



## EOSL Indoor League Rules

Updated November 2024

### Section 1: General

- 1.01 In this document, the following abbreviations are used:
- DBR for Discipline by Review
  - 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 Team Roster Report
- 1.02 The EOSL may make changes to the Rules. Clubs will be given 14 days' notice before any change takes effect.
- 1.03 A copy of the current Rules will be posted on the EOSL website.
- 1.04 In this document, any reference to an age group refers to one of the U8, U9, U10, U11 or U12 age cohorts defined under OS Operating Procedures.

### Section 2: Team Eligibility and Entry

- 2.01 All Clubs that are Active Full-Service Members of EOS, according to the EOS governing documents, are permitted to enter teams in any division of the League
- 2.02 Clubs will enter teams in the appropriate age category into whichever division they choose. However, Clubs will enter a maximum of two teams in the Premier Divisions unless expressly approved otherwise by the League
- 2.03 Clubs may not enter teams into an older age group.
- 2.04 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 and only upon receipt of a fee of \$100 per team, to a maximum of \$500 per Club
- 2.05 Clubs must request team withdrawals through the EOSL LMS
- 2.06 The Club will forfeit the fees for each team withdrawn after the posted entry deadline. For each team withdrawn after the schedules have started to be created, the League will assess an additional fee equal to the team registration fee.
- 2.07 Teams must be activated on the LMS 14 days before the season starts.



### Section 3: Registration of Players

- 3.01 All players must be registered with their Club per OS Operational Procedures
- 3.02 No player may register with more than one team in the League
- 3.03 All players must be registered in Ontario Soccer's registration database as indoor development players, i.e. MI Development

### Section 4: Coaches and Other Team Officials

- 4.01 All Coaches and Assistant Coaches must be fully certified as per the chart below:

Division	RIS*	VSC	CSC	MH	MED and Evaluation	Fun.	LTT	SFL	EAP	Rule of two
U8 indoor development	✓			✓	✓	✓			✓	✓
U9 indoor Development	✓			✓	✓		✓		✓	✓
U10 indoor Development	✓			✓	✓		✓		✓	✓
U11 indoor Development	✓			✓	✓		✓		✓	✓
U12 indoor Development	✓			✓	✓		✓		✓	✓

- 4.02 All Coaches and other Team Officials must be registered with the District per OS Operating Procedures.
- 4.03 Every team must have a Head Coach on the Team's TRR. All Team Coaches on the bench during a League game must be on the Team's TRR.
- 4.04 Every team must have a certified Coach as per 4.01 above on their bench for every League game.



## Section 5: Call-Ups and Play-Ups

- 5.01 According to OS Grassroots Game Procedures, the League does not permit call-ups. However, if players are evaluated and approved using a Fast-Tracking form, as per OS Procedures, they may play up for an entire season.

## Section 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 team not following this rule
- 6.02 Only ten players may be listed on the game sheet and are eligible to play in any U8 game. Only fourteen players may be listed on the game sheet and are eligible to play in any U9 or U12 game.
- 6.03 Only four Team Officials may be listed on the game sheet, and all Team Officials present at the game must sign the team's game sheet. According to the EOSL Fines and Fees Schedule, fines will be issued for missing signatures
- 6.04 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 based on being considered to have participated in the game
- 6.05 When a game sheet cannot be printed from the LMS due to technical difficulties, the team will email the League to inform them. The League must receive Notice of the difficulty before the game starts.
- 6.06 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 TRR, adding the additional game information. The League will manually verify the registration status and eligibility of the listed players. If the notification has yet to be sent to the League by email as per 6.05 above, the team will be issued an administration fee per the EOSL Fees and Fines Schedule.
- 6.07 Each team must give the Referee one copy of their game sheet.
- 6.08 At the end of each game, all Team Officials must sign their game sheet.



- 6.09 The Referee will then retain and use the game sheet for reporting purposes.
- 6.10 Any Team that fails to produce a game sheet will be subject to a fine as per the published EOSL Fees and Fines Schedule

## 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 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 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.**

## Section 9: Equipment and Field of Play

- 9.01 Clubs will supply one hour of field time for every two teams they enter in the League. The host Club will ensure that fields are appropriately permitted, cleared and safe to play on, i.e., field size, lines and markers.
- 9.02 The host team will provide two game balls that are acceptable to the referee
- 9.03 The host team will designate the team bench for each team
- 9.04 All Team Officials listed on the game sheet must remain at the team bench and may not sit on the spectators' side of the field
- 9.05 A Club Head Coach or Technical Director may be at the team's bench and will be included in the limit of the four Coaches and Team Officials specified above
- 9.06 The game ball will be size 4
- 9.07 Teams are only required to have one set of jerseys. Teams must register the jersey colour with the League before the season starts. If the Referee decides that the team colours conflict, the home team will be required to don pinnies, t-shirts, or jerseys, all of which are the same colour, and the player number is visible to the Referee



- 9.08 All of a team's players except the goalkeeper will wear the same jersey colour, which must be numbered on the back. Players must all wear different numbers, which must be at least eight 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
- 9.09 The goalkeepers' jersey colour must differ from either team
- 9.10 As per OS Operating Procedures, team jerseys must only bear the name and logo of the club with which they are registered. No other branding is permitted on team jerseys except sponsorship branding. For greater clarity, a sponsor may not be a soccer club that is not recognized by FIFA, whether for-profit or not-for-profit
- 9.11 No team may 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
- 9.12 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.
- 9.13 It is prohibited to set up and operate any photo or video equipment on the teams' side of the field and behind the goals.

## **Section 10: Laws of the Game**

- 10.01 Slide tackles are not permitted
- 10.02 All other rules will follow the Laws of the Game as published on the League Management System

## **Section 11: Duration of Games**

- 11.01 Games will fit into the timeslot provided by the Host Club, typically one hour. Teams must not be on the field outside of their specified rental time. The Referee or Game Leader will adjust the length of the half-time break accordingly.

## **Section 12: Responsibilities of Coaches and Team Officials**

- 12.01 Suspended Team Officials may not be at or near the field for any League game throughout their suspension period.
- 12.02 Team Officials, parents, and spectators may not enter the playing field without the referee's prior approval.



- 12.03 Teams will ensure that their Team's spectators sit on the side of the field opposite the side where the players and Team Officials are located unless physically impossible based on the facility layout.
- 12.04 Team Officials may only withdraw their team or any players from the playing field with prior approval from the Referee.
- 12.05 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 team participates in, including the parking lot.

### **Section 13: Game Start Times and Abandoned Games**

- 13.01 Teams are required to be at the game field 15 minutes before the scheduled kick-off teams
- 13.02 Players, Team Officials and spectators must not disrupt any activities taking place on fields or tracks in the facility
- 13.03 Teams must not cause the game to be delayed. 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.
- 13.04 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 five players 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 arrival of the fifth player
- 13.05 If a game's start time is delayed, the Referee or Game Leader will shorten the game appropriately to ensure that the game ends before the rental time has expired.
- 13.06 Games abandoned by the Referee will not be rescheduled

### **Section 14: Schedules**

- 14.01 The season will begin in January, on a date determined by the League. Clubs will receive notice of the season's start date by October 31<sup>st</sup>.
- 14.02 The end-of-season date for all divisions will be communicated to Clubs by October 31<sup>st</sup>. All games must be completed by this date, except when the League extends the end date for a division
- 14.03 Games will not be rescheduled due to the availability and cost of field time. If 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. If both teams agree to a different game date and one of the teams provides a field, then the teams may approach the League to have the game moved.

## **Section 15: Player Substitutions**

15.01 Player substitutions will be permitted with the Referee's consent during any stoppage of play.

## **Section 16: Referees**

16.01 The EOSL will assign referees

16.02 Referees must be at the assigned game field 15 minutes before the scheduled kick-off time

16.03 Referees will be paid for their services via the EOS Match Official Payment Policy.

16.04 If a team objects to goalposts, balls, or team colours, the Referee may, at their discretion, require the responsible team 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.

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

## **Section 17: Discipline**

17.01 Disciplinary action will be taken per the OS Published Rules for Discipline and the League Discipline Procedures. The following guidelines will apply:

- a) Team Officials and players 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 responsibility of the accused person to request a hearing; the League will not offer it. 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 for the hearing will forfeit the hearing fee.



17.02 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.

## **Section 18: Club Representatives and Communications**

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 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.

## **Section 19: Other Matters**

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