

2018 District Competitive Rules and Regulations

To be approved at the 2017 ERSL AGM

Article 1: General

1.01 A copy of the current Rules and Regulations shall be posted on the ERSL web site. Note that any modifications or additions that specifically apply to East Region Shield games are outlined in a separate document titled "East Region Shield Rules and Regulations".

1.02 The League Executive shall inform Members of any changes to the Rules and Regulations within seven (7) days of their adoption and a consolidated copy of the amended Rules and Regulations, if any were adopted during the year, shall be provided to Members at the subsequent AGM of the ERSL or a Special General Meeting (SGM) convened to review League matters.

1.03 All fines resulting from breaches of rules identified in these Rules and Regulations, including those published in the ERSL Fines Schedule shall be assessed against the Club.

1.04 In the document, a reference to an "Age Group" refers to any one of the U13, U14, U15, U16, U17, or U18 age cohorts as defined under OSAOS Published Rules.

1.05 In this document, OSAOS means the ~~Ontario Soccer Association~~ Ontario Soccer Incorporated, and EODSA means the Eastern Ontario District Soccer Association.

Article 2: Age Groups and Divisions

2.01 Subject to OSAOS Published Rules, ERSL may operate a district competitive competition for U13 to U18 teams located within the Eastern Ontario District of the ~~Ontario Soccer Association~~ Ontario Soccer Incorporated, based on the TOLO approved by the EODSA.

Article 3: Club Membership and Team Entries

3.01 Club Membership Applications, associated Team Entries and all fees to play in the ERSL shall be made annually on the ERSL official application form, and received by the League no later than March 28th of each year for the forthcoming outdoor season. If the ERSL Office is not open on March 28th, then the documentation and fees must be received by the first day the ERSL Office is open after March 28th. Late applications may be accepted at the ERSL Management Board's discretion and only upon receipt of a late fee of \$100 per team, to a maximum of \$500 per Club. The late fee shall not apply to late applications for U18 teams.

3.02 Applications shall only be accepted if the required documents are properly completed, signed by a Club Officer, and accompanied by all required Club membership and /team entry fees ~~and Club bonds~~ for the season, as determined by the League.

3.03 Withdrawals must be made through the ERSL League Management system (website).

3.04 For each Team withdrawn after March 28th, the Club shall forfeit the full fees paid. For each team withdrawn after May 1st, the ERSL shall assess an additional fine equal to the Team registration fee.

3.05 Any Club whose cheque is returned by the bank will be charged an administrative fee in accordance with the ERSL Fees and Fines Schedule.

Article 4: Team Eligibility Rules

4.01 All Clubs approved by the EODSA to operate Youth teams, may enter teams in any division of the ERSL District Competitive League. Clubs will self-select into which divisions they wish to enter teams.

4.02 No Club shall enter more than 2 teams in a Tier 1 division unless expressly approved by the ERSL Management Board.

Article 5: Registration of Players

5.01 All players shall be registered with the EODSA, through their respective Clubs, in accordance with the [ESAOS](#) Published Rules.

5.02 No player may register with more than one team in the ERSL.

5.03 All players shall be in possession of a valid [ESAOS](#) Registrant Book, or a valid [ESAOS](#) ID Card.

5.04 The deadline for placing a player on the Team roster is July 31st of each year.

5.05 Players may transfer to a Team by submitting a properly completed Application for Player Transfer to the EODSA in accordance with [ESAOS](#) Published Rules.

Article 6: Coaches and Other Team Officials

6.01 Each Team must appoint a Head Coach. In accordance with [ESAOS](#) Policies, all Coaches and Assistant Coaches must be fully certified in the following categories:

- [ESAOS](#) "Soccer For Life"; and
- "Respect in Soccer"; and
- "Making Ethical Decisions"; and
- "Making Headway" courses.

6.02 All Coaches and other Team Officials shall be registered with the EODSA in accordance with the [ESAOS](#) Published Rules.

6.03 All Team Officials shall be registered in the Team section of the ERSL League website.

6.04 The Head Coach is responsible for the activation of their Team on the ERSL League Management System on or before April 30th of each season. Failure to do so shall result in a fine as published in the ERSL Fees and Fines Schedule.

Article 7: Playing Up and Temporary Eligibility Permits and Trial Permits

7.01 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. [Example 1: A U14 Tier 2 player could play-up to a U14 Tier 1 game or to any team U15 or older.] [Example 2: If a player who is eligible by birth year to play U15 is registered to a U16 Tier 2 team, that player may play in a U15 Tier 1 game; in short, age correct, level up.]
- b) A Regional player may play-up to a District Competitive team in the immediately higher age group;

- c) OYSL players may not play-up to any team in the District Competitive League;
- d) OPDL players are subject to the restrictions of OPDL Play-up rules;
- e) For the purposes of Play Ups, Youth District Recreational League players shall be considered to be in the age group as determined by their year of birth and may play-up to District Competitive, and Regional teams in the same age classification, plus to any team in a higher age classification;
- f) Players registered to Teams not playing in an ~~Ontario Soccer Association~~Ontario Soccer Incorporated league are not permitted to play in the District Competitive League;
- g) The player cannot be registered with another Team playing in the same Division;
- h) The player must be registered with a team affiliated with one of the Clubs within the EODSA;
- i) The player must not be currently suspended by any league or governing organization affiliated with the OSAQS;
- j) Playing-up is controlled through the ERSL League Management System accessed through the ERSL Web site. 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, a valid OSAQS ID Card, and a copy of the OSAQS Team Roster Report for the team for which the player is registered shall be presented at the game in order for the player to be eligible to play;
- k) A team may not use more than three (3) players, playing as Play-ups, in any one League game. Players with a TEP or Trial Permit shall be included in the total of three (3) play-up players per game;
- l) Subject to all other conditions in this Section 7.1, any player may play-up under the Play-Up-Permit system an unlimited number of times per season;
- m) If a player is registered as both a competitive player and a recreational player, he/she may only play-up from the competitive team; and
- n) The age classification of a team for the purposes of Play Ups and TEPs is based on their registration with ~~the OSAQS~~. A team playing in a split age division (ex. Girls U15/16) use Play Ups who are eligible under their OSAQS team registration age, which may not necessarily be the division maximum age. For example a team registered with ~~the OSAQS~~ 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 ~~the OSAQS~~ use a U16 player as a Play Up, subject to the restrictions outlined in rule 7.01.

Teams will often choose to maintain a lower age classification registration with ~~the OSAQS~~ 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.

7.02 Temporary Eligibility Permits (TEP)

All Play Ups who are registered with a team in another Club must have a Temporary Eligibility Permit (TEP). A player using a TEP can only play-up three times per season in District Competitive. In addition to the TEP, a valid OSAQS ID Card shall be presented at each game in order for the player to be eligible to play. TEPs may not be used after July 31st;

7.03 Trial Permits

Players in possession of an OSAQS issued Trial Permit are eligible to play in District Competitive games. A Trial Permit entitles a non-registered player to play two (2) games for a registered team in a fifteen day period. In addition to the Trial Permit, a valid OSAQS ID Card and Team Roster shall be presented at each game in order for the player to be eligible to play under Trial permit. A player may only be issued one trial permit to play for any one Club. A player may obtain two trial permits during one playing season. The trial period for each shall not overlap. Trial permits may not be used after July 31st;

Article 8: Game Sheets

8.01 The names of all players and Team Officials participating in a game must be printed on the official game sheet as generated from the ERSL League Management System. With the exception of players using TEPs or Trial Permits, no player's or team official's name or OS number may be hand-written on the game sheet. If a team's game sheet has hand-written names, or OS numbers, the Club will be subject to the applicable fine as per the published ERSL Fees and Fines Schedule. The ERSL will manually verify the registration status of the hand written player(s) or team official(s) once the game sheet is received. Any pPlayer(s) approved by their Clubs as a Play Ups will be automatically printed on the game sheet. Player jersey numbers may be handwritten on the game sheet.

8.02 Only eighteen (18) players may be listed on the game sheet and are eligible to play in any game. Only four (4) Team Officials may be listed on the game sheet, and all Team Official present at the game must sign the Team's Game sheet; the signature shall certify the eligibility of all players and officials whose names appear on the game sheet, to participate in that game.

8.03 The names of players and Team Officials not present at the game should be crossed out on the game sheet. All players, and team officials, including call-up's Play Ups, whose names appear on the game sheet and are not crossed out, shall be deemed to have played, or participated in the game.

8.04 In the event that a game sheet cannot be printed from the ERSL League Management System due to technical difficulties, the team shall inform the ERSL Office by email or voice mail that the team was unable to print the game sheet. Notice of the difficulty must be received prior to the game start time. If notice is received after the game start time, the team's Club will be subject to the applicable fine as per the published ERSL Fees and Fines Schedule.

8.05 When a game sheet cannot be printed from the ERSL League Management System due to technical difficulties, the affected team shall create a hand written game sheet, modify a copy of an old game sheet or use the OSAOS Team Roster Report and add the additional game information. The ERSL will manually verify the registration status of the players once the game sheet is received.

8.06 Any Team that fails to produce a game sheet will be subject to a fine as per the published ERSL Fees and Fines Schedule.

8.07 Each team is required to provide three (3) copies of their game sheet to the referee.

Article 9: Player Verification

9.01 The checking of each player's valid OSAOS ID Card (and OSAOS Team Roster Report for the team to which the player is registered), and applicable TEP's, or Trial Permits, against the game sheet is compulsory for all games, and shall be performed 15 minutes, or more, before the scheduled start-time of the game. Team Head Coaches are responsible to have each player's valid OSAOS ID Card (and the OSAOS Team Roster Report for the team to which the player is registered), and applicable TEP's, or Trial Permits, checked against the game sheet. Players not in possession of a valid OSAOS ID Card (with OSAOS Team Roster Report for the team to which the player is registered), and applicable TEP's, or Trial Permits, are considered to be ineligible to play and Articles 9.04 and 9.05 of ERSL District Competitive League Rules and Regulations are applicable. There are no exceptions to this rule.

9.02 Each team will present its signed game sheet as well as all valid OSAOS ID Card (and the OSAOS Team Roster Report for the team to which the player is registered) and any TEPs, or Trial Permits, of those players participating in the game to a representative from the opposing team, who will verify the

valid OSAOS ID Cards (and the OSAOS Team Roster Report for the team to which the player is registered) and any TEP's, or Trial Permits, against the names on the game sheet.

9.03 After completion of this procedure, a Team Official will initial the game sheets in the appropriate box to certify that the card checking procedures were followed, and return the game sheets to the Referee prior to the starting whistle (or kick-off), who shall retain them.

9.04 The Referee will note all questions regarding a player's eligibility, or the validity of a player's OSAOS ID Card (and the OSAOS Team Roster Report for the team to which the player is registered) and any TEP's, or Trial Permits, on the game sheet, and the player concerned must sign and enter his / her date of birth on the game sheet. Moreover, if the validity of a player's OSAOS ID Card or OSAOS Team Roster Report is questioned, the Referee will retain said OSAOS Registrant Book or OSAOS ID Card or OSAOS Team Roster Report and submit it to the League Office as per the procedures outlined in 11.02.

9.05 A player arriving after the player verification is completed may play but must first report, with his/her valid OS ID Card (with OS Team roster report) to the representative from the opposing team. A player arriving after the second half of the game has started is ineligible to play and will be subject to the applicable fine as per the published ERSL Fees and Fines Schedule, if they play.

9.06 In exceptional circumstances where a team official who is in possession of the valid OSAOS ID Cards (and the OSAOS Team Roster Report) and any TEPs, or Trial Permits, fails to appear for inspection of the documents as per rule 9.01 of these Rules and Regulations, prior to 20 minutes after the scheduled kick-off time, the opposing team could accept to play the game under protest and this shall be noted on the game sheet.

9.06.01 Should the team official who is in possession of the required valid OSAOS Registrant Books or valid OSAOS ID Cards (with OSAOS Team Roster Report) arrives in time to permit the inspection of the documents as per 9.1 of these Rules and Regulations before the start of the second half of the game, the game will continue and the final results will stand and the protest shall become void.

9.06.02 Should the team official who is in possession of the required valid OSAOS Registrant Books or valid OSAOS ID Cards (with OSAOS Team Roster Report) not arrive or does not have in their possession the required valid OSAOS Registrant Books or valid OSAOS ID Cards (with OSAOS Team Roster Report) before the start of the second half of the game, the opposing team shall have the option of letting the game results stand or pursue the protest in accordance with Article 20 of these Rules and Regulations.

9.07 Any player whose name does not appear on the game sheet or who does not have a valid OSAOS Registrant Book or a valid OSAOS ID Card (or is not on the OSAOS Team Roster Report) or applicable TEP is ineligible to play. Such players must change out of uniform and leave the players' bench or the Team's technical area. The only exception to the player leaving the bench or technical area is extenuating circumstances, with the permission of the referee (to be noted on the game sheet) due to the unavailability of safe and appropriate adult supervision for the player(s) away from the bench.

9.08 Any Team that fails to produce the required valid OSAOS ID Cards (and the OSAOS Team Roster Report for the teams to which the player is registered), and any TEP's, or Trial Permits, will be subject to a fine as published in the ERSL Fees and Fines Schedule. The team Officials may also be required to attend a Discipline Hearing.

9.09 ~~Any Team Head Coach who permits~~ In the event that an opposing team player, who is not in possession of their valid OSAOS ID Card (and the OSAOS Team Roster Report for the team to which the player is registered), or applicable TEP, or Trial Permit, participates in a game the opposing team Head Coach must note the discrepancy on the game sheet. to play, without noting a protest to the players eligibility on the game sheet prior to kick-off, will be- Failure to note the player's ineligibility on the game

sheet may result in the Opposing Team Head Coach being subject to a fine as published in the ERSL Fees and Fines Schedule. The Team Head Coach may also be required to attend a Discipline Hearing.

Article 10: Player Eligibility

10.01 No more than 18 players may participate in any game.

10.02 Where it comes to the attention of the ERSL, through any means, that one or more unregistered or ineligible players have allegedly participated in a game, the ERSL may investigate and take appropriate disciplinary action.

10.03 Any team playing an unregistered player, or a player who is not registered with the team (excluding players playing with a valid TEP, or Trial Permit), or not eligible to play in that age division, or a player who is currently under suspension, shall forfeit all the games in which such player participates and the game points shall be awarded to the opposing team(s). If both teams participating in a game fail to comply with this rule, no points shall be awarded to either team and each team will have one (1) loss added to its record.

10.04 Any Team playing an unregistered or ineligible player will be subject to a disciplinary hearing. The Team and its Officials will be assessed penalties that the Discipline Committee imposes in accordance with OSAOS Published Rules as well as any applicable fines as published in the ERSL Fees and Fines Schedule.

10.05 Any team playing an unregistered or ineligible or suspended player under the name of one of its other registered players shall forfeit any games where the unregistered or ineligible or suspended player participated using the assumed identity. Any person aiding or abetting such action shall be subject to a disciplinary hearing. The Team, its Officials or players will be assessed penalties that the Discipline Committee imposes in accordance with OSAOS Published Rules as well as any applicable fines as published in the ERSL Fees and Fines Schedule.

Article 11: Submission of Game Reports and Scores

11.01 Each Coach shall be responsible for entering the game report, including the score, cards issued by the Referee as well as the game feedback on the ERSL League Management System website within twenty-four (24) hours of completion of the game. If the game report is not entered within seven (7) days, the League will utilize the game sheet received from the Referee to complete the game report, and the team(s) which failed to enter the game report will be subject to a fine as specified in the published ERSL Fees and Fines Schedule.

11.02 The Referee must enter the game report electronically on the designated system within twenty-four (24) hours of completion of the game as well as email, mail, fax or deliver to the ERSL Office the paper copy of all game sheets and permits as well as any player documentation retained in accordance with Article 9.04 within forty-eight (48) hours of the completion of the game. A Referee, who fails to submit the required documents and/or complete the game report electronically within seventy-two (72) hours of ~~the date~~completion of the game, shall be reported to the EODSA for discipline.

Article 12: Equipment

12.01 At each game, the home team shall put up two sets of nets and four corner flags whose height above ground must be at least five (5) feet. The home team shall also provide two game balls that are acceptable to the Referee. Failure of the home team to provide the required equipment shall result in fines as published in the ERSL Fees and Fines Schedule.

12.02 The game balls ~~size~~ shall be size 5.

12.03 All Teams must register their regular and alternate Team colours with the League prior to the start of the League schedule. Where the Referee 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 ERS� and if not, the visiting Team shall change its shirts 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 shirts available at each game and failure to do so shall result in fines as per the published ERS� Fees and Fines Schedule.

12.04 All players on the same team, except the goalkeeper, shall wear shirts of the same colour, which must be numbered on the back. Numbers must be at least eight inches in height. No two players may wear the same number. Player's numbers must be recorded on the game sheet and cannot be changed after the start of the game without the referee's permission.

12.05 FIFA-sanctioned safety or protective equipment may be worn after inspection by the Referee and only if the Referee deems that the wearing of such equipment will not constitute a danger to other players.

12.06 All teams are required to have a copy of the District Competitive League Rules and Regulations at every game.

Article 13: Duration of Games

13.01 Games shall be of the following duration:

U13 to U15: Two x 40 minutes halves; and
U16 to U18: Two x 45 minutes halves.

13.02 Should there be a U15/U16 division the game length will be ~~two~~ x 45 minute halves.

Article 14: Responsibilities of Coaches and Team Officials

14.01 The Home Team shall designate the bench or technical areas for each of the Teams, which shall be on the same side of the field. The bench or designated technical area shall start at a distance of five (5) meters and end (10) metres on either side of the centre line. If the technical area is not painted on the field, each team shall use cones to designate the technical area.

14.02 Only the eighteen (18) players listed on the gamesheet and a maximum of four (4) Team Officials are permitted to sit on the Team bench or within the designated technical area. All substitute players and Team Officials shall confine themselves to their designated technical or bench area as defined in Article 14.01 of the District Competitive League Rules and Regulations.

14.03 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 specifically prohibited.

14.04 The District Competitive League does not require an ~~OSAOS Community Senior~~ certified coach to be in the technical area at all times. In the event that the team appointed coach is not present for the game, or at any time during the game is dismissed from the technical area, the most senior Team Official whose name and signature appears on the game sheet shall be deemed responsible for all Head Coach duties.

14.05 A Club Head Coach or Technical Director may sit on the Team bench or within designated technical area but he/she will be included in the limit of four (4) Coaches and Team Officials specified in 14.02 above.

14.06 No Coach or Team Official may enter the field of play at any time without the prior approval of the Referee.

14.07 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 Referee.

14.08 Each Team shall ensure that its spectators sit on the side of the field opposite from the side where the players and Team Officials are located. All Team Officials must remain in the Technical Area and may not sit on the spectators' side of the field.

14.09 Clubs and Team Officials are fully responsible, at all times, for the conduct of their players, other Team Officials and spectators, at and in the vicinity of any game in which their Team participates.

14.10 A player, Coach or other Team Official who tries or does impede, harass or otherwise intimidate a game official or opposing Team Officials, shall be subject to severe disciplinary action. The Team and its Officials will be assessed penalties that the ERSL Discipline Committee imposes in accordance with **OSAOS** Published Rules, as well as any applicable League fines and bonds as published in the ERSL Fees and Fines Schedule.

14.11 In the event of an altercation on the field of play, anyone from the bench entering the field of play during the altercation, for whatever reasons, shall be subject to severe disciplinary action. The players and the Team Officials will be assessed penalties that the ERSL Discipline Committee imposes in accordance with **OSAOS** Published Rules, and any applicable fines as published in the ERSL Fees and Fines Schedule.

14.12 Any suspended Team Official may not be present at or in the vicinity of the field for any League game throughout the period of his/her suspension. Failure to comply with this rule shall result in further disciplinary action and a fine as published in the ERSL Fees and Fines Schedule.

Article 15: League Standings

15.01 In all League games, three (3) points shall be awarded for a win and one (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 shall be the Team that places first and shall be declared the League Champion for that Division.

15.02 A Team forfeiting a game or that is found by the ERSL Management Board to have deliberately defaulted or forfeited a game, shall lose the game by a score of 2-0, and shall be subject to any applicable fines as published in the ERSL Fees and Fines Schedule.

15.03 If it becomes necessary to offer divisions where two age groups play an inter-locking schedule, each age group shall be deemed to be a separate Division for purposes of establishing League standings and determining the Division Champion. For greater certainty, 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 most number of points earned by a U15 Team.

15.04 If two or more teams in an age Division are tied in points at the end of the League schedule, then the tie-breaker to determine the team standings shall 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 shall 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 shall be declared the tie-breaker winner.
- c) The team with the most wins in all regular season games shall be declared the winner of the tie-breaker;
- d) The team with the least goals against in all regular season games shall be declared the winner of the tie-breaker;
- 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 shall be required between the tied teams, to be played at a neutral site under the direction of the ERSL (e.g. referee and assistant referees appointed by ERSL). The game duration shall 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 shall be decided by penalty kicks.

15.05 In cases where the process above has decided the winner of a tie between three or more teams, then the process shall be repeated to break the tie between the remaining teams. As an example, if three teams are tied for first place, the process above shall determine the champion, and then the process above shall be repeated to determine which of the remaining two teams receives the second place position.

15.06 Medals will be awarded to each player registered with the champion and 2nd place team of each Division.

Article 16: Game Start Times and Abandoned Games

16.01 Teams are required to present themselves at the game field at least 30 minutes before the scheduled kick-off time and the home team shall ensure that the nets, corner flags and other necessary equipment are installed and ready before the scheduled kick-off.

16.02 Any Team that causes a game to be delayed beyond the scheduled kick-off time shall be subject to a fine as published in the ERSL Fees and Fines Schedule.

16.03 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 seven (7) players within 20 minutes after the scheduled kick-off time shall 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.

16.04 At the end of the grace period, the Team shall forfeit the game to the opposing Team by a score of 2-0, and be subject to a fine and costs as published in the ERSL Fees and Fines Schedule.

16.05 If both Teams fail to appear for a scheduled game, both teams will be fined as per Article 16.04 of the ERSL District Competitive League Rules and Regulations. There shall be no points and no score for the game but each team will have one (1) loss added to its record.

16.06 The ERSL Management Board 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.

16.07 If in the opinion of the Referee, 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 $\frac{3}{4}$ of the total regular playing time as specified in Article 13.01 of the District Competitive League Rules and Regulations, the game shall be rescheduled. Games abandoned in the last $\frac{1}{4}$ of the regular playing time shall be deemed as complete.

16.08 If a Referee decides to abandon a game at any time due to the actions of players, officials or spectators/supporters of a Team, the said Team shall be deemed to have forfeited the game. The game shall be automatically awarded to the opposing Team by the score of 2-0 or the actual score at that time whichever is more advantageous to the opposing Team. The players and the Team Officials will be subject to a disciplinary hearing and will be assessed penalties that the ERSL Discipline Committee imposes in accordance with ~~OSAOS~~ Published Rules as well as any applicable fines as published in the ERSL Fees and Fines Schedule.

16.09 If a game has to be abandoned by the Referee at any time because a team is unable to field the minimum number of players, the said Team shall be deemed to have forfeited the game. The game shall be automatically awarded to the opposing Team by the score of 2-0 or the actual score at that time whichever is more advantageous to the opposing Team. The Club shall also be assessed any applicable fines as published in the ERSL Fees and Fines Schedule.

16.10 If a game has to be abandoned by the Referee at any time because a team removes itself from the field, and said team is found by the ERSL League Discipline Committee to have abandoned the game without valid justification, the said Team shall be deemed to have forfeited the game. The game shall be automatically awarded to the opposing Team by the score of 2-0 or the actual score at that time whichever is more advantageous to the opposing Team. Any applicable fines as published in the ERSL Fees and Fines Schedule shall also be assessed. The Team Head Coach or the next most senior Team Official whose name and signature appears on the game shall be deemed to have acted in a manner detrimental to the game and the applicable penalties as per the ~~OSAOS~~ Published Rules shall apply.

16.11 If a game is abandoned by the Referee before the completion of two halves for any reasons other than those published in Articles 16.07 to 16.10 of the ERSL District Competitive League Rules and Regulations, the ERSL Management Board shall rule on the status of the game.

16.12 In the event of a game postponement or abandonment due to weather conditions or a Referee/Assistant referee no show, ~~an official~~the Head Coach of the home team shall be responsible for advising the League within twenty-four (24) hours of the scheduled start of the game.

Article 17: Schedules

17.01 The season shall begin in May on a date to be determined by the ERSL Management Board. Notice of the season start date will be provided to member clubs no later than May 1st.

17.02 The End of Season date for all ERSL District Competitive divisions shall be 11:59 P.M. of the first Sunday after the Labour Day long weekend. All games must be completed by this date, except where the ERSL Management Board has decided to extend the end date (by e-mail notice to applicable Clubs and Teams) for any or all Divisions.~~extends the season for any/all ERSL divisions. The reasons for any such~~

~~extension, and the period of the extension, will be communicated to affected clubs and teams at the earliest opportunity.~~

17.03 The rescheduling of games shall be in accordance with the ERSL ~~League Game~~ Reschedule Policy. In the event teams agree to an unauthorized game reschedule, team officials from both teams will be assessed any applicable fines as published in the ERSL Fees and Fines Schedule.

Article 18: Substitutions

18.01 Player substitutions shall be permitted with the consent of the Referee 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); and
- f) Water breaks.

-The Referee shall have the discretion to deny a substitution if he or she feels a coach is abusing the substitution rules in order to waste time.

18.02 No substitution is permitted for a player who is ejected by the referee.

18.03 Substitutions will take place at mid-field except unless otherwise expressly permitted by the referee.

Article 19: Referees

19.01 Referees shall be appointed in accordance with the ERSL ~~Referee Appointment Policy~~~~Terms of League Operations~~.

19.02 Referees are required to be at the assigned game field a minimum of thirty (30) minutes before the scheduled kick-off time to complete the standard field check and other pre-game procedures, including facilitation of the compulsory checking of valid player ~~OSAOS~~ ID Cards (and the ~~OSAOS~~ Team Roster Report for the team to which the player is registered) and any applicable TEP's, or Trial Permits. Failure to do so will result in disciplinary action by the appropriate District Association.

19.03 Referee and assistant referees assigned for District Competitive League games, shall be paid for their services in accordance with ~~the ERSL Referee Appointment Policy~~~~the fee schedule detailed in the ERSL Terms of League Operations~~.

19.04 If one of the Teams raises objections as to field conditions, goalposts, balls or team colours, the Referee may, at his discretion, require the responsible Team to correct the cause of the objection, if this is possible without unduly delaying progress of the game. The Referee shall 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.

19.05 In the event that the appointed Referee(s) fail to appear by the appointed kick-off time, the Home Team will make every attempt to contact a ~~Class 3 or Class 4~~~~Grade 6 or higher~~ Referee as required for the level of match or one of the Assistant Referees may assume the duties of the Referee, if he/she

meets the minimum requirement of being an OSAOS registered ~~Class 3 or Class 4~~ Grade 6 or higher Referee as required for the level of match. If the game is played with a substitute Referee, the results of the game shall stand.

19.06 The Referee shall ensure that the well-being of the players is given priority over the progress of the game. Consequently, the Referee must suspend play or abandon the game, if necessary, where weather conditions, and more particularly thunderstorms, or field conditions place the safety of players at risk.

Article 20: Protests

20.01 Where a game is played under protest, such fact must be noted on the game sheet. Confirmation of the protest shall be a protest fee of one hundred and fifty dollars (\$150) in the form of a certified cheque or money order payable to the ERSL, which must be delivered by registered mail, recognized courier service or hand delivered to the League Office within 48 hours, of the completion of the game. A date stamped receipt must be retained as proof of the date of mailing or delivery of the protest.

20.02 In dealing with any Protest, the ERSL or its Discipline Committee shall 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.

20.03 Game points may be adjusted based on the decision of the ERSL on the said protest.

20.04 The \$150 protest fee shall be refunded if the protest is upheld.

20.05 Correctly submitted protests, delivered within the specified deadlines, shall be heard by the ERSL Discipline Committee. All other protests will be ruled out of order and will not be heard.

20.06 No protests pertaining to the decision of the game official shall be entertained.

20.07 Objections to field conditions, goalposts, balls or team colours, shall not be considered as grounds for a protest. Objections of this nature shall be brought to the attention of the Referee and noted in writing on the Game sheet. If in the opinion of the Referee, 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 Referee's written report.

Article 21: Discipline

21.01 Disciplinary action shall be taken in accordance with the OSAOS Published Rules and the ERSL Discipline Procedures. The following guidelines will apply:

- a) In cases where OSAOS Published Rules provide for Discipline by Review (DBR), the accused player or Team/Club Official does not have to appear for a hearing. If the accused person does not request a hearing or does not file an appeal within seventy-two (72) hours of the game where the offence occurred, 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 OSAOS for the offence for which he/she has been charged, shall apply.
- b) Any request for a hearing shall be submitted by email to the ERSL League Administrator within 72 hours of the game where the offence occurred. A Hearing Fee of fifty dollars (\$50) in the form of cash, a certified cheque or money order payable to the ERSL must be delivered by registered

~~mail, recognized courier service or hand delivered~~ to the League Office within 72 hours of the completion of the game. The hearing fee shall 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 shall forfeit the Hearing Fee.

21.02 Where the ~~OSAOS~~ Published Rules provide for Discipline by Hearing (DBH), and where the ERSL Management Board has delegated to the ERSL the authority to handle all discipline pertaining to league activities, except where the offence was directed at a game official, the ERSL Management Board shall appoint a Discipline Committee or Panel to hold a hearing and deal with the alleged infractions.

21.03 Where disciplinary action results in a suspension, the suspension shall not commence prior to seven (7) calendar days from the issue of the notice of discipline. For example, a player issued with a suspension notice on Friday would serve the suspension for the game(s) scheduled on or after the following Friday.

- a) Where a player is suspended for a game(s), and the game is cancelled, or not played, the suspension will carry over to the next scheduled game(s); and
- b) If a game is started, then abandoned, based on a decision of the referee, the player's suspension is deemed to have been served.

21.04 Failure of an accused player or Team Official to appear at a Disciplinary Hearing will result in the immediate suspension of the accused and fines shall be imposed as per the published ERSL Fees and Fines. The suspension will continue to be in effect until the accused appears before the Disciplinary Committee.

21.05 All youth players attending a Disciplinary Hearing must be accompanied by an adult who shall act as an advisor, failing which, the hearing will not proceed, and the player shall be suspended until the hearing is held.

21.06 Clubs shall ensure that accused players and Team/Club Officials appear for their Disciplinary Hearing. If, upon being advised of the failure of the accused to appear for their hearing, the Club fails in meeting its responsibility within 30 days of the date of the original hearing, the fine published in the ERSL Fees and Fines Schedule, shall be assessed against the Club.

21.07 Failure of a Club to appear at a Disciplinary Hearing will result in a fine as specified in the published ERSL Fees and Fines Schedule.

21.08 Discipline Fine – At the conclusion of the season, every club which has a team/teams with a Discipline Index (DI) of 2.0 or greater, as calculated by the ERSL League Management System, shall be assessed a discipline fine as specified in the published ERSL Fees and Fines Schedule for each team/teams, to a maximum discipline fine of \$1000 per club, per season.

Article 22: Appeals

22.01 Appeals of any decisions related to the District Competitive competition made by the ERSL Management Board, or a Disciplinary Panel of the League ~~or one of the District Associations~~ shall be dealt with by the ~~OSAOS~~ ~~OSA~~ ~~EODSA~~ in accordance with its Published Rules. Information concerning Appeals can be found on the ERSL website.

Article 23: Club Representatives

23.01 A Club that is accepted into membership shall designate up to ~~five~~ ~~three~~ (53) individuals as its Club Representative(s). The Club Representative(s) shall be the official point of contact in dealings with

the ERSL and will be available for duties in the operation of the League that may be assigned from time to time by the ERSL Management Board.

Article 24: Communications

24.01 The ERSL shall mainly use its web-based league management system for all communications with its member Clubs, and their team officials. Communications shall be by e-mail. Clubs shall ensure they have valid email addresses in the league management system at all times for the following positions, as a minimum:

- a) President;
- b) Club Administrator;
- c) Club Representative;
- d) Treasurer;
- e) Discipline Representative; and
- f) Scheduler.

24.02 Unless specified otherwise in these rules and regulations (e.g. rescheduling of games), communication with the ERSL by players, parents, or team officials is not permitted. Questions, complaints, concerns, and other matters must be communicated to the appropriate Club representative. If, in the opinion of the Club, the matter should be addressed by the ERSL, then the Club shall forward the communication to the ERSL, requesting league action. Failure to follow this process will result in the communication being discarded by the ERSL without further notice to the originator, and may result in a fine to the Club as specified in the published ERSL Fees and Fines Schedule.

24.03 Teams shall ensure they have valid email addresses in the league management system from April 30 until October 1 of each season for the following positions, as a minimum:

- i. Head Coach; and
- ii. Manager.

24.04 At a minimum, the Club President, Club Administrator and Club Representative shall 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 ERSL Web site.

24.05 At a minimum, the Team Head Coach and Manager shall 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 ERSL Web site.

24.06 Notices of suspensions, penalties or fines levied on a Club, Club Administrator, Team Staff or Player as a result of discipline hearings shall be communicated to the Club.

24.07 The e-mail shall be deemed to have been received by Clubs:

- a) March 2nd to September 30th - 72 hours after transmittal of the e-mail; and
- b) October 1st to March 1st - 7 days after transmittal of the e-mail.

24.08 The e-mail shall be deemed to have been received by Teams:

- a) May 1st to October 1st - 72 hours after transmittal of the e-mail; and
- b) October 1st to April 30th - no e-mails will usually be sent to teams other than for informational purposes.

Article 25: Pre-Season Meetings

25.01 Each March, there ~~will~~may be a mandatory pre-season meeting for a minimum of one (1)

Administrator from each member Club. Clubs failing to send a representative to the Administrator pre-season meeting shall be assessed a fine as per the published ERSL Fees and Fines Schedule.

25.02 Each May, prior to the start of the season, there ~~may~~will be a mandatory pre-season meeting for a minimum of one (1) team staff from each team. Clubs failing to send one (1) representative per team to the Team pre-season meeting shall be assessed a fine as published in the ERSL Fees and Fines Schedule.

Article 26: Other Matters

26.1 All matters not included in these Rules and Regulations shall be dealt with in accordance with the OSAOS Published Rules.

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