

SOCCER CITY OUTDOOR SOCCER LEAGUE

RULES AND REGULATIONS

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All league fees must be paid in full prior to receiving confirmation of first game time.

P/R #1 The laws of the game shall be those adopted by the Ontario Soccer Association each year.

- P/R#2**
- (a) Each player and team official must sign the official registration form which will be provided by the **SOCCER CITY** upon payment of a fee set by the Board.
 - (b) Each team may register a Maximum of 25 players.
 - (c) A roster sheet must be completed and returned to the S.C.O.S.L. office by June 2, 2008.
 - (d) Completed registration forms must be handed in to the S.C.O.S.L. office for final verification of player eligibility.
 - (e)
 - 1. No **NEW** players shall be deemed registered for league competition nor shall he compete in league competition unless his registration forms are in the hands of the league registrar, not less than twenty-four (24) hours before participation.
 - 2. No player shall be deemed registered for cup competition nor shall he compete in cup competition unless his registration forms are in the hands of the League Registrar, not less than twenty-four (24) hours before participation.
 - 3. A player shall not play for more than one (1) team in any one (1) cup competition.
 - (f) If the Board has any doubt as to the qualification of any player, they shall call upon such player or the club to which he belongs or for which he played, to prove to the satisfaction of the Board that he is properly qualified to take part in the competition and failing such satisfactory proof, the Board of Directors may disqualify such player and, if necessary, remove such club from any or all of the competition under the League's jurisdiction.
 - (g) It is the responsibility of each club to carefully check the registration forms prior to presenting them to the League. The club and player shall be liable for any errors or incorrect statements on the registration form.
 - (h) Any player claiming not to have previously played must support the registration with a signed statement. All players must produce their player registration book or permit before being eligible to play. One representative from each team may inspect the Players Registration Books or permits of the opposing team. It shall be the responsibility of the team representative to notify the referee of any discrepancy prior to the game. The referee shall record such complaints in his report to the S.C.O.S.L., when submitting his\her completed game sheets.
 - (I) No player registration will be accepted after August 12, 2008.

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TRANSFER OF PLAYERS

- P/R #** (a) All transfers between teams are to be in a written form and given to the S.C.O.S.L.
- (b) No transfers will be accepted after August 12 of each year.
- (c) All transfers are at the leagues discretion.

CLUB OFFICIALS RESPONSIBILITY

- P/R #4**(a) The home team will be responsible for providing two match balls of regulation size in satisfactory condition to the referee.
- (b) In all games the first named team according to the official schedule or Cup Draw will be considered the home team.
- (c) Every team must, at the time of application for membership, register its playing colours with the S.C.O.S.L. office.
- (d) In the case of similarity of colours, the home team must change and the visiting team must wear their registered declared colours.
- (e) In all games played under the jurisdiction of the S.C.O.S.L. all players shall wear numbered shirts. No two players on the team shall wear the same number. No player may change his number during a game, without consent of the referee and if a change is effected, it should be so noted on the team sheet.
- (f) Numbers shall be a minimum of eight inches in height and of contrasting colour from the body of the shirt. The number must be indicated against the players name on the team sheet. Sponsors name's may be indicated in the form of a crest on the shirt with a maximum of 4 inches in diameter and/or two inch lettering in one line in any direction on the shirt.
- (g) Goalkeepers must wear a contrasting colour to both of the teams and the referee.

- P/R #** (a) A game sheet must be completed by both teams, all copies handed to the Referee at least fifteen (15) minutes prior to the start of the game. This rule will cause game cancellation if this not followed correctly.

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Each player up to a maximum of 18 must be listed together with a maximum of 4 club officials including a coach. Only persons listed on the team sheet are permitted to sit on the bench or in the designated bench area.

Each player's name and number must be written on the game sheet correctly, failed to do so will forfeit the game and a 2-0 win will be awarded to the opposite team.

(b) Unlimited substitutions will be allowed.

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|-------------------|--|
| 1. At a goal kick | 2. At half time |
| 3. At a goal | 4. Due to injury at the referee's discretion |
| | 5. Own throw-ins |

(c) Three points will be awarded for a win and one point for a tie and zero points for a loss.

(d) In the event of two or more teams finishing the schedule with an equal number of points, their final standings will be decided by:

1. Goal average of the overall games played (+\^-)
2. Goals for
3. Goals Against
4. Head to head
5. Goal average of games played between those teams
6. In the event of a tie, after 1, 2, 3 and 4 have been considered, 1 extra game with overtime and penalty shots

P/R #6(a) All games must start promptly. Referees must see that this rule is enforced and report any breach of the rule on the team sheet. Games cannot start later than fifteen minutes after the scheduled kick-off time, unless a previous game is late finishing, or unless agreed to by the referee. Such a game is in default by the club responsible for the delay.

(b) No game shall start unless both teams can field seven players. A game shall be abandoned should a team be unable to continue with at least seven players on the field of play.

(c) All games should be of full regulation time, conditions and time permitting. If there is any doubt on the part of the respective captains and/or referee, agreement must be reached before the game to reduce the play time to ensure that two equal periods can be played. If the two captains cannot agree, the referee will decide. If the first game of a doubleheader is so late in starting that the playing of full regulation time would cause it to encroach on the allotted time for the second game, then the playing time of the first game must be reduced to enable the second game to play normal time. The reduced time must be of two equal periods.

(d) Games that are abandoned after the 69 minute mark due to weather will be allowed to stand.

(e) If the agreed playing time in any game is not completed for any other reason, this must be reported by the referee on the team sheet.

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The Board of Directors shall determine the outcome of the game as follows:

- (1) allow the score to stand.**
- (2) order the game to be replayed.**
- (3) Have the offending team default the game by a score of 2-0**
- (4) Subject the team or teams to other discipline if applicable.**

DEFAULT GAMES

- P/R #7** (a) In the event of a club defaulting a game, (no show) the game shall be awarded to their opponents and the defaulting club shall pay the whole of the officials fees (\$50.00) If the game was defaulted due to mitigating circumstances, the Discipline Committee or Board of Directors may order the game rescheduled.
- (b) A no show team is any team that does not fulfil its Scheduled or Rescheduled games without the express permission of the S.C.O.S.L. Executive Director or The Board of Directors.
- (c) In the event of a team defaulting three games during the season, the defaulting club shall be expelled from the League. There will be no refund of league fees.

CHANGES AND RE-SCHEDULED GAMES

- P/R #8**(a) If a change of the date, time or field of a game is necessary the S.C.O.S.L. Director must, Whenever possible, advise the teams involved by telephone at least within 48 hours notice to the clubs concerned.
- (b) Games scheduled to take place within a 48 hour period must have the consent of both teams.
- (c) A \$50.00 penalty fee will be assessed to any team requesting a game to be rescheduled once the schedule is finalized. Such fee must be accompanied with the request to reschedule. There is no guarantee that the game will be rescheduled unless confirmed by a S.C.O.S.L. League Convenor. If the game cannot be rescheduled for whatever reason the \$50.00 penalty fee will be refunded..

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PROTEST AND APPEALS BY-LAW APPEALS

- P/R #9** All appeals against decisions made by this League shall be mailed to the S.C.O.S.L. in accordance with the O.S.A. policies and procedures. In the event a team plays an illegible player or players the game shall automatically be awarded to the opponent if the case is proven, and the team shall show cause before the Board, why further action should not be taken.
- (a) All protests shall be delivered to the secretary of the League prior to the start of the game and be accompanied by a deposit of fifty dollars (\$ 50.00). If the protest is upheld, the full deposit will be refunded. However, if the protest is denied the team will forfeit the \$50.00 cash deposit. Where a game is played under protest, such fact must be noted on the team sheet and a formal protest must then be lodged as stipulated in the rules of the League or competition.
 - (b) Protest deposits shall be in the form of cash, certified cheque, or money order, made payable to SOCCER CITY
 - (c) At the same time that the Protest is delivered to the Secretary of the League, a true copy of the Protest shall be sent to the club against whom the Protest is lodged by Mail.
 - (d) Any club lodging a Protest must produce proof of such lodgement at the meeting held to consider the Protest, and the onus is on the protesting club.
 - (e) In dealing with any Protest, the Board of Directors or appointed Committee shall take into consideration the possession by the protesting club of any prior knowledge of facts of allegations contained in the Protest, which if properly used, might have prevented the Protest.
 - (f) The Board of Directors or appointed Committee shall have the right to declare all or part of the Protest deposit forfeit where the Protest has been considered and not sustained, or where the Protest has not been properly lodged or as otherwise provided in these rules.
 - (g) If at any time after the period allotted for submission of a Protest has expired evidence is presented which could have constituted grounds for a Protest, such evidence shall be considered by the committees discretion.
 - (h) Objection to ground, goalposts, ball or colours DO NOT CONSTITUTE GROUNDS FOR A PROTEST. Objections of this nature, however, should be given in writing to the referee by half time. The referee must report objections to the League, which will take any necessary action to prevent repetition.
 - (I) The referee shall require the responsible club to correct the cause of the objection if this is possible without unduly delaying progress of the game.

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- (j) Any appeal, objection or protest, once lodged with this League may not be withdrawn, except by permission of the discipline committee.
- (k) Any club dissatisfied with the decision of this League on any Protest, objection or appeal shall have the right to appeal to the Toronto Soccer Association.
- (l) On the hearing of any appeal no person having already heard the case shall be eligible to sit on the Board or appointed committee considering such appeal.
- (m) In the event the conditions of lodging a Protest or an appeal are not met, the protest or appeal will automatically be ruled not acceptable.

DISCIPLINE

P/R #10

- (a) Players, club and team officials reported for misconduct shall be dealt with by the S.C.O.S.L. discipline committee except as otherwise stipulated.
- (b) In all cases of alleged physical assault on a game official by a player or club or team official, he shall be suspended until the case has been dealt with by a Discipline Committee of the Ontario Soccer Association.
- (c) Players, officials, and spectators are allowed to take part in, or attend, matches on condition that they observe the Constitution of the League.
- (d) Every club is responsible to the league for the action of its players, officials and spectators, and is required to take all precautions necessary to prevent spectators threatening or assaulting officials and players.
- (e) No referee, linesman, player, or official of clubs or teams shall bet on any soccer match under the jurisdiction of the Association
- (f) In all discipline cases dealt with by the Association, League, the party complained against shall have the right to appear, when the case is heard.
- (g) Players, and club or team officials suspended by the S.C.O.S.L., a District Association, or an Inter-District League, or referees suspended by the Association, shall not take part in any soccer activity until the completion of their suspensions.
- (h) A player ordered off the field will be dealt with accordingly by review system as per OSA policies and procedures.

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- (I) The Board of Directors shall not have the power to cause clubs to forfeit points while clubs are under suspension, pending investigation of an offence against S.C.O.S.L. regulations.
- (j) In discipline cases, when referees reports have not been received on day scheduled, the case will be held over pending receipt of the report and the player can continue to play until he is called to a hearing.
- (k) In discipline cases, when a club disputes the identification of a player sent off; the onus is on the club to prove the correct identity of the actual player dismissed from the game.
- (l) In discipline cases, when a club disputes the identification of a team official; the onus is on the club to prove the correct identity of the team official who is dismissed from the game.
- (m) Any person found guilty of any offence must be sentenced in accordance with the S.C.O.S.L. Constitution and the League Constitution.
- (n) All players or their representatives must attend this Discipline Committee hearing and must bring with them the players registration card and the administrative hearing fee as advised. Failure to bring the players card or the administrative fee will result in the case not being heard at that time and the player will be automatically be suspended until he does appear.
- (o) It is the responsibility of any player ordered off during a game to appear or be represented at his\her scheduled discipline hearing which will be advised by the league. Failure to appear or be represented at the hearing will cause the player to be suspended until he\she appears. (S.U.A.)
- (p) Discipline meetings shall be held regularly throughout the playing season, at a time and place to be advised by the discipline committee chairman.
- (q) The S.C.O.S.L will not tolerate any team or players consistently playing in a violent manner.

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REFEREES

- P/R #12 (a) Referees must notify the office of the league by telephone, (416) 626-5100 the result immediately after the game has been played and must complete and forward the team sheets to the office immediately after the end of the game has finished
- (b) Complaints by or against referees must be submitted to the League office in writing. After the complaint has been dealt with, the parties concerned will be notified.

LAWS OF THE GAME

- P/R #13 (a) The Association shall support and maintain the principles of the Laws of the Game as established by the International Football Association Board and recognized by F.I.F.A. with particular reference to OSA Policies and Procedures.

OTHER REGULATIONS

- P/R #14 (a) The League may make such miscellaneous Rules and Regulations as may be deemed necessary to promote, develop and govern the game.
- (b) The League may impose such other regulatory measures as it deems necessary for the efficient administration of the playing structure of the game within its jurisdiction.
- (c) No such regulation may violate the individual's rights or freedom except as may be required to protect the rights and freedom of any other individual and to ensure the stability of the basic structure of the game.

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GENERAL RULES

- P/R #15 (A) Any club secretary changing his address or any club changing the secretary must notify the Secretary of the League in writing within seven (7) days.
- (B) All referees shall be appointed by the S.C.O.S.L.
- (C) The Directors may declare any date to be a "closed date" and no games shall be played thereon except those sanctioned and approved by the Directors, provided, however, that this power shall not be unreasonably exercised.
- (D) The Directors shall have the power to deal with any club, player or member of any club in an official capacity whose conduct may be deemed objectionable. The Directors may, through any of their members or otherwise, take notice of any club, player or member of a club whose conduct may be deemed prejudicial to the welfare of the game, and deal with the matter in such manner as the directors may think fit.
- (E) No benefit games shall be played without the consent of the Directors first having been obtained, and no player or member of any club in membership with the League shall be entitled to participate in the proceeds of such benefit game without the consent of the Directors. Clubs given permission to play such games must furnish a complete statement of accounts in connection therewith to the Directors immediately after the game has taken place.
- (F) No club in membership with the League shall play games outside the Jurisdiction of this League without first receiving permission from the Board of Directors, nor shall any club in membership with this League, take part in any games for or against unaffiliated teams, or in unaffiliated competition under the jurisdiction of this League until reinstated by the Directors.
- (G) No club or clubs in membership shall stage or play games in any tournament, challenge principle or for any trophy or other award without the written consent of the Directors first having been obtained.
- (H) No Leagues shall be formed nor any competitions organized by any club or clubs without the consent and approval of the T.S.A. being first obtained. All clubs competing in any division must become members of the T.S.A.
- (J) Any club in membership with this League, or any member thereof, guilty of inducing or attempting to induct a bona-fide player of another club, under the jurisdiction of the League, to leave his club and join them, shall be deemed guilty of misconduct and shall be liable to expulsion or such other punishment as the Directors may consider necessary to meet the justice of the case, as per OSA Policies & Procedures.
- (K) All league fees must be paid in full prior to receiving confirmation of first game time.

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REGISTRATION OF PLAYERS

- P\R #16 (a) All players must registered with the local district and also with the S.C.O.S.L
- (b) All registration cards must be completed in all details and the players signature must be on each card
Failer to follow there instructions shall render the card invalid and it will not be accepted by the leagues registrar
 - (c) The manager of the team will be responsible for the proper control, co mpletion and safekeep ing of all registration cards in his possession.
 - (d) The manager of each team is responsible to ensure that all players cards are at each game and are available for inspection.
 - (e) The league executive shall decide on all matters under dispute with regard to registration cards, and there decision will be final.
 - (f) Each team is required to appoint a linesmen to assist the referee, and this person shall act only as directed by the referee.

Consumption of alcohol in non-designated areas is prohibited, violation may result in team fine, and\or team suspension.