



EOSL Development League Rules and Regulations U9 to U12

Updated December 2024

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
 - Level refers to the division of play, Development Premier, Tier 1 or 2
 - 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 In this document, any reference to an age group refers to one of the U9, U10, U11 or U12 age cohorts defined under OS Operating Procedures.
- 1.05 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. However, Clubs will enter a maximum of two teams in the Premier Divisions unless expressly approved 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 late 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- 2.06 The Club will forfeit the total fees for each team withdrawn after the posted entry deadline. For each team withdrawn between the entry deadline and December 1, the League will assess an additional fee equal to the team registration fee. For each team withdrawn after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.

2.07 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 League

3.03 All players must be registered in Ontario Soccer's registration database as development players, e.g. MO Development – U10 – male

3.04 Players may only have two transfers within their home District during the current playing season. However, once transferred, a player cannot be transferred back to the team for which they were initially registered.

4. Team Official Registration

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
U9	✓			✓	✓		✓		✓	✓
U10	✓			✓	✓		✓		✓	✓
U11	✓			✓	✓		✓		✓	✓
U12	✓			✓	✓		✓		✓	✓

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 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 fourteen players may be listed on the game sheet and are eligible to play in any 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. 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.
- 6.05 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



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. 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 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.**

9. Equipment and Field of Play

9.01 The host team will provide two size four game balls acceptable to the referee

9.02 The host team will designate the team benches for each team on the same side of the field.

9.03 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.

9.04 The designated bench area is open only to the players listed on the game sheet and a maximum of four Team Officials. Substitute players and Team Officials must confine themselves to their designated technical area.

9.05 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.

9.06 Teams are only required to have one set of jerseys. Teams must register the jersey colour with the League by December 31st. 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.

9.07 All team 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.

9.08 The goalkeepers' jersey colour must differ from either team.

9.09 Players may wear undershirts and/or undershorts. The undershirts must be a single colour, the same as the primary colour for shirt sleeves, or white for light-coloured jerseys and black for dark-coloured jerseys. Undershorts/tights must be the same as 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.



- 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 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. Games may be shortened if they start late and risk running over the rented time for the game.

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 without the Referee's prior approval.
- 11.03 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.
- 11.04 Team Officials may only withdraw their team or any players from the playing field with prior approval from the Referee.
- 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 Teams must be at the game field fifteen minutes before the scheduled kick-off time.
- 12.02 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.
- 12.03 If a game's start time is delayed, the Match Official will shorten the game appropriately to ensure



that the following game starts at the correct time.

- 12.04 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 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 fifth player if the player arrives within the five-minute grace period.
- 12.05 If the Referee abandons a game, it will not be rescheduled.
- 12.06 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 with the Referee's consent during any stoppage of play.

15. Referees

- 15.01 The EOSL Referee Assigner will assign referees.
- 15.02 Referees must be at the assigned game field 15 minutes before the scheduled kick-off time.
- 15.03 Referees will be paid for their services via the EOS Match Official Payment Policy.
- 15.04 If a team objects 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 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.
- 15.05 If an 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).



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.
- 16.02 Disciplinary action will be taken per the OS Published Rules for Discipline and the League Discipline Procedures.
- 16.03 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.
- 16.04 Failure to appear at a disciplinary hearing will result in the accused's immediate suspension, and fines will be imposed per the EOSL Fees and Fines and OS Discipline procedures. The suspension will continue until the accused pays the associated fees, fines, and requests and attends a new hearing.
- 16.05 Accused players must bring an adult Advisor to a hearing. Failing this, the hearing will end, and the player will be suspended per 16.04 above.
- 16.06 The Club is responsible for ensuring that accused players and team/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.
- 16.07 Failure of a club to appear at a disciplinary hearing will result in a fine per the EOSL Fees and Fines Schedule.

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. 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 Unless specified otherwise in these rules and regulations, players, parents, or Team Officials cannot communicate with the league. Questions, complaints, concerns, and other matters must be communicated to the appropriate Club representative. If the Club decides that the EOSL should address the matter, the Club will forward the communication to the EOSL, requesting League action.

18.03 Notices of suspensions, penalties or fines levied on a Club, Club Administrator, Team Official or player because of discipline hearings will be communicated to the Club.

19. Pre-Season Meetings

19.01 There may be a pre-season webinar for Team Officials for education about the LMS and League rules

20. 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 20, 2024	Reformat	V Lowe
1.1	December 31, 2024	Remove U8 to create its own rules	V Lowe