division maximum age. For example, a team registered with OS as a U15 team playing in a Girls U15/16 age division cannot use a U16 player as a Play Up. A team playing in the same division and registered as a U16 team with OS use a U16 player as a Play Up, subject to the restrictions outlined in rule 6.01

Teams will often choose to maintain a lower age classification registration with OS when playing in a split age division for the purpose of participation in tournaments or to ensure promotion eligibility to the desired age division for the following season.

- 6.02 All Play Ups who are registered with a team in another Club must have a valid TEP. A player using a TEP can only play-up three times per season. In addition to the TEP, valid ID must be presented at each game for the player to be eligible to play. TEPs may not be used after July 31st
- 6.03 Players in possession of an STRP are eligible to play in the league. An STRP entitles a non-registered player to play 2 games for a registered team in a 15-day period. In addition to the STRP, valid ID will be presented at each game for the player to be eligible to play under a trial permit. A player may only be issued one trial permit to play for any one Club. A player may obtain 2 trial permits during one playing season. The trial period for each which will not overlap. Trial permits may not be used after July 31st

Article 7: Game Sheets

- 7.01 The names of all players and team officials participating in a game must be printed on the official game sheet as generated from the LMS only. Handwritten names or OS numbers are not permitted. Player jersey numbers may be handwritten on the game sheet
- 7.02 Only 18 players may be listed on the game sheet and are eligible to play in any game. Only 4 team officials may be listed on the game sheet, and all team officials present at the game must sign the team's game sheet
- 7.03 The names of players and team officials who are not present at the game should be crossed out on the game sheet. All players and team officials whose names appear on the game sheet and are not crossed out will be deemed to have participated in the game
- 7.04 When a game sheet cannot be printed from the LMS due to technical difficulties the team will inform the league by email that the team was unable to print the game sheet. Notice of the difficulty must be received prior to the game start time. The affected team must create a handwritten game sheet, modify a copy of an old game sheet, or use the TRR and add the additional game information. The league will manually verify the registration status and eligibility of the listed players
- 7.05 Each team is required to provide 3 copies of their game sheet to the Match Official

Article 8: Player Identification

- 8.01 Validated ID and the official TRR must be available at all times
- 8.02 The inspection of ID and the TRR by the opposing team is mandatory and must not delay the scheduled kick-off. See Appendix A for the authorized ID inspection procedure
- 8.03 No protest pertaining to the eligibility of a player will be entertained if ID is not checked prior to the game
- 8.04 Only players for whom ID is made available for inspection are eligible to play
- 8.05 Once a game has been started, team officials forfeit the right to investigate ID and the TRR with the exception that team officials still have the right to investigate ID of a player arriving late, and it must be done prior to the player entering the field of play

Article 9: Submission of Game Reports and Scores

- 9.01 Each team must enter the game report, including the score, any in-game discipline, and game feedback in the LMS within 24 hours of completion of the game. If the game report is not entered within 7 days, the league will utilize the game sheet received from the Match Official to complete the game report.
- 9.02 The Match Official must enter the game report electronically and upload the game sheets to the LMS within 24 hours of completion of the game

Article 10: Equipment and Field of Play

- 10.01 U9 and U10 divisions will play 7v7 soccer. U11 and U12 divisions will play 9v9 soccer
- 10.02 The host club for a league game will ensure that fields are assigned and properly permitted, cleared and safe for set up, ie. field size, lines and markers
- 10.03 At each game the home team will provide game balls that are acceptable to the Match Official, put up two sets of nets and place corner flags, in accordance with the Laws of the Game
- 10.04 The game ball will be size 5
- 10.05 All Teams must register their regular and alternate team colours with the league prior to the start of the season. Where the Match Official decides that the regular team colours conflict the home team is required to change to their alternate colours providing that the visiting team's colours are as filed with the league and if not, the visiting team will change its jerseys to their regular team colour. The goalkeepers' jersey colour must be different from that of either team. It is the responsibility of the coach of the team that is required to change to have alternate jerseys available at each game
- 10.06 All players on the same team, except the goalkeeper, will wear jerseys of the same colour which must be numbered on the back. Numbers must be at least 8 inches in height. No two players may wear the same number. Player numbers must be recorded on the game sheet and cannot be changed after the start of the game without the Match Official's permission

- 10.07 Team jerseys must only bear the name and/or logo of the club with which they are registered. No other branding is permitted on the team jersey, except for sponsorship branding. For greater clarity, a sponsor may not be a soccer club, which is not recognized by FIFA, whether it be profit or not-for-profit. For the 2022 season, Clubs may request a one-year exemption from this rule, which will be considered by the DLMC
- 10.08 FIFA-sanctioned safety or protective equipment may be worn after inspection by the Match Official and only if the Match Official deems that the wearing of such equipment will not a danger to other players
- 10.09 No team may display banners, posters, or other advertisement of any soccer entity other than the registered club before, during or after league games, excluding banners that are posted by the facility itself

Article 11: Duration of Games

- 11.01 Games will be of the following duration:
- U13 to U15: Two 40 minutes halves
 - U16 to U18: Two 45 minutes halves
- 11.02 Should there be a U15/U16 division the game length will be 2 x 45-minute halves
- 11.03 There will be a 5-minute break at half time

Article 12: Responsibilities of Coaches and Team Officials

- 12.01 The Home Team will designate the bench or technical areas for each of the Teams, which will be on the same side of the field. The bench or designated technical area will start at five meters and ten metres on either side of the centre line. If the technical area is not painted on the field, each team will use cones to designate the technical area
- 12.02 Only the players listed on the game sheet and a maximum of 4 team officials are permitted to sit on the team bench or within the designated technical area. All substitute players and team officials will confine themselves to their designated technical or bench area as defined in Article 12.01 above
- 12.03 The set-up and/or operation of video cameras, still or digital cameras, or other similar equipment in the technical area, on the side of the field which includes the technical areas, or behind the goals is prohibited
- 12.04 A Club Head Coach or Technical Director may sit on the team bench or within designated technical area, but they will be included in the limit of 4 coaches and team officials specified in 12.02 above
- 12.05 No coach or team official has the right to withdraw their team or any of their players from the field of play without the prior approval of the Match Official
- 12.06 Each team will ensure that its spectators sit on the side of the field opposite from the side where the players and team officials are located

- 12.07 Clubs and team officials are always fully responsible for the conduct of their players, other team officials, and spectators, at and in the vicinity of any game in which their team participates
- 12.08 Any suspended team official may not be present at or in the vicinity of the field for any league game throughout the period of their suspension

Article 13: League Standings

- 13.01 In all league games 3 points will be awarded for a win and 1 point for a tie. The team with the most points in each division at the end of the regular league schedule for the outdoor season will be the team that places first and will be declared the League Champion for that division
- 13.02 A team forfeiting a game or that is found to have deliberately defaulted or forfeited a game, will lose the game by a score of 3-0, and will be subject to any applicable fines as published in the Fees and Fines Schedule.
- 13.03 If it becomes necessary to offer divisions where 2 age groups play an inter-locking schedule, each age group will be deemed to be a separate division for purposes of establishing league standings and determining the division champion. For greater clarity, if for example, the U14 and U15 age groups play an interlocking schedule, the U14 Team with the most points among the U14 teams at the end of the league schedule will be the U14 division champion. The same would apply to the U15 teams where first place for the U15 division will be decided based on the highest number of points earned by a U15 team
- 13.04 If two or more teams in an age division are tied in points at the end of the league schedule then the tiebreaker to determine the team standings will be determined in the following order:
- a. The team with the most points in the head-to-head between the tied teams from head-to-head competition will be declared the tie-breaker winner
 - b. The team with the highest goal differential (GF minus GA) in the head-to-head games between the tied teams will be declared the tie-breaker winner
 - c. The team with the most wins in all regular season games will be declared the winner of the tiebreaker
 - d. The team with the least goals against in all regular season games will be declared the winner of the tiebreaker
 - e. If the position is relevant for determining the division champion or the team's eligibility for promotion to a higher-level league or division, and if steps a), b), c) and d) do not break the tie, a playoff will be required between the tied teams, to be played at a neutral site. The game duration will be the same as specified in these Rules and Regulations for the age group of those teams. If the game is tied at the end of regular time, then the game will be decided by penalty kicks in accordance with law 10 of the FIFA rules.
- 13.05 In cases where the process above has decided the winner of a tie between three or more teams, then the process will be repeated to break the tie between the remaining teams. As an example, if three teams are tied for first place, the process above will determine the champion, and then the process above will be repeated to determine which of the remaining two teams receives the second-place position

Article 14: Game Start Times and Abandoned Games

- 14.01 Teams are required to present themselves at the game field at least 30 minutes before the scheduled kick-off time. The home team will ensure that the nets, corner flags and other necessary equipment are installed and ready before the scheduled kick-off. Teams must not cause the game to be delayed
- 14.02 Any team that fails to present itself at the game field within 20 minutes after the scheduled kick-off time or fails to field the minimum 5 players within 20 minutes after the scheduled kick-off time will be considered to have failed to appear for a scheduled game. The team must start the game immediately upon arrival of the minimum number of players if the said players arrive within the prescribed 20-minute grace period
- 14.03 At the end of the grace period the team will forfeit the game to the opposing team as per the forfeit rule 13.02
- 14.04 If both teams fail to appear for a scheduled game there will be no points and no score for the game, but each team will have 1 loss added to its record
- 14.05 The league may order a defaulted or abandoned game rescheduled where, in its opinion:
- a) The defaulting team(s) benefits from having defaulted or abandoned the game or
 - b) A team other than the defaulting team is adversely affected by the default
- 14.06 If in the opinion of the Match Official a game should be abandoned due to adverse or dangerous weather such as in the case of electrical storms, unplayable field conditions, or bad visibility before the completion of three-quarters of the total regular playing time as specified in 11.01, the game will be rescheduled. Games abandoned in the last quarter of the regular playing time will be deemed complete
- 14.07 In the event of a game postponement or abandonment due to weather conditions or a Match Official no show, the home team Head Coach will be responsible for advising the League within 24 hours of the scheduled start of the game
- 14.08 If a game is abandoned by the Match Official before the completion of two halves for any reasons other than those published in Articles 14.01 to 14.07 then the league will rule on the status of the game

Article 15: Schedules

- 15.01 The season will begin in May on a date to be determined by the league. Notice of the season start date will be provided to clubs no later than May 1st
- 15.02 The End of Season date for all divisions will be communicated to Clubs no later than May 1st. All games must be completed by this date, except where the league has decided to extend the end date for any or all divisions
- 15.03 The rescheduling of games will be in accordance with the Game Reschedule Policy only

Article 16: Substitutions

- 16.01 Player substitutions will be permitted with the consent of the Match Official during stoppages of play for the following reasons:

- a. Goal Kicks
- b. Scoring of a goal
- c. At half time
- d. To replace an injured player
- e. On a team's own throw in only, at which time the opposing team can also make a substitution
- f. Water breaks

The Match Official will have the discretion to deny a substitution if he or she feels a coach is abusing the substitution rules to waste time

Article 17: Match Officials

- 17.01 Match Officials will be assigned in accordance with the EODSA Match Official Appointment Policy
- 17.02 Match Officials are required to be at the assigned game field a minimum of 30 minutes before the scheduled kick-off time to complete the standard field check and other pre-game procedures
- 17.03 Match Officials assigned for league games will be paid for their services in accordance with the EODSA Match Official Payment Policy
- 17.04 If one of the teams raises objections as to field conditions, goalposts, balls, or team colours, the Match Official may, at their discretion, require the responsible team to correct the cause of the objection if this is possible without unduly delaying progress of the game. The Match Official will be the sole judge as to whether the matters that gave rise to the objection by one of the teams is sufficient cause to abandon the game
- 17.05 If the appointed Match Official fails to appear by the appointed kick-off time, then the home team will make every attempt to contact a replacement Match Official. If no certified Match Official can be contacted the team officials from both teams may decide whether to proceed with the game under the officiating of a cooperatively chosen individual(s)
- 17.06 Match Officials must suspend play or abandon the game, if necessary, where weather conditions, and more particularly thunderstorms (as per the CSA Severe Weather Policy), or field conditions place the safety of players at risk

Article 18: Discipline

- 18.01 Disciplinary action will be taken in accordance with the OS Published Rules and the League Discipline Procedures. The following guidelines will apply:
 - a) In cases where OS Published Rules provide for DBR the accused individual does not have to appear for a hearing. If the accused person does not request a hearing or does not file an appeal within 72 hours of the game where the offence occurred then the case will be dealt with by DBR and if the accused person is found guilty the applicable penalties and/or fines, established by the OS for the offence for which he/she has been charged, will apply
 - b) Any request for a hearing will be submitted by email to the League Administrator within 72 hours of the game where the offence occurred. A hearing fee of \$50, payable to the EODSA, must be delivered to the League within 72 hours of the completion of the game. The hearing fee will be reimbursed only if the Discipline Panel finds the accused not guilty. An accused who has requested a hearing and fails to appear for the hearing will forfeit the hearing fee

- 18.02 All fines resulting from breaches of rules identified in these Rules and Regulations, including those published in the EODSA League Fines Schedule will be assessed against the Club, as opposed to individuals

Article 19: Protests

- 19.01 Where a game is played under protest, such fact must be noted on the game sheet. Confirmation of the protest will be a protest fee of \$150 paid to the EODSA, which the EODSA must confirm receipt of, within 48 hours of the completion of the game
- 19.02 In dealing with any protest, the league will take into consideration the possession by the protesting club or team of any prior knowledge of the facts or allegations contained in the protest, which if properly used, might have prevented the protest
- 19.03 Game points may be adjusted based on the decision of the league on the said protest
- 19.04 The \$150 protest fee will be refunded if the protest is upheld
- 19.05 Correctly submitted protests, delivered within the specified deadlines, will be heard by League Discipline hearing. All other protests will be ruled out of order and will not be heard
- 19.06 No protests pertaining to the Laws of the Game will be entertained
- 19.07 Objections to field conditions, goalposts, balls or team colours, will not be considered as grounds for a protest. Objections of this nature will be brought to the attention of the Match Official and noted in writing on the game sheet. If in the opinion of the Match Official, the objections do not constitute a valid reason for abandoning the game, no further action will be considered by the league. In all other cases, the league may take appropriate action based on a review of the Match Official's written report

Article 20: Appeals

- 20.01 Appeals of any decisions by the league will be the jurisdiction of the EODSA in accordance with its Published Rules. Information concerning Appeals can be found on the EODSA website

Article 21: Communications

- 21.01 A Club that is accepted into membership will designate up to 4 individuals as its Club Representatives. The Club Representatives will be the official point of contact in dealings with the league
- 21.02 The League will mainly use the LMS for all communications with its member Clubs and their Team Officials. Communications will be by e-mail. Clubs will ensure they always have valid email addresses in the LMS for the following positions, as a minimum:
- President
 - Club Administrator or Representative
 - Discipline Representative
 - Scheduler

- 21.03 Unless specified otherwise in these rules and regulations, communication with the league by players, parents, or team officials is not permitted
- 21.04 Teams will ensure they have valid email addresses in the LMS from April 30th until October 1st of each season for the following positions, as a minimum:
- Head Coach
 - Manager
- 21.05 At a minimum the Club President, Club Administrator/Representative will be notified by e-mail of all new general notices or notices that pertain to their Club teams that are posted from time to time on the league website
- 21.06 At a minimum the Team Head Coach and Manager will be notified by e-mail of all new general notices or notices that pertain to their teams that are posted from time to time on the league website
- 21.07 Notices of suspensions, penalties or fines levied on a club, club administrator, team staff or player because of discipline hearings will be communicated to the Club
- 21.08 The email will be deemed to have been received by Clubs:
- March 2nd to September 30th - 72 hours after transmittal of the email
 - October 1st to March 1st - 7 days after transmittal of the email
- 21.09 The email will be deemed to have been received by teams:
- May 1st to October 1st - 72 hours after transmittal of the email
 - October 1st to April 30th - no emails will usually be sent to teams other than for informational purposes

Article 22: Pre-Season Meetings

- 22.01 Each March there may be a mandatory preseason meeting for a minimum of 1 administrator from each member club
- 22.02 Each May, prior to the start of the season, there may be a mandatory preseason meeting for a minimum of 1 team official from each team

Article 23: Other Matters

- 23.01 All matters not included in these Rules and Regulations will be dealt with in accordance with the OS Published Rules

Appendix A

HOW TO CONDUCT A CARD (ID) CHECK PRIOR TO A GAME

General Information

Due to difficulty with the Ontario Soccer registration system, players typically have a new ID number each year, but their ID card might have an old number on it, because it was created in a prior year. The ID number on the game sheet should either match the number on the ID card OR the number on the TRR.

During card check, if the number on the ID does not match the number on the roster that is okay, but it MUST then match the number on the game sheet. Additionally, the player names and dates of birth must match on all 3 documents.

If you have a question or concern regarding a player's eligibility, please have it noted on the game sheet and continue to play the game.

Card Check with an EODSA or Soccer Outaouais team as opponent

You need 3 documents to carry out an ID check for a team in the EODSA or with Soccer Outaouais:

- Game sheet
- ID
- TRR (Oscar Team Roster Report)

Card Check Process

1. Compare player and team official information on game sheet to information on the TRR
2. Compare player ID to the TRR. Digital or printed card acceptable for EODSA teams. Only physical card is acceptable for Soccer Outaouais teams
3. Compare ID card photo to player
4. If you notice a discrepancy, have it noted on the bottom of the game sheet
5. If you believe the player to be ineligible, notify the player and their team official

Card Check with a SOSA (Kingston area) team as opponent

You need 2 documents to carry out an ID check for a SOSA team:

- Game Sheet
- Player Book

Card Check Process

1. Compare player and team official information on game sheet to information in the Player Book
2. Verify the stamp and sticker in the player book for a current season registration
3. Compare book photo to player
4. If you notice a discrepancy, have it noted on the bottom of the game sheet
5. If you believe the player to be ineligible, notify the player and their team official