



EOSL Development League Rules and Regulations U10 to U11

Updated February 2026

1. General

- 1.01 In this document, the following abbreviations are used:
- DBR: Discipline by Review
 - EOS: Eastern Ontario Soccer
 - EOSL or League: Eastern Ontario Soccer League
 - LMS: League Management System
 - OS: Ontario Soccer
 - TRR: 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 U10 or U11 age cohorts defined under OS Operating Procedures.
- 1.05 Slide tackles are not permitted.

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- 2.06 The Club will forfeit the total fees for each team withdrawn after the posted entry deadline. For each team withdrawn between the entry deadline and December 1, the League will assess an additional fee equal to the team registration fee. For each team withdrawn after December 1st, the League will assess an additional fee of \$500.00.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 14 days prior to the start 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
- 3.04 Players may only have two transfers within EOS during the current playing season. However, once transferred, a player cannot be transferred back to the team for which they were initially registered.

4. Registration

- 4.01 Every team official on the team bench must have a valid certificate for each of the following:
 - Respect In Sport
 - Making Headway
 - Making Ethical Decisions Workshop and Online Evaluation
 - Learn to Train
 - Emergency Action Plan
 - Rule of Two
- 4.02 All coaches and others must be registered with the district in accordance with 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 game must be on the team's TRR.
- 4.04 Each team must have a certified coach, as per 4.01 above, on its bench for every game.

5. Call-Ups and Play-Ups

- 5.01 According to OS Operational Procedures, the League does not permit call-ups. Players may be Fast-Tracked to **play up** a maximum of one year. A maximum of 3 players may be fast-tracked per player pool. Fast-tracked players must remain in the older age group for one year.

6. Game Sheets

- 6.01 Game Sheets must be generated using the LMS and include the names of all Players and s 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 that does not comply with this rule.



- 6.02 A maximum of 14 players is permitted to attend each game.
- 6.03 A maximum of 5 team officials may be listed on the game sheet.
- 6.04 The names of players 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 for being deemed 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 existing game sheet, or use the TRR to add the missing game information. The League will manually verify the registration status and eligibility of the listed players. If the notification has not yet been sent to the league by email per 6.05 above, the team will be assessed an administration fee in accordance with 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 before games.

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 five team officials. Substitute players and team officials must remain within 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 five 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 prior to the season start date. If the referee determines that the team colours conflict, the home team must wear pinnies, t-shirts, or jerseys of the same colour, with the player number 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 wear different numbers, each at least 8 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. Undershirts must be a single colour, matching 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 Match facilities are rented by the hour or half-hour. Games **MUST END 5 MINUTES BEFORE** the end of the hour rented, regardless of when the game started. I.e. 10:00 game time - 10:55 game end. All coaches, players, and spectators must be off the field before the end of their booked hour so the next renter can enter the field when their booking begins



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 spectators sit on the side of the field opposite the side where the players and team officials are located whenever physically possible.
- 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 referee will **shorten the game** appropriately.
- 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 fifth player's arrival if they arrive within the five-minute grace period.
- 12.05 If the referee abandons a game, it will not be rescheduled.
- 12.06 In the event of a game postponement or abandonment due to the facility's emergency exits being closed during a winter storm, the home team's head coach will notify the league within twenty-four hours of the game's scheduled start.

13. Schedules

- 13.01 If two teams scheduled for a game agree to reschedule and secure field time, the League will consider the request.

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 in accordance with 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 the posted hearing request fee, 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 accused's responsibility to request a hearing; the league will not initiate one. 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 in accordance with the EOSL Fees and Fines and OS Discipline procedures. The suspension will continue until the accused pays the associated fees and fines, and requests and attends a new hearing.
- 16.05 Accused players must bring an adult advisor to a hearing. If an advisor is not present, 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 discipline 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 on appeals is available 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 agrees that the EOSL should address the matter, the club will forward the communication to the EOSL.

18.03 Notices of suspensions, penalties, or fines levied on a club, club administrator, team official, or player following disciplinary 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 covered by these Rules and Regulations will be handled in accordance with 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
1.2	February 10, 2026	Fortify the game end time rule	V Lowe