



EOSL Indoor Development League Rules and Regulations U8

Updated December 2024

1. General

- 1.01 In this document, the following abbreviations are used:
- 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
 - Team Official refers to any Coach, Assistant Coach, or Manager
- 1.02 The League may make changes to the Rules and Regulations. Clubs will be given 14 days' notice before any change takes effect.
- 1.03 A copy of the current Rules and Regulations will be posted on the EOSL website.
- 1.04 Slide tackles are not permitted in indoor soccer.

2. Team Eligibility and Entry

- 2.01 All Active Full-Service Members of EOS that are in good standing, 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.
- 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 late fee of \$100 per team, to a maximum of \$500 per Club
- 2.05 The Club will forfeit the total fees for each team withdrawn after the posted entry deadline. For each team withdrawn between the entry deadline and December 1, the League will assess an additional fee equal to the team registration fee. For each team withdrawn after December 1st, the League will assess an additional fee of \$500.00.
- 2.06 Teams must be activated on the LMS by December 31st of 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 team in the U8 League and the U9 to U12 League combined
- 3.03 All players must be registered in Ontario Soccer's registration database in a category called development players, e.g. MO Development – U8 – male

4. Team Official Registration

- 4.01 All Coaches and Assistant Coaches must be fully certified in the following:
 - Respect In Soccer
 - Making Headway
 - Making Ethical Decisions and the MED Evaluation
 - Fundamentals
 - Emergency Action Plan
 - Rule of Two
- 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.

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 and to a maximum of 25% of any team, they may play for an entire season. They cannot play back down at their age group until the next outdoor 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 of players may be added at the field.
- 6.02 Only fourteen players may be listed on the game sheet and are eligible to play in any game. The minimum number of players required is four.
- 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.



- 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. Then the team will create a handwritten game sheet for the game.
- 6.06 At the end of each game, all Team Officials must sign their game sheet and email it to league@eodsa.ca within 48 hours.
- 6.07 Any Team that fails to produce a game sheet will be subject to a fine as per the published EOSL Fees and Fines Schedule

7. Player Identification

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

8. Submission of Game Reports and Scores

- 8.01 There will be no published standings.

9. Equipment and Field of Play

- 9.01 The host team will provide two size three game balls and two portable nets no larger than 5' x 8'.
- 9.02 The host team will designate the team benches for each team on the same side of the field.
- 9.03 A Club Head Coach or Technical Director may be in the team's bench area and will be included in the limit of the four Coaches and Team Officials specified above.
- 9.04 Teams are only required to have one set of jerseys. If the team colours conflict, the home team must wear pinnies, t-shirts, or jerseys, all of which are the same colour. Player numbers are not required.
- 9.05 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.
- 9.06 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.
- 9.07 FIFA-sanctioned safety or protective equipment may be worn if both Head Coaches agree that such equipment will not be a danger to other players.
- 9.08 It is prohibited to set up and operate any photo or video equipment on the team side of the field and behind the goals.



10. Game Duration

- 10.01 Games will fit into the time allotted by the facility, typically 60 minutes. The Head Coaches will agree at the beginning of the hour on how the time will be split into different sections (i.e. 3 x 15 minutes)

11. Team Official Responsibilities

- 11.01 Suspended Team Officials may not be in the facility or its parking lot for any League game throughout their suspension period.
- 11.02 Team Officials, parents, and spectators may not enter the playing field or cross through it during a game
- 11.03 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.
- 11.04 Team Officials may not withdraw their team or any players from the playing field
- 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 team participates in, including the parking lot.

12. Game Start Times and Abandoned Games

- 12.01 If a game's start time is delayed, the Head Coaches will shorten the game times appropriately to ensure that the following game starts at the correct time.
- 12.02 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 four 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 arrival of the fourth player if the player arrives within the five-minute grace period. While waiting, the team that has arrived may practice on the game field.
- 12.03 An abandoned game will not be rescheduled.
- 12.04 In case of a game postponement or abandonment due to the facility emergency exits being 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.

13. Schedules

- 13.01 If the two teams scheduled for a game have agreed to reschedule and have secured field time, the League will consider the request for rescheduling.



14. Player Substitutions

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

15. Referees

15.01 The U8 divisions will not use Referees. The teams will cooperatively use team coaches as Game Leaders, as defined in Ontario Soccer Operational Procedures. Clubs may supply Youth Game Leaders if they choose. The main role of the game leader is to control the game to ensure it is played fluidly and to gently educate the players on how to behave and what the player rules are.

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.

17. Appeals

17.01 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. 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
1.0	December 2024	Create and review	V Lowe