

EOSL District Youth 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 District Soccer League
- LMC for League Management Committee
- LMS for League Management System
- OS for Ontario Soccer
- STRP for Short Term Registration Permit
- TEP for Temporary Eligibility Permit
- TRR for Team Roster Report
- Level refers to the division of play, either Regional or District Tier 1 or 2

1.02 A copy of the current Rules and Regulations must be posted on the EOSL website

1.03 The DLMC may make such changes to the Rules and Regulations as may be deemed necessary for the efficient administration of the league. Clubs will be given 14 days' notice before any change takes force

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 U13, U14, U15, U16, U17, or U18 age cohorts as defined under Ontario Soccer (OS) Published Rules

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 Tier 1 division 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2.05 For each team withdrawn after the posted entry deadline the Club will forfeit the full fees paid. For each team withdrawn after May 1st the League will assess an additional fine equal to the Team registration fee

2.06 Teams withdrawing from the League to take a regional position will receive a full refund

2.07 Club teams from other districts may apply but are subject to EOSL and OS policies. All teams whose Clubs that are members of districts other than the EODSA will require a duly signed Playing Out Permission form as per OS Procedure 15.0 before April 15th of the current season

Section 3: Registration of Players

- 3.01 All players must be registered with their Club's respective District Association in accordance with OS Operational Procedures
- 3.02 No player may register with more than one team across all EOSL Leagues
- 3.03 All players must be in possession of valid OS identification
- 3.04 A maximum of 20 players will be allowed to be rostered to a team. Only 18 players may be on any game sheet
- 3.05 The deadline for placing a player on a team roster is July 31st of each year

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 Soccer for Life
- 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's respective District Association in accordance with OS operating procedures

4.03 All team officials must be included on the team roster on the EOSL LMS

4.04 The Head Coach is responsible for the activation of their team on the EOSL LMS by April 25th of each season

Section 5: Call-Ups, TEPs and STRPs

Guiding Principle One - Clubs and teams should not gain an advantage by using call-ups. Call-ups are to be used to fill gaps when a team is short of players.

Guiding Principle Two – Call-ups must play up one age level or one playing division

5.01 The following rules are to be used when determining call-up applicability in the charts below:

- Registered age is the age the player is registered in Ontario Soccer's registration system (OSCAR)
- Players only play up from the age division that they are registered in Ontario Soccer's registration system (OSCAR)
- If a Club doesn't have a team at the next lower division level, they may call up from the second lower division level (eg. U18R with no U18C1 may call up from U18C2 and U15C1 with no U15C2 may call up from U15 Rec)

| Teams May Only Call-Up Players From | | | | |
|-------------------------------------|----------|-----------|----|----------|
| Team Registered In | Regional | C1 | C2 | Club Rec |
| U13 Regional | | U13 | | |
| U14 Regional | U13 | U13 & U14 | | |
| U15 Regional | U14 | U14 & U15 | | |
| U16 Regional | U15 | U15 & U16 | | |
| U17 Regional | U16 | U16 & U17 | | |
| U18 Regional | U17 | U17 & U18 | | |

| Combined Age Teams May Only Call-Up Players From | | | | |
|--|----------|-----------|----|----------|
| Team Registered In | Regional | C1 | C2 | Club Rec |
| U13/14 Regional | | U13 | | |
| U14/15 Regional | U13 | U13 & U14 | | |
| U15/16 Regional | U14 | U14 & U15 | | |
| U16/17 Regional | U15 | U15 & U16 | | |
| U17/18 Regional | U16 | U16 & U17 | | |

| | | | | |
|--------|--|-----|-----------|--|
| U13 C1 | | | U13 | |
| U14C1 | | U13 | U13&U14 | |
| U15C1 | | U14 | U14 & U15 | |
| U16C1 | | U15 | U15 & U16 | |
| U17C1 | | U16 | U16 & U17 | |
| U18C1 | | U17 | U17 & U18 | |

| | | | | |
|-----------|--|-----|-----------|--|
| U13/14 C1 | | | U13 | |
| U14/15 C1 | | U13 | U13 & U14 | |
| U15/16 C1 | | U14 | U14 & U15 | |
| U16/17 C1 | | U15 | U15 & U16 | |
| U17/18 C1 | | U16 | U16 & U17 | |

| | | | | |
|-------|--|--|-----|-----------|
| U13C2 | | | | U13 |
| U14C2 | | | U13 | U13 & U14 |
| U15C2 | | | U14 | U14 & U15 |
| U16C2 | | | U15 | U15 & U16 |
| U17C2 | | | U16 | U16 & U17 |
| U18C2 | | | U17 | U17 & U18 |

| | | | | |
|-----------|--|--|-----|-----------|
| U13/14C2 | | | | U13 |
| U14/15 C2 | | | U13 | U13 & U14 |
| U15/16 C2 | | | U14 | U14 & U15 |
| U16/17 C2 | | | U15 | U15 & U16 |
| U17/18 C2 | | | U16 | U16 & U17 |

Additional Restrictions

5.02 A player can be called up a maximum of 5 times, across all teams, in one season. It is the responsibility of the player's Club to ensure that this rule is followed

5.03 The called-up player must be registered to the same Club as team calling-up team. If not, a TEP or STRP may be able to be used

5.04 If a player is registered as both a competitive and recreational player, they may only call-up from the competitive team

5.06 The player must not be currently suspended by any league or organization affiliated with OS

5.07 A team may not use more than 5 players, playing as call-ups, in any league game, unless it requires more to get to a roster of 15 players. Players with a TEP or STRP will be included in the total number of players per game

Call-Up Administration

5.08 Call-ups are controlled through the LMS. Once a team official requests a call-up through the LMS, their Club must approve the call-up in the LMS. Once the call-up is Club approved, the player's name will appear on the game sheet with an indication that they are a call-up. In addition to being printed on the game sheet, valid ID, and a copy of the TRR for the team for which the player is registered must be presented at the game for the player to be eligible to play

5.09 The age classification of a team for the purposes of play ups and TEPs is based on their registration with OS. A

team playing in a split age division (ex. Girls U15/16) may use call ups who are eligible under their OS team registration age, which may not necessarily be the division maximum age. For example, a team registered with OS as a U15 team playing in a Girls U15/16 age division cannot use a U16 player as a call up. A team playing in the same division and registered as a U16 team with OS use a U16 player as a call up, subject to the restrictions outlined in rule 6.01

5.10 Teams will often choose to maintain a lower age classification registration with OS 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.

Temporary Eligibility Permits (TEP)

5.11 All Call Ups who are registered with a team in a different Club in the EODSA or SOSA must have a Temporary Eligibility Permit (TEP). A player calling-up under the TEP system can only call-up three times per season in the EOSL. In addition to the TEP, the player must present valid OS identification at the game. TEPs may not be used after July 31st.

Short Term Registration Permits (STRPs)

5.12 Players in possession of an OS issued STRP are eligible to play in Regional games. An STRP entitles a non-registered player to play two (2) games for a registered team during a fifteen-day period. In addition to the STRP, the player must present proof of identification at the game. A player may only be issued one STRP to play for any one Club. A player may obtain two STRPs during one playing season. The registration period for each will not overlap. STRPs may not be used after July 31st

Section 6: Game Sheets

6.01 All players and team officials participating in a game must be printed on the official game sheet as generated from the EOSL LMS. Any players approved by their Club as a call-up are automatically printed on the game sheet. With the exception of players using TEPs or STRPs, no player or team official names or OS numbers may be handwritten on the game sheet. If a team's game sheet has hand-written names or OS numbers, the Club will be subject to the applicable fine as per the EOSL Fees and Fines Schedule. The EOSL will manually verify the registration status of the handwritten player(s) or team official(s) once the game sheet is received. Player jersey numbers may be handwritten on the game sheet, but every player's jersey number must be on the game sheet

6.02 Only 18 players may be listed on the game sheet and are eligible to play in any 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; the signature will certify the eligibility of all players and officials whose names appear on the game sheet, to participate in that game. The team will be fined for any missing team official signatures according to the Fees and Fines Schedule

6.03 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, including call-ups, whose names appear on the game sheet that are not crossed out, will be deemed to have played or 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 EOSL 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. If notice is received after the game start time, the team's Club will be subject to the applicable fine as per the published EOSL Fees and Fines Schedule

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 EOSL will manually verify the registration status and eligibility of the listed players

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

6.07 Each team is required to provide 3 of their game sheets to the referee

Section 7: Player Identification

7.01 Valid ID and the official TRR must be available at all times

7.02 The inspection of ID and the TRR by the opposing team is mandatory and must not delay the scheduled kick-off. See Appendix A for the authorized ID inspection procedure

7.03 No protest pertaining to the eligibility of a player will be entertained if ID is not checked prior to the game. For further clarity, a notation must be made on the game sheet that the game is being played under protest.

7.04 A player arriving after the player verification is completed may play but must first report with their valid ID to the representative from the opposing team. A player arriving after the second half of the game has started is ineligible to play

7.05 In exceptional circumstances where a team official who is in possession of the ID and/or TRR, and any TEPs or STRPs, fails to appear to permit the inspection of identification, prior to 20 minutes after the scheduled kick-off time, the opposing team could accept to play the game under protest, and the protest must be noted on the game sheet

7.06 Should the team official who is in possession of the required valid ID arrive in time to permit the inspection of identification before the start of the second half of the game, the game will continue, and the final results will stand, and the protest will become void.

7.07 Should the team official who is in possession of the ID not arrive or does not have in their possession the required valid ID before the start of the second half of the game, the opposing team will have the option of letting the game results stand or pursuing a protest

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

7.09 Any Team that fails to produce a game sheet or its TRR will be subject to a fine as per the EOSL Fees and Fines Schedule. The team Officials may also be required to attend a Discipline Hearing

7.10 If an opposing team player, who is not in possession of ID, applicable TEP, or STRP, participates in a game the opposing team head coach must note the discrepancy on the game sheet. Failure to note the player's ineligibility on the game sheet may result in the opposing team head coach being subject to a fine as specified in the EOSL Fees and Fines Schedule. The opposing team head coach may also be required to attend a discipline hearing

Section 8: Submission of Game Reports and Scores

8.01 Each Head Coach is responsible for entering the game report, including the score, cards issued by the Referee as well as the game feedback on the LMS within 24 hours of completion of the game. If the game report is not

entered within 7 days the EOSL will utilize the game sheet received from the Referee to complete the game report, and the team(s) which failed to enter the game report will be subject to a fine as specified in the EOSL Fees and Fines Schedule

8.02 The Referee must enter the game report directly into the LMS, including a copy of all game sheets, permits 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 will be reported to the appropriate District Association for discipline.

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 5

9.04 All Teams must register their regular and alternate team colours with the league prior to the start of the league schedule. Where the Referee decides that the regular team colours conflict the home team is required to change to their alternate colours. 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:

- U13: Two 40-minutes halves
- U14 to U18: Two 45-minutes halves

10.02 Should there be a U15/U16 division the game length will be 2 x 45-minute halves

10.03 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 area for each of the teams which will be on the same side of the field. The technical area will start at 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 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 be within the team 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. All team officials must remain in the technical area and may not sit on the spectators' side of the field

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

Section 12: League Standings

12.01 In all league games 3 points will be awarded for a win and 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 will be the team that places first and will be declared the League Champion for that division

12.02 A team that forfeits or defaults on a game will lose the game by a score of 3-0. Additional penalties and fines may be imposed by the EOSL LMC

12.03 If both teams jointly agree not to play a scheduled game, then each team will receive a loss (with no score) and nil points from that game and the teams will be subject to disciplinary action

12.04 If it becomes necessary to offer divisions where 2 age groups play an inter-locking schedule, each age group will be deemed to be a separate division for purposes of establishing league standings and determining the division champion. For greater clarity, if for example, the U14 and U15 age groups play an interlocking schedule, the U14 Team with the most points among the U14 teams at the end of the league schedule will be the U14 division champion. The same would apply to the U15 teams where first place for the U15 division will be decided based on the highest number of points earned by a U15 team

12.05 If 2 or more teams in a division are tied in points at the end of the league schedule, then the tiebreaker to determine the team standings will be determined in the following order:

- a. The team with the most points in the head-to-head games played between the tied teams will be declared the winner of the tiebreaker
- b. The team with the highest goal differential (GF minus GA) in the head-to-head games played between the tied teams will be declared the winner of the tiebreaker
- c. The team with the most wins in all regular season games will be declared the winner of the tiebreaker
- d. The team with the least goals against in all regular season games will be declared the winner of the tiebreaker
- e. If the position is relevant for determining the division champion or the team's eligibility for promotion to a higher-level league or division, and if steps a), b), c) and d) do not break the tie, a playoff will be required between the tied teams, to be played at a neutral site under the direction of the EOSL (eg referee and assistant referees appointed by EOSL). The game duration will be the same as specified in these Rules and Regulations for the age group of those teams. If the game is tied at the end of regular time, then the game will be decided by penalty kicks in accordance with law 10 of the FIFA rules

12.06 In cases where the process above has decided the winner of a tie between 3 or more teams, then the process will be repeated to break the tie between the remaining teams. As an example, if 3 teams are tied for first place, the process above will determine the champion, and then the process above will be repeated to determine which of the remaining 2 teams receives the second-place position

12.07 Medals will be awarded to each player registered with the champion team of each division

Section 13: Game Start Times and Abandoned Games

13.01 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

13.02 Any team that causes a game to be delayed beyond the scheduled kick-off time will be subject to a fine as per the EOSL Fees and Fines Schedule

13.03 Any team that fails to present itself at the game field within 20 minutes after the scheduled kick-off time or fails to field the minimum 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

13.04 At the end of the grace period the team will forfeit the game to the opposing team by a score of 2-0 and result in fines as per the EOSL Fees and Fines Schedule

13.05 If both teams fail to appear for a scheduled game there will be no points and no score for the game, but each team will have 1 loss added to its record

13.06 The league may order a defaulted or abandoned game rescheduled were, in its opinion:

- The defaulting team(s) benefits from having defaulted or abandoned the game
- A team other than the defaulting team is adversely affected by the default

13.07 If the Referee rules that 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 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 and the score at that time will stand as the final score

13.08 If a Referee decides to abandon a game at any time due to the actions of players, officials or spectators/supporters of a team, said team will be deemed to have forfeited the game. The game will 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 may be subject to a disciplinary hearing and will be assessed penalties in accordance with OS Operating Procedures as well as any applicable fines as per the EOSL Fees and Fines Schedule

13.09 If a game has to be abandoned by the Referee at any time because a team is unable to field the minimum number of players, the team will be deemed to have forfeited the game. The game will 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 will also be assessed any applicable fines as per the EOSL Fees and Fines Schedule

13.10 If a game is abandoned by the Referee at any time because a team removes itself from the field and is found by the League to have abandoned the game without valid justification, the team will be deemed to have forfeited the game. The game will 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 per the EOSL Fees and Fines Schedule will also be assessed. The team Head Coach or the next most senior Team Official whose name and signature appears on the game sheet will be deemed to have acted in a manner detrimental to the game and the applicable penalties as per the OS Operating Procedures will apply

13.11 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

13.12 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

Section 14: Schedules

14.01 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

14.02 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

14.03 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 15: Player Substitutions

15.01 Player substitutions will be permitted with the consent of the Referee during stoppages of play for the following reasons:

- Goal Kicks
- Scoring of a goal
- To replace an injured player
- Half time

- On a team's own throw in only, at which time the opposing team can also make a substitution
- Water breaks

15.02 The Referee will have the discretion to deny a substitution if they feel that a coach is abusing the substitution rules to waste time

15.03 No substitution is permitted for a player who is ejected by the Referee

15.04 Substitutions will take place at mid-field unless otherwise expressly permitted by the Referee

Section 16: Referees

16.01 Referees will be assigned in accordance with the [EOSL Referee Appointment Policy](#)

16.02 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, including facilitation of the compulsory checking of identification. Failure to do so will result in disciplinary action by the appropriate District Association.

16.03 Referees and Assistant Referees assigned for league games will be paid for their services in accordance with the EODSA Match official Payment Policy

16.04 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

16.05 If the appointed Referee fails to appear by the appointed kick-off time, 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)

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

Section 17: Discipline

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

17.01 In cases where OS Operating Procedures 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 they have been charged, will apply

17.02 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

17.03 Failure of an accused player or team official to appear at a disciplinary hearing will result in the immediate

suspension of the accused and fines will be imposed as per the EOSL Fees and Fines and OS Discipline procedures. The suspension will continue to be in effect until the accused requests a new hearing

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

17.05 Clubs will ensure that accused players and team/club officials appear for their disciplinary hearing. If upon being advised of the failure of the accused to appear for their hearing, the club fails in meeting its responsibility within 30 days of the date of the original hearing, the fine specified in the EOSL Fees and Fines Schedule will be assessed

17.06 Failure of a club to appear at a disciplinary hearing will result in a fine as specified in the EOSL Fees and Fines Schedule

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

Section 18: Protests and Appeals

18.01 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

18.02 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

18.03 Game points may be adjusted based on the decision of the League on the protest

18.04 The \$150 protest fee will be refunded if the protest is upheld

18.05 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

18.06 No protests pertaining to the decision of the Referee will be entertained

18.07 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

18.08 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 19: Club Representatives and Communications

19.01 The EOSL will mainly use the LMS for all communications with its member Clubs and their team officials. Clubs will ensure they have valid email addresses in the LMS at all times for the following positions, as a minimum:

- President

- Club Administrator
- Discipline Representative
- Scheduler

19.02 Unless otherwise specified in these rules and regulations, communication with the EOSL 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

19.03 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

19.04 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

19.05 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

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

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

Section 20: Pre-Season Meetings

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

20.02 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 21: Other Matters

21.01 All matters not included in these Rules and Regulations will be dealt with in accordance with OS Operating Procedures

Appendix A

HOW TO CONDUCT AN ID CHECK PRIOR TO A GAME

ID Check Process

- Compare player and team official information on game sheet to information on the TRR, including the player and team official photos that are on the TRR
- If you notice a discrepancy, you must note it on the bottom of the game sheet
- If you believe the player to be ineligible, notify the player and their team official
- A Team Official must initial the game sheets in the appropriate box to certify that the card checking procedures were followed
- The Referee will note all questions or protests regarding a player's eligibility or the validity of a player's ID or TRR on the game sheet