



# EOSL U9 RULES & REGULATIONS

v0.2 March 2026

## 1. GENERAL

- 1.01 In this document, the following abbreviations are used:
- DBR for Discipline by Review
  - DLMC for District League Management Committee
  - EOS for the Eastern Ontario Soccer
  - EOSL or League for the Eastern Ontario Soccer League
  - LMS for League Management System
  - OS for Ontario Soccer
  - TRR for Roster Report
  - Level refers to the division of play, Development Tier 1, 2 or 3
  - Team Official refers to any Coach, Assistant Coach, or Manager
- 1.02 These rules are compliant with the Ontario Soccer Operational Procedures, including those related to Grassroots standards and competitions.
- 1.03 The DLMC may make changes to the Rules and Regulations. Clubs will be given 14 days' notice before any change takes effect.
- 1.04 A copy of the current Rules and Regulations will be posted on the EOSL website.
- 1.05 In this document, any reference to an age group refers to the U9 age cohort defined under OS Operating Procedures.

## 2. SQUAD ELIGIBILITY AND ENTRY

- 2.01 All Clubs that are Active Full-Service Members of EOS, according to EOS governing documents, are eligible to enter squads in the league.
- 2.02 Tiering of squads is not permitted. One division of U9 play will be offered
- 2.03 Clubs may not enter squads into an older age group.
- 2.04 Female squads may be entered into male divisions. Male squads may not be entered in female divisions.
- 2.05 No single Club player pool (all of the players in a single Club that are the same year of birth) may have more than three (3) players fast-tracked to play up or down.
- 2.06 Squad entry fees will be invoiced to Clubs following squad registration. Payment of the invoice(s) is due immediately. Late applications may be accepted at the Executive Director's discretion and only upon receipt of a late fee of \$100 per squad, to a maximum of \$500 per Club.
- 2.07 Clubs must request squad withdrawals through the EOSL LMS

2.08 Clubs will forfeit the total fees for each squad withdrawn after the posted entry deadline. For each squad withdrawn after April 15, the League will assess an additional fee equal to the squad registration fee. For each squad withdrawn after May 1, the League will assess an additional \$500.00 fee.

2.09 Squads must be activated on the LMS by April 15 each season.

### 3. PLAYER REGISTRATION

3.01 All players must be registered with their Club per OS Operational Procedures

3.02 No player may register with more than one squad in the League

3.03 All players must be registered in Ontario Soccer's registration database as development players, e.g. MO Development – U9 – male

3.04 Players may only have two transfers within their home District during the current playing season. However, once transferred, a player cannot be returned to the squad in which they were initially registered.

### 4. TEAM OFFICIAL REGISTRATION

4.01 All Coaches and Assistant Coaches must be fully certified in the following:

- Respect in Sport
- Making Headway
- MED and Evaluation
- Fundamentals
- Emergency Action Plan
- Rule of Two

4.02 squads must have a properly certified Coach on their TRR and on their squad bench for the entirety of every game.

4.03 A Club's Technical Director or Head Coach may be on any Club squad bench. They will be included in the limit of five Team Officials on the bench

### 5. CALL-UPS AND PLAY-UPS

*When a player plays in an older age group for 1 event, that is a Call-up. When they play up for a full season, that is a Play-up.*

5.01 Call-ups are not permitted. There are no exceptions to this rule.

5.02 Players are permitted to play-up a maximum of 1 year and must have a duly signed and approved Fast-Tracking Form per Ontario Soccer Operational Procedures. Such players must be registered in the older age group within the OS registration database and may not play back down in their own age group for the duration of the current registered season.

### 6. GAME SHEETS

6.01 Game Sheets must be generated using the LMS and include the names of all Players and Team Officials

on the bench. Handwritten names and OS numbers are prohibited, but jersey numbers may be handwritten on the game sheet. Per the EOSL Fees and Fines Schedule, an administration fee will be assessed to any squad that does not follow this rule.

- 6.02 The maximum permitted number of players per squad is twelve. The ideal is eight to ten.
- 6.03 A maximum of five Team Officials may be listed on the game sheet and be on the squad's bench.
- 6.04 If a Club's Technical Director or Head Coach is on a squad's bench, their name must be handwritten on the game sheet.
- 6.05 The names of players and Team Officials who are not present at the game must be crossed out on the game sheet. All players and Team Officials whose names appear on the game sheet and are not crossed out will be deemed to have participated in the game, regardless of whether they signed it. They could be subject to disciplinary action for being considered to have participated in the game.
- 6.06 When a game sheet cannot be printed from the LMS due to technical difficulties, the squad will email the League to inform them. The League must receive notice of the difficulty before the game starts.
- 6.07 When a game sheet cannot be printed from the LMS due to technical difficulties, the affected squad will create a handwritten game sheet, modify a copy of an old game sheet, or use the TRR and add the additional game information. The League will manually verify the registration status and eligibility of the listed players. If the notification has not been sent to the League by email as per 6.06 above, the squad will be issued an administration fee per the EOSL Fees and Fines Schedule.
- 6.08 Each squad must give the Referee one copy of their game sheet.
- 6.09 The Referee will then retain and use the game sheet for reporting purposes.

## **7. PLAYER IDENTIFICATION**

- 7.01 Player identification will not be checked in EOSL Grassroots divisions.

## **8. SUBMISSION OF GAME REPORTS AND SCORES**

- 8.01 There will be no published standings. The League will record scores for fair play enforcement.
- 8.02 The Referee must enter the game report directly into the LMS, including a copy of all game sheets and reports, within forty-eight hours of the game's completion. A Referee who fails to do this may be subject to disciplinary action. The Referee must also record the game score on the Ref Centre website.

## **9. EQUIPMENT AND FIELD OF PLAY**

- 9.01 Match Formats: 5v5
- 9.02 The host Club will ensure that fields are assigned and properly permitted, cleared and safe to play on, i.e., field size, lines and markers.
- 9.03 The host squad will provide game balls acceptable to the referee, put up two sets of nets, and place corner flags in accordance with the Laws of the Game.

- 9.04 The host squad will designate the technical areas for each squad on the same side of the field.
- 9.05 All Team Officials and players (while not playing) listed on the game sheet must remain in the technical area and may not sit on the spectators' side of the field.
- 9.06 A Club Head Coach or Technical Director may be in the squad's technical area. They will be included in the limit of the five Coaches and squad Officials specified above and must sign the game sheet.
- 9.07 Ball size: 4
- 9.08 Squads are only required to have one set of jerseys. Squads must register the jersey colour with the League by April 15. If the Referee decides that the squad colours conflict, the home squad will be required to don pinnies, t-shirts, or jerseys, all of which are the same colour, with the player number visible to the Referee.
- 9.09 All squad players except the goalkeeper will wear the same jersey colour, which must be numbered on the back. Players must all wear different numbers, each at least 8 inches high. Player numbers must be recorded on the game sheet and cannot be changed after the start of the game without the Referee's permission.
- 9.10 The goalkeepers' jersey colour must differ from either squad's jersey colour
- 9.11 Players may wear undershirts and/or undershorts. The undershirts must be a single colour, the same colour as the main colour of the shirt sleeve, or white for light-coloured jerseys and black for dark-coloured jerseys. Undershorts/tights must be the same colour as the main colour of the shorts or the lowest part of the shorts, or white for light-coloured shorts and black for dark- coloured shorts. All players on the same squad must wear the same colour.
- 9.12 Squad jerseys must only bear the name and logo of the club with which they are registered. No other branding is permitted on squad jerseys except sponsorship branding. If a sponsor is a Soccer Club, it must be FIFA-recognized.
- 9.13 No squad may display banners, posters, or other advertisements for any soccer entity other than the registered club before, during, or after League games, except for banners posted by the facility itself.
- 9.14 FIFA-sanctioned safety or protective equipment may be worn after inspection by the Referee and only if the Referee deems that such equipment will not be a danger to other players.
- 9.15 All spectators must be a minimum of one metre away from the field's touchline. If a fence or similar barrier is within one metre of the field, the spectators must be behind the barrier.
- 9.16 The set-up and operation of any photo or video equipment on the squads' side of the field and behind the goals are prohibited.

## 10. MATCH DURATION

- 10.01 Each competition evening will consist of two games per squad of twenty-five minutes. Four squads will be at each location.
- 10.02 There will be a 5-minute break at halftime of each game.

## 11. TEAM OFFICIAL RESPONSIBILITIES

- 11.01 Suspended Team Officials may not be at or near the field for any League game throughout their suspension period.
- 11.02 Team Officials, parents, and spectators may not enter the playing field without the Referee's prior approval.
- 11.03 Teams will ensure that their Squad's spectators sit on the side of the field opposite the side where the players and Team Officials are located.
- 11.04 Team Officials may only withdraw their squad or any players from the playing field with prior approval from the Referee.
- 11.05 Clubs and Team Officials are always fully responsible for the conduct of their players, other Team Officials, and spectators at and in the vicinity of any game their squad participates in, including the parking lot

## 12. GAME START TIMES AND ABANDONED GAMES

- 12.01 Squads must be at the game field thirty minutes before the scheduled kick-off time. The home squad will ensure that the nets, corner flags and other necessary equipment are installed and ready before the scheduled kick-off. Squads must not delay the game.
- 12.02 Any squad that causes a game to be delayed beyond the scheduled kick-off time will be subject to a fine in accordance with the EOSL Fees and Fines Schedule.
- 12.03 Any squad that hasn't presented at the game field twenty minutes after the scheduled kick-off time or hasn't been able to field the minimum five players twenty minutes after the scheduled kick-off time will be considered to have failed to appear for a scheduled game. The game must start immediately upon the fifth player's arrival if they arrive within the twenty-minute grace period.
- 12.04 If the Referee abandons a game before completing three-quarters of the regular playing time, the game will not be rescheduled.
- 12.05 In the event of a game postponement, the home squad's Head Coach will notify the League within 24 hours of the scheduled start time.
- 12.06 If the Referee abandons a game before the completion of two halves for any reason other than those specified above, then the League will rule on the game's status.

## 13. SCHEDULES

- 13.01 The season will begin in May on a date determined by the League. Clubs will receive notice of the season's start date by May 1.
- 13.02 The end-of-season date for all divisions will be communicated to Clubs by May 1. All games must be completed by this date, unless the League extends the division's end date.
- 13.03 Game rescheduling will be per the Game Reschedule Policy only. If squads agree to an unauthorized

game reschedule, squad Officials from both squads will be subject to fines as published in the EOSL Fees and Fines Schedule.

## 14. PLAYER SUBSTITUTIONS

14.01 Player substitutions will be permitted with the Referee's consent during any stoppage of play, and on the fly. When changing on the fly, the player being substituted must leave the field before their replacement enters.

## 15. REFEREES

15.01 Referees will be assigned using the EOSL Referee Policy.

15.02 Referees must be at the assigned game field 30 minutes before the scheduled kick-off time to complete the standard field check and other pre-game procedures. Failure to do so will result in disciplinary action by the District Association.

15.03 Referees will be paid for their services in accordance with the EOS Match Official Policy.

15.04 If a squad objects to field conditions, goalposts, balls, or squad colours, the Referee may, at their discretion, require the responsible squad to correct the cause of the objection, if possible, without unduly delaying the game's progress. The Referee will be the sole judge of whether the objection is sufficient cause to abandon the game.

15.05 If the appointed Referee fails to appear by kick-off time, the home squad will make every attempt to contact a replacement Referee. If no certified Referee can be reached, the Officials from both squads will proceed with the game under the officiating of a cooperatively chosen individual(s).

15.06 The Referee will prioritize the players' well-being over the game's progress and must suspend play or abandon a game, if necessary, where weather conditions, particularly thunder, lightning, or field conditions, put player safety at risk (as per the CSA Severe Weather Policy)

## 16. DISCIPLINE

16.01 All fines resulting from breaches of these Rules and Regulations and the published EOSL Fees and Fines Schedule will be assessed against the Club, not individuals.

16.02 Disciplinary action will be taken in accordance with the OS Published Rules for Discipline and the League Discipline Procedures.

16.03 Team Officials have the right to request an in-person hearing for any game-related offence issued by the Referee. The hearing request, plus a fee of \$100.00, must be submitted to the League within 72 hours of the game where the offence occurred. If a hearing request is not submitted within 72 hours of the game, the offence will be administered using the DBR format. It is the accused person's responsibility to request a hearing; the League will not offer one. The hearing fee will be reimbursed if the Discipline Panel finds the accused not guilty. An accused who has requested a hearing and fails to appear will forfeit the hearing fee.

16.04 Failure to appear at a disciplinary hearing will result in the accused's immediate suspension, and fines will be imposed in accordance with the EOSL Fees and Fines and OS Discipline procedures. The

suspension will continue until the accused pays the associated fees, fines, and requests and attends a new hearing.

16.05 The Club is responsible for ensuring that team/club officials appear for their disciplinary hearing. If, upon being advised of the accused's failure to appear for their hearing, the club fails to meet its responsibility within thirty days of the original hearing, the fine specified in the EOSL Fees and Fines Schedule will be assessed.

16.06 Failure of a club to appear at a disciplinary hearing will result in a fine per the EOSL Fees and Fines Schedule.

## 17. PROTESTS AND APPEALS

17.01 When a game is played under protest, the information must be noted on the game sheet. The League will consider the protest only if it has been noted on the game sheet and a protest fee is paid to EOS within forty-eight hours of the game's completion. The protest fee is listed in the EOSL fees and fines schedule.

17.02 In dealing with any protest, the League will consider whether the protesting club or squad had prior knowledge of the facts or allegations contained in the protest, which, if properly used, might have prevented the protest.

17.03 The protest fee will be refunded if the protest is upheld.

17.04 Correctly submitted protests, delivered within the specified deadlines, will be heard. All other protests will be ruled out of order and will not be heard.

17.05 No protests regarding a Referee's decision will be entertained.

17.06 Objections to field conditions, goalposts, balls or squad colours will not be considered grounds for a protest. Objections of this nature will 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, the League will not consider any further action. In all other cases, the League may take appropriate action based on a review of the Referee's written report.

17.07 Per OS Operating Procedures, EOS will have jurisdiction over appeals of the League's decisions. Information concerning appeals can be found on the EOS website.

## 18. CLUB REPRESENTATIVES AND COMMUNICATION

18.01 The League will mainly use the LMS to communicate with its member clubs and their Team Officials. Clubs will ensure they always have valid email addresses in the LMS for the following positions, as a minimum:

- President
- Club Administrator
- Discipline Representative
- Scheduler

18.02 Unless otherwise specified in these rules and regulations, players, parents, or Team Officials may not communicate with the league. Questions, complaints, concerns, and other matters must be

communicated to the appropriate Club representative. If the Club decides that the EOSL should address the matter, the Club will forward the communication to the EOSL and request League action.

18.03 Clubs will ensure they have valid email addresses in the LMS from May 1 until October 15 of each season for the following positions, as a minimum:

- Head Coach
- Manager

18.04 Notices of suspensions, penalties, or fines levied on a Club, Club Administrator, Team Official, or player as a result of disciplinary hearings will be communicated to the Club.

18.05 The email will be deemed to have been received by the Clubs:

- March 2<sup>nd</sup> to September 30<sup>th</sup>, 72 hours after email transmission
- October 1<sup>st</sup> to March 1<sup>st</sup>, 7 days after transmitting the email

18.06 The email will be deemed to have been received by s:

- May 1<sup>st</sup> to October 1<sup>st</sup> - 72 hours after email transmission
- October 1 to April 30 - no emails will usually be sent to squads other than for informational purposes

## 19. PRE-SEASON MEETINGS

19.01 Club Administrators must attend a training session every spring.

19.02 Team Officials will have a mandatory training session every spring. At least one Team Official must attend this meeting.

## 20. OTHER MATTERS

20.01 All matters not included in these Rules and Regulations will be dealt with per the OS Published Rules

Version	Date	Changes	Author
v0.1	2026.03.14	Separate from U10 to U13 DRAFT	Staff
v0.2	2026.03.31	Update Draft	Staff