

EOSL Development League Rules and Regulations

Updated April 2024

Section 1: General

- 1.01 In this document the following abbreviations are used:
- DBR for Discipline by Review
 - EODSA for the Eastern Ontario District Soccer Association
 - EOSL or League for the Eastern Ontario Development Soccer League
 - LMC for League Management Committee
 - LMS for League Management System
 - OS for Ontario Soccer
 - TRR for Team Roster Report
- 1.02 The DLMC may make such changes to the Rules and Regulations as may be deemed necessary for the efficient administration of the league. Members will be notified of any changes to the Rules and Regulations within 14 days
- 1.03 A copy of the current Rules and Regulations must be posted on the EOSL website
- 1.04 All fines resulting from breaches of the rules identified in these Rules and Regulations, including the published EOSL Fees and Fines Schedule will be assessed against the Club, as opposed to individuals
- 1.05 In this document, any reference to an age group refers to one of the U8, U9, U10, U11 or U12 age cohorts as defined under OS Operating Procedures

Section 2: Team Eligibility and Entry

- 2.01 All Clubs that are Active Full-Service Members of the EODSA according to EODSA governing documents are permitted to operate youth competitive teams may enter teams in any division of the League
- 2.02 Clubs will self-select into which divisions they wish to enter teams. However, no club will enter more than 2 teams in a Premier unless expressly approved by the league
- 2.03 Team entry fees for the outdoor season are due by the posted due date. Late applications may be accepted at the Executive Director's discretion and only upon receipt of a late fee of \$100 per team, to a maximum of \$500 per Club
- 2.04 Clubs must request team withdrawals through the EOSL LMS
- 2.05 For each team withdrawn after the posted entry deadline the Club will forfeit the full fees paid. For each team withdrawn after May 1st the League will assess an additional fine equal to the team registration fee

Section 3: Registration of Players

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

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

Section 4: Coaches and Other Team Officials

4.01 Each team must have a Head Coach and no team may participate in a league competition without a registered Head Coach on their TRR and a registered coach on the team bench. In accordance with OS Operating Procedures all coaches and assistant coaches must be fully certified in the following categories:

- OS Learn to Train (U10 to U12)
- OS Fundamentals (U9)
- Respect in Sport
- NCCP Making Ethical Decisions
- NCCP Making Headway
- NCCP Emergency Action Plan
- NCCP Rule of Two
- Must have cleared the Club's volunteer screening process

4.02 All coaches and other team officials must be registered with their Club in accordance with OS Operating Procedures

4.03 All team officials must be included on the Team section of the LMS

4.04 Teams must be activated on the LMS by April 25th of each season

Section 5: Call-Ups

5.01 The EODSA Grassroots Matrix principles will apply for call-ups

Section 6: Game Sheets

6.01 The names of all players and team officials participating in a game must be printed on the official game sheet as generated from the LMS only. Handwritten names or OS numbers are not permitted. Player jersey numbers may be handwritten on the game sheet

6.02 Only 14 players may be listed on the game sheet and are eligible to play in any U9 or U10 game. Only 18 players may be listed on the game sheet and are eligible to play in any U11 or U12 game. Only 4 team officials may be listed on the game sheet, and all team officials present at the game must sign the team's game sheet

6.03 The names of players and team officials who are not present at the game should be crossed out on the game sheet. All players and team officials, including call-ups, whose names appear on the game sheet that are not crossed out will be deemed to have participated in the game and could be subject to disciplinary action based on being deemed to have participated in the game

- 6.04 When a game sheet cannot be printed from the LMS due to technical difficulties the team will inform the league by email that the team was unable to print the game sheet. Notice of the difficulty must be received prior to the game start time
- 6.05 When a game sheet cannot be printed from the LMS due to technical difficulties the affected team will create a handwritten game sheet, modify a copy of an old game sheet, or use the OS TRR and add the additional game information. The league will manually verify the registration status and eligibility of the listed players
- 6.06 Each team is required to provide 1 copy of their game sheet to the Referee. The Referee will retain this game sheet and use it for reporting purposes

Section 7: Player identification

- 7.01 Player identification will not be checked in EOSL Development divisions

Section 8: Submission of Game Reports and Scores

- 8.01 There will be no published standings. The League will record scores for the purpose of fair play enforcement and U13 regional placements
- 8.02 The Referee must enter the game report directly into the LMS, including a copy of all game sheets and reports within 48 hours of completion of the game. A Referee who fails to submit the required documents and complete the game report electronically within 72 hours of the completion of the game may be subject to Disciplinary Procedures. **The Referee must also record the game score in the Ref Centre website**

Section 9: Equipment and Field of Play

- 9.01 The host club for a league game will ensure that fields are assigned and properly permitted, cleared and safe for set up, i.e., field size, lines and markers
- 9.02 At each game the home team will provide game balls that are acceptable to the Referee, put up two sets of nets and place corner flags in accordance with the Laws of the Game
- 9.03 The game ball will be size 4
- 9.04 All Teams must register their regular and alternate team colours with the league prior to the start of the season. Where the Referee decides that the regular team colours conflict the home team is required to change to their alternate colours. The goalkeepers' jersey colour must be different from that of either team. It is the responsibility of the coach of the team that is required to change to have alternate jerseys available at each game
- 9.05 All players on the same team, except the goalkeeper, will wear jerseys of the same colour which must be numbered on the back. Numbers must be at least 8 inches in height. No two players may wear the same number. Player numbers must be recorded on the game sheet and cannot be changed after the start of the game without the Referee's permission

- 9.06 As per OS Operating Procedures, team jerseys must only bear the name and/or logo of the club with which they are registered. No other branding is permitted on the team jersey, except for sponsorship branding. For greater clarity, a sponsor may not be a soccer club, which is not recognized by FIFA, whether it be profit or not-for-profit.
- 9.07 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 a danger to other players
- 9.08 No team may display banners, posters, or other advertisement of any soccer entity other than the registered club before, during or after league games, excluding banners that are posted by the facility itself

Section 10: Duration of Games

- 10.01 Games will be of the following duration:
- U9 and U10: Two 25-minutes halves
 - U11 to U12: Two 30-minutes halves

10.02 There will be a 5-minute break at half time

Section 11: Responsibilities of Coaches and Team Officials

- 11.01 The home team will designate the technical areas for each of the teams which will be on the same side of the field. The technical area will start at five meters and ten metres on either side of the centre line. If the technical area is not painted on the field, each team will use cones to designate the technical area
- 11.02 Only the players listed on the game sheet and a maximum of 4 team officials are permitted to be in the designated technical area. All substitute players and team officials will confine themselves to their designated technical area
- 11.03 The set-up and/or operation of video cameras, still or digital cameras, or other similar equipment in the technical area, on the side of the field which includes the technical areas, or behind the goals is prohibited
- 11.04 A club head coach or technical director may sit on the team bench or within designated technical area, but they will be included in the limit of 4 coaches and team officials specified above
- 11.05 No coach or team official may enter the field of play at any time without the prior approval of the Referee
- 11.06 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
- 11.07 Each team will ensure that its spectators sit on the side of the field opposite from the side

where the players and team officials are located

- 11.08 Clubs and team officials are always fully responsible for the conduct of their players, other team officials and spectators, at and in the vicinity of any game in which their team participates, including the parking lot
- 11.09 Any suspended team official may not be present at or in the vicinity of the field for any league game throughout the period of their suspension. All team officials must remain in the technical area and may not sit on the spectators' side of the field
- 11.10 Any suspended team official may not be present at or in the vicinity of the field for any league game throughout the period of their suspension

Section 12: Game Start Times and Abandoned Games

- 12.01 Teams are required to be at the game field at least 30 minutes before the scheduled kick-off time. The home team will ensure that the nets, corner flags and other necessary equipment are installed and ready before the scheduled kick-off. Teams must not cause the game to be delayed
- 12.02 Any team that fails to present itself at the game field within 20 minutes after the scheduled kick-off time or fails to field the minimum 7 players within 20 minutes after the scheduled kick-off time will be considered to have failed to appear for a scheduled game. The team must start the game immediately upon arrival of the minimum number of players if the said players arrive within the prescribed 20-minute grace period
- 12.03 If the Referee decides to abandon a game 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, the game will be rescheduled. Games abandoned in the last quarter of the regular playing time will be deemed complete
- 12.04 In the event of a game postponement or abandonment due to weather conditions or a Referee no show, the home team head coach will be responsible for advising the League within 24 hours of the scheduled start of the game
- 12.05 If a game is abandoned by the Referee before the completion of two halves for any reasons other than those specified above, then the League will rule on the status of the game

Section 13: Schedules

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

event that teams agree to an unauthorized game reschedule, team officials from both teams will be subject to fines as published in the EOSL Fees and Fines Schedule

Section 14: Player Substitutions

14.01 Player substitutions will be permitted with the consent of the Referee during any stoppage of play

Section 15: Referees

15.01 The Referees will be assigned in accordance with the EOSL Referee Appointment Policy

15.02 Referees are required to be at the assigned game field a minimum of 30 minutes before the scheduled kick-off time to complete the standard field check and other pre-game procedures

15.03 Referees assigned for league games will be paid for their services in accordance with the EODSA Match Official Payment Policy

15.04 If one of the teams raises objections as to field conditions, goalposts, balls, or team colours, the Referee may, at their discretion, require the responsible team to correct the cause of the objection if this is possible without unduly delaying progress of the game. The Referee will be the sole judge as to whether the matters that gave rise to the objection by one of the teams is sufficient cause to abandon the game

15.05 If the appointed Referee fails to appear by the appointed kick-off time, then the home team will make every attempt to contact a replacement Referee. If no certified Referee can be contacted the team officials from both teams may decide whether to proceed with the game under the officiating of a cooperatively chosen individual(s)

15.06 Referees must suspend play or abandon the game, if necessary, where weather conditions, and more particularly thunderstorms (as per the CSA Severe Weather Policy), or field conditions place the safety of players at risk

Section 16: Discipline

16.01 Disciplinary action will be taken in accordance with the OS Published Rules and the League Discipline Procedures. The following guidelines will apply:

- a) In cases where OS Published Rules provide for DBR the accused individual does not have to appear for a hearing. If the accused person does not request a hearing or does not file an appeal within 72 hours of the game where the offence occurred then the case will be dealt with by DBR and if the accused person is found guilty the applicable penalties and/or fines, established by the OS for the offence for which he/she has been charged, will apply
- b) Any request for a hearing will be submitted by email to the League Administrator within 72 hours of the game where the offence occurred. A hearing fee of \$50, payable to the EODSA, must be delivered to the League within 72 hours of the completion of the game.

The hearing fee will be reimbursed only if the Discipline Panel finds the accused not guilty. An accused who has requested a hearing and fails to appear for the hearing will forfeit the hearing fee

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

Section 17: Protests and Appeals

17.01 Where a game is played under protest, such fact must be noted on the game sheet. The protest will be considered by the League only if it has been noted on the game sheet and a protest fee of \$150 is paid to the EODSA within 48 hours of the completion of the game

17.02 In dealing with any protest, the League will take into consideration the possession by the protesting club or team of any prior knowledge of the facts or allegations contained in the protest, which if properly used, might have prevented the protest

17.03 The \$150 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 pertaining to the decision of the Referee will be entertained

17.06 Objections to field conditions, goalposts, balls or team colours, will not be considered as grounds for a protest. Objections of this nature will be brought to the attention of the 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

17.07 Appeals of any decisions by the League will be the jurisdiction of the EODSA in accordance with OS Operating Procedures. Information concerning appeals can be found on the EODSA website

Section 18: Club Representatives and Communications

18.01 The League will mainly use the LMS for all communications 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 specified otherwise in these rules and regulations, communication with the league 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 EOSL, then the Club will forward the communication to the EOSL, requesting league action. Failure to follow this process will result in the communication being discarded by the EOSL without further notice to the originator and may result in a fine to the Club as specified in the published EOSL Fees and Fines Schedule

18.03 Teams will ensure they have valid email addresses in the LMS from May 1st until October 15th 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 discipline hearings will be communicated to the Club

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

- March 2nd to September 30th - 72 hours after transmittal of the email
- October 1st to March 1st - 7 days after transmittal of the email

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

- May 1st to October 1st - 72 hours after transmittal of the email
- October 1st to April 30th - no emails will usually be sent to teams other than for informational purposes

Section 19: Pre-Season Meetings

19.01 Each March there may be a mandatory preseason meeting for every administrator from each member club

19.02 Each May, prior to the start of the season, there may be a mandatory preseason meeting for a minimum of 1 team official from each team

Section 20: Other Matters

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