



## EOSL Regional and District Rules and Regulations

Updated May 2025

### 1. General

- 1.01 In this document, the following abbreviations are used:
- DBR for Discipline by Review
  - DLMC for District League Management Committee
  - EOS for the Eastern Ontario Soccer
  - EOSL or League for the Eastern Ontario Soccer League
  - LMS for League Management System
  - OS for Ontario Soccer
  - RLMC for Regional League Management Committee
  - SOSA for Southeastern Ontario Soccer Association
  - 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
  - Team Official refers to any Coach, Assistant Coach, or Manager
- 1.02 The DLMC 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 U13, U14, U15, U16, U17, or U18 age cohorts defined under OS Published Rules.

### 2. Team Eligibility and Registration

#### Regional Divisions

- 2.01 The League will invite teams that played in a District Competitive League in either EOS or SOSA to play in the EOSL Regional division based on the EOSL's published Promotion and Relegation Policy. The RLMC may amend this policy occasionally and must communicate the updated policy to all Clubs before the season's first game.
- 2.02 The EOSL Promotion and Relegation Policy will define the promotion and relegation rules. Any changes to this process require the approval of the EOSL RLMC and OS, where required by OS Operating Procedures.
- 2.03 The EOSL will relegate teams to the district league in their home district. There will be no playoffs to determine which teams are relegated. Teams are subject to the promotion and relegation policies of their home district.

- 2.04 Using the published Promotion and Relegation Policy, the EOSL will confirm team placements by the end of the calendar year of the completed playing season. EOS will issue invoices for team entry fees to Clubs by January 15 each year for the upcoming outdoor season. Clubs must pay the team fees within 14 days of receipt of the invoice. The EOSL will accept late applications with the approval of OS and upon payment of a late fee of \$100 per team to a maximum of \$500 per Club.
- 2.05 Notwithstanding the Promotion and Relegation Policy of the EOSL, a Club may not have more than two teams in any Regional division.
- 2.06 Clubs must request team withdrawals through the EOSL LMS.
- 2.07 The Club will forfeit the total fees for each team withdrawn between February 15 and March 15. For each team withdrawn between March 16 and April 15, the EOSL will assess an additional fine equal to the team registration fee. For each team withdrawn after April 15, the EOSL will assess an additional fine of \$1500.00.
- 2.08 Clubs must enter home fields and have all teams activated in the LMS by April 21.

### District Divisions

- 2.09 All Clubs that are Active Full-Service Members of EOS, according to the EOS governing documents, have access to enter teams in any division of the League.
- 2.10 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 Tier 1 divisions unless expressly approved by the league.
- 2.11 Team entry fees will be invoiced to the 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.
- 2.12 Clubs must request team withdrawals through the EOSL LMS.
- 2.13 The Club will forfeit the total fees for each team withdrawn after the registration deadline until April 15. For each team withdrawn between April 16 and the time scheduling begins, the EOSL will assess an additional fine equal to the team registration fee. Any team withdrawn after scheduling has started will be fined \$1000.00. For each team transferred to a different division by the Club after scheduling has begun, the League will assess a cost of \$500.00.
- 2.14 Teams withdrawing from District play to take a Regional position will receive a full refund.
- 2.15 All teams whose Clubs are members of Districts other than the EOS will require a duly signed Playing Out Permission form as per OS Procedures before April 15 of the upcoming season.
- 2.16 Clubs must enter home fields and activate all teams in the LMS by April 15 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 across all EOSL Leagues.
- 3.03 In U13, Fast-Tracked players can account for 100% less 1 player on any game sheet.
- 3.04 Except for call-ups, all players must be registered as Youth Competitive players in the OS registration database.
- 3.05 All players must have their ID photo included on the team's TRR at any league event.
- 3.06 A maximum of 20 players will be allowed to be rostered to a team and appear on a game sheet.
- 3.07 The deadline for adding players to a team roster is July 31 of each year.
- 3.08 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 have the following certifications:
  - OS Soccer for Life (and/or higher licensing)
  - Respect in Sport certification
  - Both NCCP Making Ethical Decisions and Making Ethical Decisions Online Evaluation
  - NCCP Making Headway in Soccer
  - NCCP Emergency Action Plan
  - NCCP Rule of Two
  - Must have cleared their Club's volunteer screening process
- 4.02 All Coaches and other Team Officials must be registered with their Club's respective District Association per OS Operating Procedures.
- 4.03 Every team must have a Head Coach on the team's TRR. All team Coaches on a team's 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
- 4.05 A Club's Technical Director or Head Coach can be on any Club team bench. They will be included in the limit of four Team Officials on the bench.

## 5. Call-ups and Permits

**Guiding Principle:** Clubs and teams should not gain an advantage using call-ups. Call-ups are used to fill gaps when a team is short on players.

**Note:** The League Management System (LMS) and the OS registration system are separate software programs the District and Clubs use. Team Officials have access to the LMS, and Clubs have access to the OS Registration System. The TRR is a certified team list from the OS registration system. Team Officials must have received a copy of the TRR from their Club before their first game. Player and team registration information can be found on the TRR.

- 5.01 Teams may call up players as follows:
- a. OPDL players are subject to the restrictions of OPDL Play-up rules.
  - b. Regional teams may call up players from any younger-aged Regional team. Regional teams may also call up players from any District division or the Club's House League. In both cases, the player must be registered to a team of the same age group or younger.
  - c. District teams may not call up players from Regional teams.
  - d. District teams may call up players from any lower-tier District division or the Club's House League. In both cases, the player must be registered to a team of the same age group or younger.
  - e. U13 teams may not call up from U12 or younger.
  - f. Called-up players must not be suspended by any League or governing Organization affiliated with OS.
  - g. If a player is registered in competitive and recreational, they may only be called up from the competitive team.
  - h. Subject to all other conditions in this section, players may be called up a maximum of six times per season.
- 5.02 Registered age is the age the player is registered to in the OS registration database.
- 5.03 Call-ups are administered through the LMS. When a team requests a call-up through the LMS, their Club must approve the call-up in the LMS. If the call-up is club-approved, the player's name will appear on the game sheet, indicating that they are a call-up.
- 5.04 Players playing as call-ups must bring the TRR from the team they are registered with and a valid ID to the game.

- 5.05 A team's age classification in the LMS may differ from that in the OS Registration System. The OS Team Registration age can be seen on a team's TRR. The age in the OS registration system is used when determining which players are eligible to be called up to a team in a combined age group (i.e. Girls U15/16). 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 can use a U16 player as a call-up, subject to the restrictions outlined in rule 5.01.

*Teams often choose to register in the lower age classification when playing in a split age division to participate in the Ontario Cup or other tournaments or to ensure promotion eligibility to the desired age division for the following season. Clubs must balance this against the availability of call-ups within the Club.*

**Temporary Eligibility Permits (TEP)**

- 5.06 Teams can use a TEP to borrow players from another Club in the same District. Players can be called up using a TEP a maximum of three times per season across all teams. Called-up players must present valid ID at the game. TEPs may only be used until July 31. All call-up rules from 5.01 to 5.05 above apply.

**Short-Term Registration Permits (STRPs)**

- 5.07 Teams can use an STRP to register a player with their team temporarily. Players can play up to two games for a team within fifteen days using an STRP. A player may only be issued one STRP for any Club and two STRPs total in one playing season. STRP dates must not overlap. Players must present a valid ID at the game. STRPs may be used until July 31.

## 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 except players using TEPs and STRPs, who will be handwritten on the game sheet. Correctly called-up players (see 5.03 above) are automatically printed 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 Player jersey numbers may be handwritten on the game sheet, but every player's jersey number must be on the game sheet.
- 6.03 Only 20 players may be listed on the game sheet and are eligible to play in any game.
- 6.04 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.
- 6.05 If a Club's Technical Director or Head Coach is on a team's bench, their name must be handwritten on the game sheet, and they must sign the game sheet.
- 6.06 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.

- 6.07 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. 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 was not sent to the League by email as per 6.06 above, the team will be issued an administration fee per the EOSL Fees and Fines Schedule.
- 6.08 Each team must give the referee three copies of the game sheet.
- 6.09 At the end of each game, all Team Officials must sign all three copies of their game sheet.
- 6.10 The Referee will then give one copy of each Team's game sheet to both teams and retain and use one
- 6.11 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 Valid ID and the official TRR must be available at all times.
- 7.02 The opposing team's ID and TRR inspection is mandatory and must not delay the scheduled kick-off. The ID inspection procedure is in Appendix A.
- 7.03 Protests regarding a player's eligibility will only be entertained if ID is checked before the game. Further, a notation must be made on the game sheet if a game is being played under protest.
- 7.04 If a player arrives after the ID inspection, they may play but must first report to the opposing team's representative with their valid ID. A player arriving after the second half of the game has started is ineligible to play.
- 7.05 If a Team Official with the ID and any permits has not arrived for ID inspection twenty minutes after the scheduled kick-off time, the Referee will give the opposing team the option to write a protest on the game sheets before the game starts.
- 7.06 In 7.05 above, if the Team Official arrives before the start of the second half of the game, ID inspection will happen at half-time, the game will continue, the results will stand, and the protest will become void.
- 7.07 In 7.05 above, if the Team Official with the ID and any permits does not arrive or does not have the required valid ID before the start of the second half of the game, the opposing team will

choose whether to let the game results stand or pursue a protest. The protest must be noted on the game sheet.

- 7.08 Any player whose name is not on the game sheet or who does not have a valid ID or applicable TEP or STRP is ineligible to play. These players must change out of uniform and leave the Team's technical area. The only exception to the player leaving the technical area is with the permission of the Referee and due to the unavailability of safe and appropriate adult supervision for the player away from the bench. This must be noted on the game sheet.
- 7.09 If a player who does not have a valid ID and any required TEP or STRP participates in a game, the opposing Team's 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's Head Coach being subject to a fine as specified in the EOSL Fees and Fines Schedule or disciplinary action.

## **8. Submissions of Game Reports and Scores**

- 8.01 Each Head Coach must file a game report, including the score, discipline issued by the Referee, and game feedback on the LMS within twenty-four hours of the game. If the game report is not entered within seven days, the EOSL will use the game sheet received from the Referee to complete the game report, and the team(s) that 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 forty-eight hours of the game's completion. A Referee who fails to do this may be subject to disciplinary action.

## **9. Equipment and Field of Play**

- 9.01 The host Club will ensure that fields are assigned, properly permitted, cleared, and safe to play on, i.e., field size, lines, and markers.
- 9.02 The host team will provide two game balls acceptable to the Referee, put up two sets of nets, and place corner flags per the Laws of the Game.
- 9.03 The host team will designate the technical area for each team on the same side of the field. The technical area will start at five meters and end at ten metres on either side of the centre line. If the technical area is not painted on the field, teams will use cones to designate it.
- 9.04 All Team Officials listed on the game sheet must remain in the technical area and may not sit on the spectators' side of the field.
- 9.05 The designated technical 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.



- 9.06 A Club Head Coach or Technical Director may be in the team's technical area. They will be included in the limit of four Coaches and Team Officials specified above and must sign the game sheet.
- 9.07 The game ball will be size 5
- 9.08 Teams must have two sets of jerseys: a regular and an alternate. Teams must register those jersey colours with the league before April 15. Both teams will wear their regular jersey unless the Referee decides the colours conflict. If the colours conflict, the home team must change to their alternate colours. The home team's coach is responsible for having alternate jerseys available at each game.
- 9.09 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.
- 9.10 The goalkeepers' jersey colour must differ from either team's.
- 9.11 Players may wear undershirts and/or undershorts. The undershirts must be a single colour, the same colour as the main colour of the shirt sleeve, or white for light-coloured jerseys and black for dark-coloured jerseys. Undershorts/tights must be the same colour as the main colour of the shorts or the lowest part of the shorts, or white for light-coloured shorts and black for dark-coloured shorts. All players on the same team must wear the same colour.
- 9.12 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 FIFA does not recognize, whether for-profit or not-for-profit.
- 9.13 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 that the facility itself posts.
- 9.14 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.
- 9.15 All spectators must be a minimum of two metres away from the field's touchline where possible. If a fence or similar barrier is closer to the field than one metre, the spectators must be behind the barrier.
- 9.16 The set-up and operation of any photo or video equipment on the teams' side of the field and behind the goals are prohibited.



## 10. Game Duration

- 10.01 Games will be for the following duration:
- U13: Two 40-minute halves
  - U14 to U18: Two 45-minutes halves
- 10.02 There will be a 5-minute break at half-time.

## 11. Team Official Responsibilities

- 11.01 Suspended Team Officials may not be at or near the field or facility for any League game throughout their suspension period.
- 11.02 Team Officials, parents, and spectators may only enter the playing field with 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 field of play 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. League Standings

- 12.01 Three points will be awarded for a win and one point for a tie. At the end of the regular League schedule, the team with the most points in each division will be declared the Division Champion.
- 12.02 A team that forfeits or defaults a game will lose that game by a score of 3-0. The team will be subject to a fine of \$400.00 for a first offence. Second and subsequent offences will be fined at \$500.00.
- 12.03 If both teams jointly agree not to play a scheduled game, the game will be scored at 0-0, no points will be awarded to either team, and the teams will be subject to disciplinary action.

- 12.04 When two age groups are combined into one division or have an interlocking schedule, each age will be deemed a separate division to establish league standings and determine the Division Champion. For greater clarity, if, for example, U14 and U15 are combined into one division, the U14 team with the most points among the U14 teams at the end of the league schedule will be the U14 Division Champion, and the same will apply to the U15 teams.
- If two or more teams in a division are tied in points at the end of the season, then the tiebreaker to determine the team standings will be determined in the following order: The team with the most points in head-to-head games played between the tied teams will be declared the winner of the tiebreaker
  - 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
  - The team with the most wins in all regular season games will be declared the winner of the tiebreaker
  - The team with the least goals against in all regular season games will be declared the winner of the tiebreaker
- 12.05 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), or d) do not break the tie, a playoff game will be played at a neutral site under the direction of the EOSL. The game duration will be the same as regular season games. If the game is tied at the end of regular time, then the game will be decided by Kicks From the Penalty Mark according to FIFA Law 10.
- 12.06 In cases where the process above has decided the winner of a tie between three or more teams, determining a Champion, the process will be repeated to break the tie between the remaining teams.
- 12.07 Medals will be awarded to all players registered with the Champion team of each division

### 13. Game Start Times and Abandoned Games

- 13.01 Teams must be at the game field thirty 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 hasn't presented at the game field twenty minutes after the scheduled kick-off time or hasn't been able to field the minimum seven players twenty 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 seventh player if the player arrives within the twenty-minute grace period.
- 13.04 At the end of the grace period, the team will forfeit the game with a score of 2-0 and be fined 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 one loss added to its record.
- 13.06 The league may order a defaulted or abandoned game rescheduled where, 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 abandons a game due to the actions of players, Team Officials or spectators/ supporters of a team, that team will forfeit the game. A win will be awarded to the opposing team with a 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 disciplinary action and fines per the EOSL Fees and Fines Schedule.
- 13.08 If the Referee abandons a game for reasons other than the actions of players, Team Officials, or spectators before three-quarters of the 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 be the final score.
- 13.09 If the Referee abandons a game because a team removes itself from the field and the League determines that it has abandoned the game without valid cause, it will forfeit. A win will be awarded to the opposing team with a score of 2-0 or the actual score at that time, whichever is more advantageous to the opposing team. The Team Officials will be subject to disciplinary action and fines per the EOSL Fees and Fines Schedule.
- 13.10 If the Referee abandons a game before the completion of the game for any reasons other than those specified above, the League will rule on the status of the game.
- 13.11 If a game is postponed or abandoned due to weather conditions or a Referee no-show, the home team's Head Coach must advise the League of that fact within 24 hours of the game's scheduled start.

## 14. Schedules

- 14.01 The season will begin in May on a date determined by the League. Clubs will receive notice of the start date by May 1.
- 14.02 The end-of-season date for all divisions will be communicated to Clubs by May 1. All games must be completed by this date, except when the League extends the end date for a division.
- 14.03 Game rescheduling will be per the Game Reschedule Policy only. 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.

## 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 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 At their discretion, a Referee may deny a substitution if they feel that a coach is abusing the substitution rule to waste time.
- 15.03 No substitution is permitted for a player whom the Referee ejects.
- 15.04 Substitutions will take place at mid-field unless otherwise permitted by the Referee.

## 16. Referees

- 16.01 Referees will be assigned using the EOSL Referee Appointment Policy.
- 16.02 Referees must be at the assigned game field 30 minutes before the scheduled kick-off time to complete the standard field check, mandatory ID check, and other pre-game procedures. Failure to do so will result in disciplinary action by the appropriate District Association.
- 16.03 Referees and Assistant Referees will be paid for their services per the EOS Match official Payment Policy.
- 16.04 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.
- 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, Team Officials from both teams will decide if the game will proceed under the officiating of a cooperatively chosen individual(s)
- 16.06 The Referee will prioritize the players' well-being over the game's progress and must suspend play or abandon a game, if necessary, where weather conditions, particularly thunder, lightning, or field conditions, put player safety at risk, as per the CSA Severe Weather Policy.

## 17. Discipline

- 17.01 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.
- 17.02 Disciplinary action will be taken per the OS Published Rules and the League Discipline Procedures.
- 17.03 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.
- 17.04 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.
- 17.05 Accused youth players must bring an adult Advisor to a hearing. Failing this, the hearing will end, and the player will be suspended per 17.04 above.
- 17.06 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.
- 17.07 Failure of a club to appear at a disciplinary hearing will result in a fine per the EOSL Fees and Fines Schedule.
- 17.08 Discipline Fine—After the season, every Club team(s) with a Discipline Index of 2.0 or greater, as calculated by the LMS, will be assessed a discipline fine as specified in the published EOSL Fees and Fines Schedule, up to a maximum of \$1000 per club, per season.

## 18. Protests and Appeals

- 18.01 When a game is played under protest, the information must be noted on the game sheet. The League will consider the protest only if it has been noted on the game sheet and a protest fee is paid to EOS within forty-eight hours of the game's completion. The protest fee is listed on the league fees and fines schedule.
- 18.02 In dealing with any protest, the League will consider the protesting club or team's possession of any prior knowledge of the facts or allegations contained in the protest, which, if properly used, might have prevented the protest.

- 18.03 The League may adjust game points based on the protest decision.
- 18.04 The 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 about a decision of the Referee will be entertained.
- 18.07 Objections to field conditions, goalposts, balls or team colours will not be considered 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, the League will not consider any further action. In all other cases, the League may take appropriate action based on a review of the Referee's written report.
- 18.08 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.

## 19. Club Representatives and Communications

- 19.01 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
- 19.02 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.
- 19.03 Teams will ensure they have valid email addresses in the LMS from May 1 until October 15 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 because of discipline hearings will be communicated to the Club.
- 19.05 The email will be deemed to have been received by teams:
- March 2nd to September 30th - 72 hours after email transmission
  - October 1st to March 1st – 7 days after email transmission

- 19.06 The email will be deemed to have been received by teams:
- May 1<sup>st</sup> to October 1<sup>st</sup> , 72 hours after email transmission
  - October 1 to April 30: No emails will usually be sent to teams other than for informational purposes

## 20. Pre-Season Meetings

- 20.01 Club Administrators must attend a training session every spring.
- 20.02 Team Officials will have a mandatory training session every spring. At least one Team Official from every Team must attend this meeting.

## 21. Other Matters

- 21.01 All matters not included in these Rules and Regulations will be dealt with per the OS Operating Procedures.

Version	Date	Changes	Author
1.0	RLMC December 11, 24	Combine District, Regional and annual review	V Lowe
1.1	December 12, 2024	2 <sup>nd</sup> Review of 2024 rules	V Lowe
1.2	December 20, 2024	3 <sup>rd</sup> Revision, DLMC and RLMC review	V Lowe
1.3	March 6, 2025	Add req'mt for TD to sign game sheet if attending	V Lowe
1.4	March 13, 2025	Add handwritten TD on game sheet	V Lowe
1.5	April 15, 2025	Add limit of 4 underage players in U13	V Lowe
1.6	May 15, 2025	Change Fast Track limit to	V Lowe





## **Appendix A**

### **PRE-GAME ID CHECK PROCEDURE**

1. Compare the players' and Team Officials' names, dates of birth and photos on the game sheet to details on the TRR
2. If a discrepancy is found, it must be noted on the bottom of the game sheet
3. If you believe a player to be ineligible, notify the player and their Team Officials
4. One Team Official must initial the opposing team's 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, then use the Rules and Regulations above to determine how the issue will be dealt with.