

Elgin Middlesex District Soccer League Rules & Regulations (U13-U18)

Article 1. CATEGORIES AND DIVISIONS

1. Subject to Ontario Soccer Published Policies, the Elgin Middlesex District Soccer League (EMDSL) may operate a district competition for U13 to U18 teams located within the Elgin Middlesex District Soccer Association (EMSA), based on the Terms of League Operations (TOLo) approved by EMSA.

Article 2. GENERAL

2.1 A copy of the current Rules and Regulations shall be posted on the EMDSL website.

2.2 The current Laws of the Game applicable in the Province of Ontario as described by Ontario Soccer will be used, except as noted in the EMDSL Rules Summary as published by the EMDSL.

2.3 The EMDSL Board shall inform Members Clubs 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 Clubs at the subsequent Annual General Meeting (AGM) of the EMDSL, or an Special General Meeting (SGM) convened to review League matters.

2.4 All fines resulting from a violation of rules identified in these Rules and Regulations, including those published in the EMDSL Fines Schedule, shall be assessed against the Member Club.

2.5 All matters not included in these Rules and Regulations shall be dealt in accordance with the Ontario Soccer Published Policies.

Article 3. MEMBERSHIP APPLICATIONS AND FEES

3.1 Club Membership Applications, associated Team Entries and all fees to play in the EMDSL shall be made annually on the EMDSL official application form and received by the League no later than the published application deadline. Late applications may be accepted and will incur a late fee as prescribed in the EMDSL Fines Schedule.

3.2 Withdrawals must be made through the EMDSL League Secretary.

3.3 For each team withdrawn after the published withdrawal deadline, the Member Club shall forfeit the full fees paid. For each team withdrawn after April 1st, the EMDSL shall assess an additional fine in accordance with the EMDSL Fine Schedule.

3.4 Any Member Club whose cheque is returned by the bank will be charged an administrative fee in accordance with the EMDSL Fines Schedule.

Article 4. TEAM ELIGIBILITY RULES

4.1 Subject to section 4.2 to 4.4, all EMDSL Member Clubs approved by the EMSA to operate youth teams, may enter teams in any division of the EMDSL District Competitive League. Member Clubs will self-select into which tiers they wish to enter teams.

4.2 Member Clubs may not enter under-age teams into Tier 2 divisions of the U13 division. Club decisions to move a team up to a Tier 1 division of a higher age group must be approved by the EMDSL.

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

4.4 Each Member Club is required to post a \$300.00 performance bond with the EMDSL, prior to the start of the outdoor season.

4.5 When a Member Club has accumulated fines in excess of their bond, and said Club has been informed of these fines, the

Club will have 14 days following such notification to replenish their bond, or it shall be suspended from all league activities.

Article 5. REGISTRATION OF PLAYERS

5.1 All players shall be registered with EMSA, or their respective district Association, through their respective Clubs, in accordance with the Ontario Soccer Published Policies.

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

5.3 Players may transfer to another team in accordance with Ontario Soccer Published Policies.

Article 6. COACHES AND OTHER TEAM OFFICIALS

6.1 Each team must appoint a head coach. All team officials must be fully certified in accordance with Ontario Soccer Polices and Procedures. Questions with respect to required certification should be made to the respective governing district. No dispensation may be made by the league for these requirements.

Only those team officials, who are fully certified for the age division they are associated with, are allowed on the team bench and technical areas for games.

6.2 All coaches and other team officials shall be registered with their respective governing District in accordance with the Ontario Soccer Published Policies and shall be registered in the team section of the EMDSL website.

6.3 Team officials are responsible for the complete activation of all required categories for their team on the EMDSL Management System on or before April 30 of each season. Failure to do so shall result in a fine as published in the EMDSL Fines Schedule.

6.4 All team officials must familiarize themselves with and abide by the EMDSL Fair Play Policy. Furthermore, they are to advise players and parents of this policy.

Article 7. PLAYING UP, TEMPORARY ELIGIBILITY PERMITS & TRIAL PERMITS

7.1 A team may use players as “call-ups” provided that:

- a. the player is not registered with another team playing in the same division.
- b. the player is registered with a team from the same Club or an affiliated Club within the governing district and is not currently suspended by any league or governing organization affiliated with Ontario Soccer and subject to the restrictions below.
- c. playing-up is controlled through the EMDSL Management System accessed through the EMDSL website. Once the player is approved by the Club, their name will appear on the game sheet with an indication they are a “call up”. In addition to being printed on the game sheet, a valid Ontario Soccer ID Card, and a copy of the Ontario Soccer Team Roster Report (EMSA approved roster sheet) 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.
- d. all call-up players who are registered with a team in another Club must have a Temporary Eligibility Permit (TEP). A player called up under the TEP system can only be called up three times per season in district games. In addition to the TEP, a valid Ontario Soccer 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; unless they were issued before July 31st;
- e. players in possession of an Ontario Soccer issued Short Term Registration Permit (STRP) are eligible to play in district games. A Short-Term Registration Permit is only valid for 3 games. In addition to the STRP, a valid Ontario Soccer ID Card shall be presented at each game in order for the player to be eligible to play. A player may only be issued one STRP to play for any one Club. A player may obtain two STRP’s during one playing season. The trial period for each shall not overlap. Short Term Registration Permits may not be used after July 31st; unless they were issued before July 31st;

- f. a team may not use more than three (3) players, playing as call-ups, in any one League game. Players with a TEP or STRP shall be included in the total of three (3) call-up players per game;
- g. a registered district player may only be called-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 be called up 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 cannot play in a U15 Tier 1 game, but could be called up a U16 Tier 1 game or to any team U17 or older];
- h. a player registered to a Provincial, Regional, or Academy team may not be called up to play on any team in the EMDSL;
- i. players registered to teams not playing in an Ontario Soccer league are not permitted to play on an EMDSL team;
- j. for the purposes of call-ups, youth district recreational league players shall be considered to be in the age group as determined by their year of birth and may be called-up to teams in a higher level and age classification.
- k. no underage (U8-U12) call-ups are permitted in U13.
- l. the age classification of a team for the purposes of call-ups and TEPs is based on their registration with the Ontario Soccer. A team playing in a split age division (ex. Girls U15/16) can call-up players who are eligible under their Ontario Soccer team registration age, which may not necessarily be the division maximum age. For example, a team registered with the Ontario Soccer as a U15 team playing in a Girls U15/16 age division cannot call-up a U16 player. A team playing in the same division and registered as a U16 team with the Ontario Soccer can call-up a U16 player, subject to the restrictions outlined in rule 7.1.

Teams will often choose to maintain a lower age classification registration with the Ontario Soccer 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.

Article 8. GAME SHEETS

- 8.1 The names and Ontario Soccer numbers of all players and team officials participating in a game must be legibly printed on the official game sheet as generated from the EMDSL Management System.
- 8.2 Only 18 players may be listed on the game sheet and are eligible to play in 11 aside district competitive league games. Only four (4) team officials may be listed on the game sheet, and one team official 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. 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, whose names appear on the game sheet and are not crossed out, shall be deemed to have played, or participated in the game.
- 8.3 In the event that a game sheet cannot be printed from the EMDSL Management System, due to technical difficulties, the team shall inform the EMDSL 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. The team shall create a hand written game sheet, modify a copy of an old game sheet, or use the Ontario Soccer Team Roster Report (EMSA approved roster sheet) and add the additional game information. Team sheets must be legible and complete. If the notice is received after the game start time, the team's Club will be subject to the fine published in the EMDSL Fines Schedule.
- 8.4 Any team that fails to produce a game sheet will be subject to a fine as published in the EMDSL Fines Schedule.
- 8.5 Any team that falsifies a game sheet will be subject to a fine as published in the EMDSL Fines Schedule. Falsification of a game sheet will also result in further disciplinary action by the league and or District.
- 8.6 Each team is required to provide three (3) copies of their game sheet to the Match Official.
 - Copy 1 (white) shall be retained by the Match Official and forwarded to the League
 - Copy 2 (canary) shall be retained by the Match Official and forwarded to the District in the event of discipline action
 - Copy 3 (pink) shall be provided to the submitting team

8.7 Coaches are required to retain their copies of all (pink) games sheets for the season, in case they may be required by the League.

Article 9. PLAYER VERIFICATION

9.1 The checking of each player's valid Ontario Soccer ID Card (and EMSA approved roster sheet for the team to which the player is registered), and applicable TEP's, or STRP's 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. This procedure must be completed before the Match Official can start the game. Team head coaches are responsible to have each player's valid Ontario Soccer ID Card (and the EMSA approved roster sheet for the team to which the player is registered), and applicable TEP's, or STRP's. Players not in possession of a valid Ontario Soccer ID Card (with EMSA approved roster sheet for the team to which the player is registered), and applicable TEP's, or STRP's, are considered to be ineligible to play and Articles 9.4 and 9.5 of EMDSL Rules and Regulations are applicable. There are no exceptions to this rule.

9.2 Each team will present its signed game sheet, as well as all valid Ontario Soccer ID Card (and the EMSA approved roster sheet for the team to which the player is registered) and any TEPs, or STRP's of those players participating in the game to a representative from the opposing team, who will verify the valid Ontario Soccer ID Cards (and the EMSA approved roster sheet for the team to which the player is registered) and any TEP's, or STRP's against the names on the game sheet.

9.3 After completion of this procedure, a team official will initial the game sheet in the appropriate box to certify that the card checking procedures were followed, and return the game sheet to the Match Official, who shall retain it.

9.4 The Match Official will note all questions regarding a player's eligibility, or the validity of a player's Ontario Soccer ID Card (and the EMSA approved roster sheet 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.

9.5 A player arriving after the player verification is completed may play, but must first report to the representative from the opposing team.

9.6 In exceptional circumstances, where a team official who is in possession of the valid Ontario Soccer ID Cards (and the EMSA approved roster sheet for the team to which the player is registered) and any TEPs, or STRP's fails to appear for inspection prior to 20 minutes after the scheduled kick-off time, the game shall not be played. The League will review these cases and may determine that the game shall be rescheduled to a later date.

9.7 Any player whose name does not appear on the game sheet, or who does not have their valid Ontario Soccer ID Card, (and the EMSA approved roster sheet for the team to which the player is registered), or applicable TEP, or STRP, is ineligible to play. Such players must change out of uniform and leave the players' bench, or the team's technical area.

9.8 Any team that fails to produce the required valid Ontario Soccer ID Cards (and the EMSA approved roster sheet for the teams to which the player is registered), and any TEP's, or STRP's, will be subject to a fine as published in the EMDSL Fines Schedule. The team officials may also be required to attend a Discipline Hearing.

Article 10. PLAYER ELIGIBILITY

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

10.2 Any team playing an ineligible player 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.

10.3 Any team playing an ineligible player will forfeit all games in which the ineligible player played. The Club will also be subject to any applicable fines as published in the EMDSL Fines Schedule. Questions of player eligibility are forwarded to the District who will rule on the eligibility of the player. There are significant suspensions and fines for the playing of an ineligible player.

10.4 Any team playing an ineligible player under an assumed identity shall forfeit any games where the ineligible player participated using the assumed identity. Any person aiding or abetting such action shall be subject to a disciplinary hearing.

and will be forwarded to the District for discipline. The team, its officials or players will be assessed penalties that the Discipline Committee imposes in accordance with Ontario Soccer Published Rules as well as any applicable fines as published in the EMDSL Fines Schedule. The league may also fine or suspend registrants for inappropriate behaviour.

Article 11. SUBMISSION OF GAME REPORTS AND SCORES

11.1 Each coach shall be responsible for entering the game report, including the score, cards issued by the Match Official, as well as the game feedback on the EMDSL website within twenty-four (24) hours of completion of the game. Failure to do so will result in a fine as published in the EMDSL Fines Schedule. If the game report is not entered within seven (7) days, the League will utilize the game sheet received from the Match Official to complete the game report.

11.2 The Match Official must enter the game report electronically on the designated system within twenty-four (24) hours of completion of the game as well as mail, fax, email, or deliver to the EMDSL Office the paper copy of all game sheets and permits as well as any player documentation retained in accordance with Article 9.02 within forty-eight (48) hours of the completion of the game. A Match Official, who fails to submit the required documents and/or complete the game report electronically within 72 hours of the date of the game, shall be reported to the EMSA for discipline.

Article 12. EQUIPMENT AND FIELD CONDITIONS

12.1 At each District Competitive League 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 Match Official. The home team shall also ensure that field conditions are adequate for a game. This includes grass cut to a suitable length and complete field markings that are easily visible and compliant with acceptable standards. Failure of the home team to provide the required equipment or field conditions shall result in fines as published in the EMDSL Fines Schedule.

12.2 The game balls size shall be size 5.

12.3 Team uniform colours must be indicated when the team is registered. Where the Match Official decides that the team colours conflict, the away team is required to change to an alternate jersey. The goalkeepers' jersey colour must be different from that of either team. It is the responsibility of the away teams officials to have alternate coloured jerseys (or pinnies) available at each game, and failure to do so shall result in fines as published in the EMDSL Fines Schedule.

12.4 All players on the same team, except the goalkeeper, shall wear jerseys 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 Match Official's permission.

12.5 Safety or protective equipment may be worn after inspected and deemed, by the Match Official, that the wearing of such equipment will not constitute a danger to other players.

12.6 The use of videotaping equipment of any kind, by anyone, is prohibited in the technical areas and player benches.

Article 13. DURATION OF GAMES

13.1 Games shall be of the following duration:

- U13 to U14: 2 x 40 minutes halves.
- U15 to U18: 2 x 45 minutes halves.

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

13.3 Heat advisory policy:

In the event that the air temperature rises to above 30 C at game time, the following guidelines shall apply:

- 30 C and below- no action.
- between 30-35 C – enforced 2 minute water breaks during each half.
- above 35 C- referee to make final decision as to water breaks and whether or not to play the game.

Article 14. RESPONSIBILITIES OF COACHES AND TEAM OFFICIALS

14.1 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.

14.2 Only the eighteen (18) players listed on the game sheet 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 Rules and Regulations.

14.3 A club head coach or technical director may sit on the team bench or within designated technical area providing that the limit of four (4) coaches and team officials specified in Article 14.02 of the Rules and Regulations is not exceeded at anytime during the game.

14.4 No coach or team official may enter the field of play at any time without the prior approval of the Match Official.

14.5 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.

14.6 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.

14.7 Clubs and team officials are fully responsible, at all times, for the conduct of their players, their team officials and spectators, at and in the vicinity of any game in which their team participates.

14.8 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 disciplinary action. The team and its officials will be assessed penalties that the EMDSL Discipline Committee imposes in accordance with Ontario Soccer Published Policies, as well as any applicable league fines as published in the EMDSL Fines Schedule.

14.9 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 disciplinary action. The players and the team officials will be assessed penalties that the EMDSL Discipline Committee imposes in accordance with Ontario Soccer Published Policies, and any applicable fines as published in the EMDSL Fines Schedule. The District may also provide discipline depending on the nature of the infraction.

14.10 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 EMDSL Fines Schedule.

Article 15. LEAGUE STANDINGS

15.1 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.

15.2 A team forfeiting a game or that is found by the EMDSL 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 EMDSL Fines Schedule.

15.3 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 example, if 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.

15.4 If two or more teams in an age division are tied in points at the end of the league schedule, then the tie-breaker shall be determined in the following order:

- a) The team with the most points in the games played 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 games between the tied teams shall be declared the tie-breaker winner.
- c) The team with the highest goal differential (GF minus GA) in all regular season games (against all teams in the division) shall be declared the winner of the tie-breaker.
- d) If the position is relevant for determining the division champion or second place, and if steps a), b) and c) do not break the tie, a one game playoff shall be required between the tied teams, to be played at a neutral site under the direction of the EMDSL. The play-off game will be played in accordance with the EMDSL Rules and Regulations. In the event of a tie at the conclusion of regulation time, there will be two (2) x ten (10) minute overtime periods. The teams will change ends at the conclusion of the first overtime period. Golden goal will apply to the overtime periods. If the game remains tied at the conclusion of the overtime periods, the result will be decided by penalty kicks in accordance with the Laws of the Game, and;
- e) 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.

Article 16. GAME START TIMES AND ABANDONED GAMES

16.1 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.

16.2 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 EMDSL Fines Schedule.

16.3 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.

16.4 At the end of the grace period, the team failing to field the minimum 7 players 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 EMDSL Fines Schedule.

16.5 If both teams fail to appear for a scheduled game, both teams will be subject to a fine as published in the EMDSL Fines Schedule. There shall be no points and no score for the game but each team will have one (1) loss added to its record.

16.6 The EMDSL 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.

16.7 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 75% of the total regular playing time as specified in Article 13.1 of the Rules and Regulations, the game shall be rescheduled. Games abandoned after 75% of the game has been played shall be deemed as complete.

16.8 If a Match Official 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 EMDSL Discipline Committee imposes in accordance with Ontario Soccer Published Policies, as well as any applicable fines as published in the EMDSL Fines Schedule.

16.9 If a game has to be abandoned by the Match Official 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 EMDSL Fines Schedule.

16.10 If a game has to be abandoned by the Match Official at any time because a team removes itself from the field, and said team is found by the EMDSL 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 EMDSL 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 Ontario Soccer Published Policies shall apply.

16.11 If a game is abandoned by the Match Official before the completion of two halves for any reasons other than those published in Articles 16.7 to 16.10 of the EMDSL District Competitive League Rules and Regulations, the EMDSL League Management Board shall rule on the status of the game.

16.12 The home team is responsible for advising the League, in the event a game is not played due to the non-attendance of the Match Official.

Article 17. SCHEDULES

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

17.2 The end of season date for all EMDSL District Competitive divisions shall be 11:59 P.M. of the first Sunday before the Labour Day long weekend. All games must be completed by this date, except where the EMDSL Board extends the season for any/all EMDSL 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.

17.3 The rescheduling of games shall be in accordance with the EMDSL Reschedule Policy. All authorized game changes made after the posting of the final schedule will be subject to a fee. Violations of any of the policies, timelines, or deadlines of the scheduling and rescheduling policy will be subject to a fine as prescribed by the EMDSL Fines Schedule.

17.4 Schedules shall be completed by the 3rd week of August, with the 4th week of August being reserved for scheduling previously cancelled games.

17.5 The League reserves the right to move a team to a different division and / or tier at anytime during the season if deemed necessary to maintain a standard of fair play in that division.

17.6 The League reserves the right to make changes to the schedule at anytime.

17.7 The League has the responsibility to create a schedule that works towards a balanced level of play. The League will use articles 17.5 and 17.6 to assist in creating this balance.

17.8. Scheduling, Rescheduling & Cancellation of Games

The League Scheduler must approve all changes made after the final schedule is completed. No game will be postponed or rescheduled unless the Scheduler has received a Game Change Request, as submitted through the E2E website. The two affected coaches must agree upon a new time, date and location before submitting a Game Change Request on the web site. The coach who submits the original request must indicate which team is requesting the change. The second coach will confirm the new time, date and location on the web site. Once confirmed, these entries will complete a database for the appropriate Scheduler to review and authorization. Once confirmed by the Scheduler, an email will be processed to both teams, advising them of the approved change. This entry will also update the League Schedule.

The Game Change Function is meant for changes to fixtures greater than five days. Any change required within this time frame must be called into the Scheduler for authorization and entry of the game change.

Game cancellations and abandonments.

The two affected coaches must submit entry into the EMDSL score system any game that was cancelled or abandoned. The two coaches will then reschedule this game in the normal manner. The rescheduling of these games must be submitted within five days of the postponed game. Failure to provide the required information will result in the game being scheduled

by the League with both teams being subject to a fine. Weather and field related cancellations will not incur the game change fine.

Unless twenty-four (24) hours prior notice is given to the visiting team, only the referee can determine if unplayable conditions exist. Should a private club or City Parks & Recreation determine that unplayable conditions exist within less than twenty-four (24) hours' notice the postponed game will be rescheduled in the normal manner. League games scheduled within 48 hours prior to an Ontario Cup game may be rescheduled. It is the responsibility of the Clubs to notify the League and the opposing team of any Ontario Cup conflicts. Failure to notify the League within ten days of the conflict will result in a default of the League game.

Only the EMDSL Scheduler, or his delegate, are authorized to schedule or reschedule games for the League. Any game(s) scheduled or rescheduled by team officials, clubs, or persons not authorized, will be declared null and void. Teams participating in a game not authorized by the League will default all points from that game.

Article 18. SUBSTITUTIONS

18. Player substitutions shall be permitted at all stoppages of play, with the permission of the Match Official.

Article 19. MATCH OFFICIALS

19.1 Match Officials shall be appointed in accordance with the EMDSL Terms of League Operations.

19.2 Match Officials 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 Ontario Soccer ID Cards (and the Ontario Soccer 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.

19.3 Match officials assigned for League games, shall be paid for their services in accordance with the fee schedule detailed in the EMDSL Terms of League Operations.

19.4 If one of the teams raises objections as to field conditions, goalposts, balls or team colours, the Match Official 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 Match Official 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.

19.5 In the event that the appointed Match Official(s) fail to appear by the appointed kick-off time, the home team will make every attempt to contact a Match Official as required for the level of match, or one of the Assistant Match Officials may assume the duties of the Match Official, if he/she meets the minimum requirements as required for the level of the match. If an Assistant Match Official assumes the duties of the Match Official then the home team shall appoint an individual to take the place of that Assistant Match Official, on the line, but only to waive the flag when the ball passes over the side-lines.

19.6 The Match Official shall ensure that the well being of the players is given priority over the progress of the game. Consequently, the Match Official 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. GAME PROTESTS and MISCONDUCT

20.1 All matters requiring a hearing shall be dealt with by a committee appointed for that purpose.

20.2 All Clubs and member teams are responsible for the actions of their players, team officials and spectators.

20.3 No protests pertaining to the decision of a Match Official shall be entertained.

20.4 Field conditions, goalposts, balls or team colour infractions, are not considered as grounds for a protest. Objections of this nature shall 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 not starting the competition, no further action will be taken by the League. In any case of games not played due to the above the League may take appropriate action based on the review of the Match Official's report.

Game Protests

20.5 A game protest regarding the playing or outcome of a competition must be made in writing, outlining the grounds for the protest, and delivered or emailed to the League Discipline Contact and League Secretary, within 48 hours of completion of the competition in question. The protest must be approved by the respective League Club Representative by email within the 48-hour deadline. Protests without Club approval will not be heard. It is strongly recommended that coaches that wish to file a protest do so through their League Club Representative first to ensure that the deadlines are met. The prescribed protest fee must also accompany the protest. For purposes of the 48-hour deadline, Saturdays, Sundays, or Ontario Public Holidays are excluded. A copy of the protest will be forwarded by the League to the opposing team once it is accepted as complete and the appropriate fee received by the League.

20.6 Protests not meeting all of the above requirements will be returned to the protesting club as invalid and will not be heard. **Note that all protests with respect to the eligibility of a player must be heard at the District. The league will then act once the findings of the District are provided to the league. The league will forward any player eligibility protests to the district as received.**

20.7 The League Discipline Contact will send a notice within ten business (10) days, notifying the parties of the date, time, and location of a hearing if a hearing is required. A hearing may not be required where both clubs accept the protest as valid as written.

20.8 All valid protests shall be heard within 21 business days of being received by the League Discipline Contact unless there are extenuating circumstances that require an extension of this time frame. The League Discipline Contact will inform the respective Clubs if this deadline cannot be met.

20.9 In the event a protest is upheld, the protest fee will be returned in full. In the event the protest is denied; the committee shall decide whether to return the protest fee in full, or in part, or to declare that the protest fee be forfeited. Game points may be adjusted based on the decision of the committee on the said protest. Fines may be assessed in accordance with the EMDSL Fines Schedule or Ontario Soccer Policies and Procedures.

Misconduct

Note that matters of Match Official Abuse or Assault are not heard under misconduct. In such instances, the Match Official in question files a referee assault form to Ontario Soccer, the District, and the League.

20.10 The League takes matters of misconduct directed toward or against any participant of any competition seriously. It has a zero-tolerance policy for abuse, or harassment of any kind, as outlined in League and Ontario Soccer Policies and Procedures.

20.11 All Misconduct allegations must be fully detailed on the League Misconduct Form, and provided to the League Secretary and League Discipline Contact, within 48 hours of the date of the alleged misconduct incident, Saturdays, Sundays, and Ontario Public Holidays excluded.

20.12 The League Misconduct Form must be forwarded to the League Discipline Contact by the Club League Representative, whose responsibility is to ensure the report is complete and has the support of the Club to proceed. There are no fees required for submission of a League Misconduct Form.

20.13 A copy of the League Misconduct Form, once accepted by the League, will be forwarded to the League Club Representative of the Club that the allegation is being made against, for their reply to the alleged incident. If the matter can be resolved between the two parties a hearing may not be required. If a hearing is required, one will be scheduled within 21 business days of the incident, unless there are extenuating circumstances which require an extension to this deadline.

20.14 The League may assess penalties or sanctions in accordance with League or Ontario Soccer Policies and Procedures for misconduct.

Article 21. DISCIPLINE

21.1 Disciplinary action shall be taken in accordance with the Ontario Soccer Published Rules and the EMDSL Discipline Procedures.

- In cases where Ontario Soccer Published Policies 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, not including weekends or statutory holidays, he/she may be found guilty and the applicable penalties and/or fines, established by the Ontario Soccer , or the EMDSL , for the offence for which he/she has been charged shall apply.
- In cases of Discipline By Hearing (DBH), all 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.

21.2 Clubs shall ensure that accused players and team/club officials appear for their disciplinary hearing. Failure to attend a scheduled hearing will result in the application of the appropriate fine in accordance with the EMDSL Fines Schedule.

Article 22. APPEALS

22. Appeals of any decisions by the EMDSL Board or a Disciplinary Committee of the League shall be handled by EMSA in accordance with its Published Rules. Information concerning appeals can be found on the EMDSL website

Article 23. CLUB REPRESENTATIVES

23. A Club that is accepted into membership shall designate up to three individuals as its Club Representative(s). The Club Representative(s) shall be the official point of contact in dealings with the EMDSL and will be available for duties in the operation of the league that may be assigned from time to time by the EMDSL League Management Board.

Article 24. COMMUNICATIONS

24.1 The EMDSL 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. Member Clubs shall ensure they have valid email addresses in the league management system at all times for the following positions, as a minimum:

- Club President;
- Club Representative;

24.2 Unless specified otherwise in these Rules and Regulations (e.g. rescheduling of games), communication with the EMDSL 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 EMDSL, then the Club shall forward the communication to the EMDSL, requesting League action. Failure to follow this process will result in the communication being discarded by the EMDSL without further notice to the originator, and may result in a fine to the Club as specified in the published EMDSL Fines Schedule.

24.3 All 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:

- head coach; and
- manager or assistant coach

24.4 The Club President 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 EMDSL website.

24.5 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 EMDSL website.

24.6 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 Representative.

Article 25. PRE-SEASON MEETINGS

25.1 Team Pre-season Meeting - In April of each season there will be a mandatory pre-season meeting for a minimum of one (1) team staff from each team. Member Clubs failing to send one (1) representative per team to the Team Pre-Season Meeting shall be assessed a fine as published in the EMDSL Fines Schedule.

Article 26. CUPS AND TOURNAMENTS

26.1 All League Cup and Ontario Cup games take precedence over EMDSL regular league games

26.2 In the event of a tied game upon completion of the match in the preliminary rounds, quarter-finals or semi-finals, a winner shall be determined by the taking of penalty kicks, as per FIFA Laws of the Game.

26.3 In the event of a tied game at the completion of the match in a final, an overtime consisting of two ten minute halves shall be played. In the event of a tied game upon completion of overtime, a winner shall be determined by the taking of penalty kicks, per FIFA Laws of the Game.

26.4 The EMDSL will hold an annual cup competition known as the District Cup

26.5 The EMDSL By Laws and the Rules and Regulations apply to all District Cup games.

26.6 All Teams must participate in the District Cup. Failure to do so will result in the Member Club being assessed applicable fines as published in the EMDSL Fines Schedule. The only exception will be for overriding Ontario Soccer games, (IE: Ontario Cup or Ontario Soccer player situation Provincial Team games)

26.7 The schedule for U13 through U18 divisions will be determined by random draw, prior to the start of the season. All Member Clubs are welcome to attend the draw. The date and location of the draw will be posted on the EMDSL website.

26.8 The EMDSL will have accept applications from all Member Clubs to host all, or part of the Cup competitions

26.9 The schedules and host venues will be posted on the EMDSL website.

26.10 The EMDSL will pay all field rental and match official fees for semi-final and final round games related to the District Cup.

For preliminary round and quarterfinal games, the home team will be responsible to pay field rental fees. The home and the away team will split the match official fees (50/50).

26.11 The same guidelines shall apply to Indoor District Cup competitions.

Article 27. FEES AND FINES

Member Clubs are expected to pay outstanding fees by the deadline, and fines that their teams accrue within 21 days of notification. Clubs that fail to pay within this time frame, without seeking and obtaining an extension from the League, will be deemed "members not in good standing" and this information will be forwarded to EMSA.

Clubs deemed "not in good standing" may be fined, censured, suspended, or have all their teams expelled from the League, pursuant to Article 4.3 of the EMDSL By-Laws. In addition, Member Clubs that fail to pay fines, or fees, within the required time frame are subject to an additional fine as prescribed by the Article 27 of the Rules and Regulations.

Payments of fees or fines can be made by cash, cheque, or money order. Any Club which issues a cheque that is returned as NSF will be assessed an additional administrative fee of \$75 and the offending Club may be put on a certified cheque, cash or money order only for all League payments.

Excuses for non-compliance with League rules, including failure to appear to scheduled hearings, will not be accepted **unless previously authorized by the Board of Directors**

Fees

Team Registration fee	\$275.00 per team
Late Registration fee	\$375.00 (\$275.00 registration fee + \$100.00 fine)
Club bond	\$300.00
Protest fee	\$100.00
Protest Administrative fee	\$100.00 plus applicable fine
NSF cheque service charge	\$75.00

Fines

Team withdrawal (outdoor season)	
Between March 15-March 30	\$275.00 (registration fee)
After March 31st	\$500.00 (registration fee + \$225.00)

Team withdrawal (indoor season)	
Prior to October 1st	Registration fee
October 1st to posting the schedule	Registration fee plus \$250.00 fine
After schedule is posted	Registration fee plus \$500.00 fine

Default of game	
1st Game	\$200.00 (as per article 16.4 of the Rules & Regulations)
2nd Game	\$400.00
3rd Game	\$750.00

Game results not reported by deadline	\$25.00 (as per article 11.1 of the Rules & Regulations)
Game change after May 31	\$50.00
Game change after August 1st	\$100.00
Failure to follow rescheduling policy guidelines and timelines	\$50.00 (as per articles 15.3 & 15.9 of the Rules & Regulations)
Failure of Club representatives attendance at hearing	\$250.00 (as per article 21.2 of the Rules & Regulations)
Engage in serious misconduct	\$500.00
Member missing an EMDSL meeting	\$250.00 (as per article 8.10 of the By Laws)
Failure to have or present complete game sheet or EMSA approved roster at game	\$50.00 (as per article 8.4 of the Rules & Regulations)
Falsifying a game sheet	\$500.00 (as per article 8.5 of the Rules & Regulations)
Causing an unnecessary game delay	\$50.00 (as per article 16.2 of the Rules & Regulations)
Not having proper equipment or unsuitable field conditions for game	\$150.00 (as per article 12.1 of the Rules & Regulations)
Failure to exercise adequate control over spectators or team officials at game	\$150.00 (as per article 14.6 & 14.7 of the Rules & Regulations)
Coach not activating his team & staff on EMDSL website by deadline	\$50.00 (as per article 6.3 of the Rules & Regulations)
Failure to pay outstanding fee or fine by deadline	\$100.00 (as per article 27 of the Rules & Regulations)

Match Official Fees:

Match official fees will be posted annually to the league website.

Article 28. AMENDMENTS TO RULES AND REGULATIONS

28.1 Amendments to the EMDSL Rules and Regulations can be proposed by member clubs and will be accepted with a majority vote at an Annual General Meeting or Special Meeting held for that purpose.

28.2 Amendments to the EMDSL Rules and Regulations may be made by the League Board of Directors at any time. A fourteen (14) day notice must be provided to the membership before the application of a rule change that has been made at a Board Meeting

Article 29. OTHER MATTERS

29. All matters not included in these Rules and Regulations shall be dealt in accordance with the Ontario Soccer Published Policies.

(Revised May 2023)