



EOSL Indoor Development League Rules and Regulations U8 and U9

Effective Date September 23, 2026
Version 1.3

1. ACRONYMS AND DEFINITIONS

EOS	Eastern Ontario Soccer
EOSL or League	Eastern Ontario Soccer League
Level	The Division of play: Development Premier, Tier 1 or Tier 2
LMS	League Management System
OS	Ontario Soccer
Team Official	Any Coach, Assistant Coach or Manager
TRR	Team Roster Report

2. GENERAL

- 2.1. The League may change the Rules. Clubs will be given 14 days' notice before any change takes effect.
- 2.2. A copy of the current Rules will be posted on the EOSL website.
- 2.3. In this document, any reference to an age group refers to one of the U8 or U9 age cohorts under OS Operating Procedures
- 2.4. Slide tackles are not permitted.

3. TEAM ELIGIBILITY AND ENTRY

- 3.1. All Active Full-Service Members of EOS in good standing are permitted to enter teams in any division of the league.
- 3.2. Clubs must enter each team in the age category corresponding to the players' year of birth. For example, in the 2026 season, a team of players born in 2016 must be entered in the U10 age category.
- 3.3. Within the correct age category, Clubs may register teams in any level they choose.
- 3.4. Team entry fees will be invoiced to clubs following team registration. Payment of the invoice(s) is due immediately. Late applications may be accepted at the Executive Director's discretion, provided a \$100 per-team late fee is paid, up to a maximum of \$500 per Club.
- 3.5. Clubs will forfeit the total fees for each team withdrawn according to the EOSL Fees and Fines Schedule.
- 3.6. Clubs must request team withdrawals through the EOSL LMS.

3.7. Teams must be activated on the LMS 14 days prior to the start of the season.

4. PLAYER REGISTRATION

4.1. All players must be registered with their club in accordance with OS Operational Procedures.

4.2. No player may register with more than one team in the league.

4.3. All players must be registered in Ontario Soccer's database as development players.

5. TEAM OFFICIAL REGISTRATION

5.1. Every Team Official on the team bench must have a valid certificate for each of the following:

- Safe Sport Roster:
 - Respect In Soccer
 - Making Headway
 - Making Ethical Decisions and the MED Evaluation
 - Emergency Action Plan
 - Rule of Two
- Fundamentals

5.2. All Team Officials must be registered with EOS in accordance with OS Operational Procedures.

5.3. Every team must have a Head Coach registered on the Team's TRR. All Team Coaches on the bench during a League game must be on the Team's TRR.

5.4. Each team must have a certified coach, as per 5.1 above, on its bench for every game.

6. CALL-UPS AND PLAY-UPS

6.1. According to OS Operational Procedures, the league does not permit call-ups.

6.2. Players may be fast-tracked to play up a maximum of one year.

6.3. A maximum of 3 players may be fast-tracked per player pool.

6.4. Fast-tracked players must remain in the older age group for one year.

7. GAME SHEETS

7.1. Game Sheets must be generated using the LMS and include the names of all players and team officials on the bench.

7.2. Handwritten names and OS numbers are prohibited.

7.3. Jersey numbers may be handwritten on the game sheet.

7.4. A maximum of 12 players may attend each game.

7.5. A maximum of 5 team officials may be listed on the game sheet.

- 7.6. 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. They could be subject to disciplinary action for being deemed to have participated in the game.
- 7.7. When a game sheet cannot be printed in the LMS due to technical difficulties, the affected team will create a handwritten game sheet, modify an existing game sheet, or use the TRR to add the missing game information. The league will manually verify the registration status and eligibility of the listed players.
- 7.8. Each team must provide the referee with one copy of its game sheet.
- 7.9. The referee will retain and use the game sheet for reporting.
- 7.10. Any team that fails to produce a game sheet will be subject to a fine as per the published EOSL Fees and Fines Schedule

8. PLAYER IDENTIFICATION

- 8.1. Player identification will not be checked before games.

9. SUBMISSION OF GAME REPORTS

- 9.1. There will be no published standings.
- 9.2. 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.

10. EQUIPMENT AND FIELD OF PLAY

- 10.1. The host team will provide two size 3 game balls and two portable nets no larger than 5' x 8'.
- 10.2. The host team will designate the team benches for each team on the same side of the field.
- 10.3. All Team Officials listed on the game sheet must remain in the bench area and may not sit on the spectators' side of the field.
- 10.4. The designated bench area is open only to the players listed on the game sheet and a maximum of five team officials. Substitute players and Team Officials must remain within their designated technical area.
- 10.5. A club Head Coach or Technical Director may be in the team's bench area and will be included in the limit of the 5 team officials specified above.
- 10.6. Teams need only have one set of jerseys. If the team colours conflict, the home team must wear pinnies, t-shirts, or jerseys all of the same colour. Player numbers are not required.
- 10.7. Players may wear undershirts and/or undershorts. Undershirts must be a single colour, matching the primary colour for shirt sleeves, or white for light-coloured jerseys and black for dark-coloured

jerseys. Undershorts/tights must match the primary or lowest part of the shorts: white for light-coloured shorts and black for dark-coloured shorts. All players on the same team must wear the same colour.

- 10.8. Team jerseys must only bear the name and logo of the club with which they are registered. Team jerseys may not bear additional branding except sponsorship branding. For clarification, a sponsor cannot be a soccer club that is not recognized by FIFA, whether for-profit or non-profit.
- 10.9. Teams may not display banners, posters, or other advertisements of any soccer entity other than the registered club before, during, or after League games, excluding banners posted by the facility itself.
- 10.10. FIFA-sanctioned safety or protective equipment may be worn after inspection by the referee and only if the referee deems that the equipment will not be a danger to other players.
- 10.11. No person may set up or operate any photo or video equipment on the team side of the field or behind the goals.
- 10.12. Jewellery, specifically earrings, whether taped or not, is not permitted during games.

11. GAME DURATION

- 11.1. Match facilities are rented by the hour or half-hour. Games **MUST END 5 MINUTES BEFORE** the end of the hour rented, regardless of when the game started. ie. 10:00 game time - 10:55 game end. All Coaches, players, and spectators must be off the field before the end of their booked hour so the next renter can enter the field when their booking begins

12. TEAM OFFICIAL RESPONSIBILITIES

- 12.1. Suspended Team Officials may not be in the facility or its parking lot for any league game throughout their suspension period.
- 12.2. Team Officials, parents, and spectators may not enter the playing field or cross through it without the Referee's prior approval.
- 12.3. Team Officials will ensure that their team's spectators sit in a safe area that separates them from the player bench. Being on the opposite side of the field is not always possible.
- 12.4. Team Officials may only withdraw their team or any players from the playing field with prior approval from the referee.
- 12.5. Clubs and Team Officials are always fully responsible for the conduct of their players, other Team Officials, and spectators at and near any game their team participates in, including the parking lot.

13. GAME START TIMES AND ABANDONED GAMES

- 13.1. Teams must be at the game field fifteen minutes before the scheduled kick-off time.
- 13.2. If a game's start time is delayed, the referee will shorten the game, as per 11.1 above.

- 13.3. Any team that hasn't presented at the game field five minutes after the scheduled kick-off time or hasn't been able to field the minimum 4 players within five 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 fourth player's arrival if they arrive within the five-minute grace period. While waiting, the arriving team may practice on the game field.
- 13.4. The league will not reschedule an abandoned game.
- 13.5. If a game is postponed or abandoned because a facility's emergency exits are closed during a winter storm, the home team's head coach will advise the league within twenty-four hours of the game's scheduled start.

14. SCHEDULES

- 14.1. If two teams scheduled for a game agree to reschedule and secure field time, the league will consider the request.

15. PLAYER SUBSTITUTIONS

- 15.1. Player substitutions will be permitted at any time, including during play, but the player being substituted must leave the field first.

16. REFEREES

- 16.1. The Referee's primary role is to control the game, ensure it is played fluidly, and gently educate players on behaviour and the rules.

17. DISCIPLINE

- 17.1. Referees may issue Cautions (yellow cards) to players.
- 17.2. In place of Dismissals (red cards), Referees may issue a 5-minute penalty to the offending player.
- 17.3. All fines resulting from breaches of these Rules and the published EOSL Fees and Fines Schedule will be assessed against the club, not individuals.
- 17.4. Disciplinary action will be taken in accordance with the OS Published Rules for Discipline and the league discipline procedures.
- 17.5. Team Officials have the right to request an in-person hearing for any game-related offence issued by the Referee. The hearing request, plus the posted hearing request fee, 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. The accused must request a hearing; the league will not initiate one. The hearing fee will be reimbursed if the discipline panel finds the accused not guilty. An accused who requests a hearing and fails to appear will forfeit the hearing fee.
- 17.6. 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 and fines, and requests and attends a new hearing.

- 17.7. The Club is responsible for ensuring that the accused team and 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.
- 17.8. If a club fails to appear at a discipline hearing, it will be assessed a fine per the EOSL Fees and Fines Schedule.

18. APPEALS

- 18.1. Per OS Operating Procedures, EOS will have jurisdiction over appeals of the league's decisions. Information on appeals is available on the EOS website.

19. OTHER MATTERS

- 19.1. All matters not covered by these Rules will be handled in accordance with the OS Published Rules.

VERSION	DATE	CHANGES	AUTHOR
1.0	2024.12.20	Re-format	Staff
1.1	2024.12.31	Remove U8	Staff
1.2	2026.02.10	Game end time and OS OP changes	Staff
1.3	2026.09.08	Add Time-Outs and update OS OPs	Staff