

2012
YORK REGION SOCCER LEAGUE
YOUTH



RULES & REGULATIONS

Approved January 12, 2012

TABLE OF CONTENTS

- 1.0 MEMBERSHIP
- 2.0 APPLICATIONS
- 3.0 CLUB & TEAM OFFICIAL RESPONSIBILITIES
- 4.0 PLAYER IDENTIFICATION
- 5.0 PLAYER ELIGIBILITY
- 6.0 CALL UP RULES
- 7.0 AGE SPECIFIC RULES
- 8.0 LEAGUE GAMES
- 9.0 SCHEDULE
- 10.0 Mc GARRIGLE CUP GAMES
- 11.0 REFEREES
- 12.0 PROTEST & APPEALS
- 13.0 SPECIFICATIONS
- 14.0 REPORTING SCORES
- 15.0 STANDINGS
- 16.0 PROMOTION & RELEGATION
- 17.0 DISCIPLINE
- 18.0 FEES & FINES

1.0 MEMBERSHIP

1. Any properly constituted club in good standing as defined in the YRSA Constitution and the YRSL's Rules & Regulations may apply with teams classified as Level 5 competitive or Level 6 (Development Program – U8, MINI LEAGUES U9-U10).
2. The League may make such changes to the Rules and Regulations as may be deemed necessary for the efficient administration of the League within its jurisdiction. Members will be notified within 14 days when changes are made.
3. All York Region and Huronia District clubs will not be required to post a bond(s) when entering their teams in the League. Clubs from all other districts entering teams will require the posting of a \$100 refundable performance bond **per team** at the time of their application.
4. The bond is refundable at the end of the season upon the club being in good standing and all outstanding amounts paid to the League.
5. All teams whose clubs are not members of the YRSA will require a duly signed playing out permission form from their district(s) before May 1 of the current season.

2.0 APPLICATIONS

1. Team Registration fees shall be determined and set annually, and posted on the website no later than **January 31**.
2. Application by a Club to have a team play in the League must be received on a form provided by the League by the posted entry date of each year. The Application must be complete with full registration fee by club cheque only.
3. A team shall be eligible to apply based on the club placement within the OSA pyramid of play as applicable.
4. Any team application submitted by a Club after the deadline will be accepted at the discretion of the League and will be subject to an additional League administration fee of \$75.
5. Any team application received without full payment, including the additional League fee for late applications will be deemed to be incomplete and will not be added by the League.
6. Teams withdrawing from the League after the withdrawal deadline date of March 31st of the current year will be subject to a monetary penalty and teams will forfeit the entire League fee, any bonds and their Club may be fined up to an additional \$1000. Notice of withdrawal must be in writing from a Club official.
7. **REGISTRATION APPLICATION PROCEDURE FOR U8 DIVISION ONLY – Each club shall designate the number of “teams” it is entering in the U8 Jamboree Program. Each of these “teams” shall be placed in a jamboree format division for inter-club matches. Please note that the maximum number of players that can dress in any one match is ten (10) players.**
Playing day for U8 is Saturday or if unavailable, Monday night for U8 Boys, Tuesday night for U8 Girls for the June 16 until August 7.

FESTIVAL DATES – Sunday, May 27th, Sunday, June 10th, Saturday, August 11th, Saturday, August 25th. Clubs shall also designate the number of teams available to compete in each of the four festival dates by the deadlines published by the YRSL.

3.0 RESPONSIBILITIES OF CLUB AND TEAM OFFICIALS

1. The Club is responsible to assign soccer fields that are appropriate for the specific age division. Fields shall be properly marked and maintained with proper nets and corner flags.
2. The Club is ultimately responsible for all its players, team coaches/managers and spectators at all times (prior to, during and after the game until all have left the grounds and parking lots). Their representatives shall conduct themselves in a responsible manner in accordance with the laws of the game, playing rules dictated by the various governing bodies and acceptable social behaviour.
3. It is the responsibility of the Club to ensure the safety of all the participants and officials at all times.
4. All team officials and players must remain within the confines of the team's technical area. The technical area shall be at least 15 yards from the center line, 1 yard from the touch line, and no longer than 10 yards in length.
5. A team shall have no more than FOUR team officials entered on the game sheet and within the technical area.
6. Any game abandoned by a game official will be dealt with by the League Discipline Committee. A team found guilty of causing abandonment will forfeit the points and the Club will be subject to a fine of up to \$500. In the event that both teams are found guilty, no points will be awarded, and both Clubs will be subject to a fine of up to \$500.
7. A player, coach, team official or spectator who is found to have impeded, harassed, or otherwise intimidated a game official, opposing coach, members of the League, or opposing players, will be subject to severe disciplinary action, including a fine to the Club of up to \$1,000.
8. Team officials and players must be registered and validated as per OSA & YRSA Rules
9. A current team roster is provided to the League prior to the start of the season. Failure to comply with providing a roster or any roster changes within 2 business days, the Club may be fined \$100 as per OSA.
10. All clubs must be represented by at least one individual at the YRSL annual RULES AND ADMINISTRATION meeting. Each club will be required to sign an acknowledgement of acceptance of all YRSL Rules and Regulations and be required to communicate this information to their club coaches and managers. Failure to attend will subject the club to a fine of \$250.

4.0 PLAYER IDENTIFICATION

1. Validated player and team official books must be available at all games.
2. The inspection of OSA player books by the opposing team, if requested, must not delay the scheduled kick-off.
3. If the team official has checked the player books, they must sign the opposition's copy of the game sheet in the designated section. No protest pertaining to the eligibility of a player will be entertained if books are not checked prior to the game.
4. Failure to produce the OSA player books, upon request, may result in forfeiture of the game and a fine of up to \$500 to its Club.
5. Only players for whom books are made available for inspection may have their names entered on the game sheet and are eligible to play.

6. GAME SHEETS – Each team will present the referee with three, fully completed copies of the OFFICIAL YRSL game sheet prior to the game. Incomplete or improper game sheets will be assessed a fine of \$25 per occurrence
7. Players and team officials who are entered on the game sheet are considered to have participated in the game unless stroked out on the game sheet. A team official is to initial all changes.
8. Once a game has been started, team officials forfeit the right to investigate player books. Exception, team officials still have the right to investigate the book of a player arriving late and it must be done prior to the player entering the field of play.
9. Players must wear a uniform with a number that corresponds to that listed on the game sheet. Failure to comply will result in disciplinary action and a fine to club of up to \$250.

5.0 PLAYER ELIGIBILITY

1. A player must be registered and validated in accordance with OSA policy at least the day prior to a League or League Cup Game in order to be eligible to play.
2. A player may register to play for one (1) competitive team. He/She cannot register for any other competitive team within any division of the YRSL. In the vertical age divisions (U11 and older) player movement will be allowed to a higher division. At the U10 division, players cannot play for more than one U10 club team within any division of the YRSL.
 - a. *A team may have no more than fourteen (14) players in the Mini Division (U9 & U10), no more than 16 players in the U11 division & no more than eighteen (18) players in the Youth Divisions registered at any one time. The maximum number of players that may be named (dressed) and played in any one game is 9 for U8, 14 for Mini, 16 for U11 & 18 for Mini and Youth, respectively. A player not listed on the game sheet is deemed ineligible and will subject the club to further discipline.*
3. EFFECTIVE FOR THE 2012 SEASON, for the U9 to U11 divisions inclusive, a club shall register no more than three players who are eligible for a younger age classification for any YRSL eligible team. (Special exceptions may apply upon application to and approval by the York Region Soccer Association board of directors.)
4. All other rules and regulations as set out in the O.S.A. Policies and Procedures regarding the signing and transfer of players shall apply.
5. Teams found to have used an ineligible player(s) or deemed to be an ineligible team, shall forfeit the game(s) to its opponents, provided a protest is received or at the discretion of the League. In the event that both teams are found guilty of using ineligible player(s), no points will be awarded. A team found guilty of using an ineligible player(s) will subject its Club to a fine of up to \$500 and the team could face suspension from the League.
6. Rosters are frozen as of August 15th of the current year. A player registered to a team after August 15th who participates in any YRSL game shall be deemed an ineligible player.
7. In the U8 division ONLY, players shall be registered to their club by age classification only. They are not registered to a specific team and are eligible to play for any team within that age classification in competitions within the YRSL. A maximum of **10** players shall be named on any game sheet and players so listed are the only players permitted to play in that game. A club shall register NO PLAYER eligible for a younger age classification for the U8 age division.

6.0 CALL-UP RULES

1. The YRSL is a Level 5 competitive league (Level 6 Recreational league for U9 & U10).
2. Teams may only use call-up players from their own Club. A call-up player may be used if:

- i. *The player is a recreational player at the same age group or younger (Level 6 or Level 7)*
- ii. *The player is a competitive player in a younger age group (NOT APPLICABLE TO U9, U10 or U11). No underage call-ups for U9, U10 or U11.*
- iii. *The player is a competitive player in the same age group at a lower competitive level (NOT APPLICABLE TO U9 or U10)*
- iv. *The player has not already played in six games as a call-up for that team in the current season.*
- v. *Not more than three players are playing as a call-up for any one team, in any game.*
- vi. *They are not being used in a cup or playoff game.*
- vii. *For U10 horizontal divisions, a call-up may not be utilized by more than one team in the season. Call-ups are team-tied once used. The second team from the same club utilizing this player will be deemed to have used an ineligible player and subject the club to further discipline.*

3. Teams may not use players from another club under any circumstances.
4. All players used as call-ups must have a properly validated OSA player book.

7.0 AGE GROUP SPECIFIC RULES

U8 – JAMBOREE DEVELOPMENT PROGRAM (5 v 5)

By participating in the program, clubs are required to adopt the philosophy and overall goals of the fundamentals and learning to train stages of player development:

- to develop an individual player's basic skills, confidence and to encourage creativity
- to make participation in the game, training and play to be enjoyable
- to instil a love of the game for life
- to teach respect for teammates, opponents, coaches and officials
- to value competition and success, enjoy winning, but understand that is not the only goal

The Rules are based on the CSA "Wellness to World Cup Model" LTPD.

Field Size - Min/max width 25m to 30m. Min/max length 30m to 40m

Game Duration – 4 x 13 mins

Ball Size – 4

Squad Size - Max **10** players

Max Goal size - 5 feet high by 8 feet wide.

No Scores recorded, no standings maintained.

Maximum of 2 games per day. 3 over a weekend

At the beginning of the game, choice of halves and the kick-off shall be decided by the toss of a coin.

The team which wins the toss shall decide which goal to attack in the first half. The other team will take the kick-off. At a kick-off, all players shall be in their own half of the field of play.

All players opposing the team taking the kick-off shall be not less than 6 yards (5.5M) from the ball until it is kicked-off. The game shall be started when the ball is kicked forward into the opponent's half of the field.

Should the player taking the kick-off play or touch the ball a second time before it has been played or touched by another player, a free-kick shall be awarded to the opposing team.

After a goal has been scored, the game shall be restarted by a kick-off, to be taken by a player of the team against which the goal was scored

After the first half of play, the teams shall change halves and the kick-off shall be taken by a player of the team opposing that which started the game.

A goal may not be scored directly from a kick-off.

For any stoppage not mentioned elsewhere in these rules, the restart of the game will be by one of the coaches dropping the ball at the place where it was when play was stopped, unless play was stopped in the penalty-area. In this case, the ball shall be dropped on the penalty-area line at the point nearest to where the ball was when play was stopped. The ball shall be in play as soon as it touches the ground.

The ball is out of play

When the whole of the ball has crossed the goal-line, or touch-line, whether on the ground or in the air.

At all other times including when it rebounds into play from a goal-post, a cross-bar, or a corner flag post, or referee and remains in the field of play.

The ball is in play

When the whole ball has crossed the touch-line, either on the ground or in the air, the ball shall be kicked-in from the point where it left the field of play, by a member of the team opposing that of the player who last player or touched it.

The player taking the kick-in shall:

Face the field of play

Kick the ball from on, or behind, the touch line.

The ball will be in play immediately after it enters the field of play

If the player taking the kick-in plays, or touches, the ball a second time before it has played or touched another player, a free kick shall be awarded to the opposing team.

All kick-ins are indirect, a goal may not be scored directly from a kick in.

A goal may not be scored from a free kick, a goal kick, or a corner kick

On all goal kicks, teams are asked to retreat to half to allow the team with the goal kick to play out of the back, once the ball is played into play and has been touched by another player, the opposing team can tackle.

U-9 & 10 (7 v 7)

The U9 & U10 teams shall play 7 v 7 soccer in accordance with the OSA Rules for Mini-Soccer, the OSA rules and the FIFA Laws of the Game. For greater clarity the following apply:

Law 1 - The Field of Play

The field and goal dimensions as outlined below shall be considered as guidelines. Failure to conform to the recommended field and goal dimensions shall not be the subject of protest.

Dimensions: The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line. Recommended field dimensions are as follows:

Length: 55 to 75 yards Width: 30 to 45 yards

Field Markings: Distinctive lines no more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of six (6) yards is marked around it.

The Goal Area: A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, five (5) yards from the inside of each goal post. These lines extend into the field of play for a distance of five (5) yards and are joined by a line parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

The Penalty Area: A penalty area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line, ten (10) yards from the inside of each goal post. These lines extend into the field of play for a distance of ten (10) yards and are joined by a line parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made eight (8) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of six (6) yards from each penalty mark is drawn outside the penalty area.

Flag posts: Conform to FIFA.

The Corner Arc: Conform to FIFA

Goal: Conform to FIFA with the exception that the maximum distance between the posts is sixteen (16) feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) feet.

Law 2 - The Ball: Size four (4).

Law 3 - The Number of Players: A match is played by two teams, each consisting of not more than seven Players, one of whom is the goalkeeper. A maximum of fourteen (14) Players can be dressed for a game.

Substitutions: Substitution shall be allowed only at kick-off, goal kicks, goal, stoppage for injury, and on a Team's own throw-in (piggy backing is allowed). All substitutions are only allowed at the discretion of the Referee and the Referee shall be advised of all substitutions.

Number of Players to Start or Continue a Game: A grace period of fifteen (15) minutes shall be allowed in the event that a Team has less than five (5) players at the appointed kick-off time. The defaulting Team shall forfeit the game and the points shall be awarded to the opposing Team. In the event that both Teams have less than five (5) Players, no points shall be awarded. Teams forfeiting games without notification, or failing to appear at a game, shall be subject to a fine to their Club plus full officials' fees.

If at any time during the game the number of Players available to play for a Team drops below five (5) the game shall be stopped and that team shall forfeit the game.

Replacement of Ejected Players: Players ejected by the Referee may not be replaced by a team mate.

Law 4 - The Player's Equipment: Conform to FIFA.

Law 5 - The Referee: Appointed by the District Referee Coordinator or designate in accordance with other published YRSL rules.

Law 6 - The Assistant Referee: Not required for this age group.

Law 7 - The Duration of the Match:

U9 – Four equal periods of 13 minutes each, with a five minute break at each interval

U10- Two equal periods of 30 minutes each, with a five minute break at each interval

Law 8 - The Start and Restart of Play: Conform to FIFA with the exception that opponents of the team taking the kick-off are at least six (6) yards from the ball until it is play.

Law 9 - The Ball In and Out of Play: Conform to FIFA.

Law 10 - The Method of Scoring: Conform to FIFA.

Law 11 - Offside: There is no offside.

Law 12 - Fouls and Misconduct: Conform to FIFA

Law 13 - Free Kicks: Conform to OSA mini soccer rules.

Law 14 - The Penalty Kick: Conform to FIFA with the exception the penalty mark is at eight (8) yards and that Players other than the kicker and the defending goalkeeper are at least six (6) yards from the penalty mark.

Law 15 - The Throw-In: Conforms to FIFA with the exception that if a player fails to throw the ball in correctly, the player shall be permitted a second chance. If the second attempt is incorrect, a throw-in shall be awarded to the opposing team.

Law 16 - The Goal Kick: Conform to OSA Mini Soccer Rules

Law 17 - The Corner Kick: Conform to OSA Mini Soccer Rules

U-11 (9 v 9)

The U-11 teams shall play 9 v 9 soccer in accordance with OSA rules and the FIFA "Laws of the Game". For greater clarity the following apply:

Law 1 - The Field of Play

The field and goal dimensions as outlined below shall be considered as desirable guidelines. Failure to conform to the recommended field and goal dimensions shall not be the subject of protest.

Dimensions: The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line. Recommended field dimensions are as follows:

Length: 65 to 90 yards Width: 45 to 60 yards

Field Markings: Distinctive lines no more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of ten (10) yards is marked around it.

The Goal Area: Conform to FIFA

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, fourteen (14) yards from the inside of each goal post. These lines extend into the field of play for a distance of fourteen (14) yards and are joined by a line parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of ten yards from each penalty mark is drawn outside the penalty area.

Flag posts: Conform to FIFA.

The Corner Arc: Conform to FIFA

Goal: Conform to FIFA with the exception that the maximum distance between the posts is eighteen (18) feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) feet.

Law 2 - The Ball: Size four (4).

Law 3 - The Number of Players: A match is played by two teams, each consisting of not more than nine Players, one of whom is the goalkeeper. A maximum of 16 Players can be dressed for a game.

Substitutions: Substitution shall be allowed only at kick-off, goal kicks, goal, stoppage for injury, and on a Team's own throw-in (piggy backing allowed). All substitutions are only allowed at the discretion of the Referee and the Referee shall be advised of all substitutions.

Number of Players to Start and Continue a Game: A grace period of fifteen (15) minutes shall be allowed in the event that a Team has less than six (6) Players at the appointed kick-off time. The defaulting Team shall forfeit the game and the points shall be awarded to the opposing Team. In the event that both Teams have less than six (6) Players, no points shall be awarded. If at any time during the game the number of Players available to play for a Team drops below six (6), the game shall be stopped and that team shall forfeit the game.

Law 4 - The Player's Equipment: Conform to FIFA.

Law 5 - The Referee: Appointed by the referee assignor for the home team or designate in accordance with other published YRSL rules..

Law 6 - The Assistant Referee: Not anticipated for this age group,

Law 7 - The Duration of the Match: Conform to FIFA with the exception of the match being divided into two (2) halves of thirty-five (35) minutes each. There shall be a half-time interval of five (5) minutes.

Law 8 - The Start and Restart of Play: Conform to FIFA

Law 9 - The Ball In and Out of Play: Conform to FIFA.

Law 10 - The Method of Scoring: Conform to FIFA.

Law 11 - Offside: Conform to FIFA.

Law 12 - Fouls and Misconduct: Conform to FIFA

Law 13 - Free Kicks: Conform to FIFA

Law 14 - The Penalty Kick: Conform to FIFA with the exception the penalty mark is at ten (10) yards and that Players other than the kicker and the defending goalkeeper are at least ten (ten) yards from the penalty mark.

Law 15 - The Throw-In: Conform to FIFA.

Law 16 - The Goal Kick: Conform to FIFA.

Law 17 - The Corner Kick: Conform to FIFA

8.0 **LEAGUE GAMES**

1. Duration of games is as follows:

- i. U8 & U9 – 4 x 13 min. each*
- ii. U10 2 x 30 min. each*
- iii. U11 & U12 2 x 35 min. each*
- iv. U13 & U14 – 2 x 40 min. each*
- v. U15 and up – 2x 45 min. each*

2. **The referee is the SOLE official timekeeper of the game.**

3. There will be no extra time or penalty kicks to determine a winner in the event of a tie.

4. Fifteen minutes (15) of grace time from the scheduled kick-off time shall be permitted for teams to field the minimum requirement of seven (7) players for full-field, and five (5) players for mini soccer. The game will start when both teams have the minimum number of players required within the grace period allowed.

5. In the event that one team does not field the minimum required number of players to start a game, it will be considered to have defaulted the game and shall forfeit the points, will be subject to discipline as noted in 7.10.

6. In the event that both teams are unable to field the minimum number of players to play the game, both teams shall be considered to be in default of the game and no points awarded, will be subject to discipline as noted in 7.10.

7. In the event that a team does not show up for a regularly scheduled game or Cup game, it shall be deemed that the team is in default of the game and will not be awarded any points, will be subject to discipline as noted in 7.10.

8. In the event that both teams do not show for their scheduled game or Cup game no points will be awarded. Both teams shall be subject to discipline as noted in 7.10.

9. In the event that a team advises the league, in writing, more than 48 hours in advance that it will be unable to field a team for a scheduled league or cup game, the team will be fined a set amount of \$150.00 per occurrence. The game shall be recorded as a forfeit and will not be rescheduled.

10. Teams found in default, except as in 7.9 above, or do not show for the game will be fined as per the schedule in "FINES & FEES".

11. In the event a team has its compliment of players reduced to less than seven (7) players for youth and five (5) for mini during a game for whatever reason, the game will be suspended. If the minimum time for completion has elapsed, the league will then determine the outcome of the game and/or if it will be replayed. If the minimum time required for completion has not elapsed, the team shall be deemed to have forfeited the game and will not be replayed. The team will be subject to discipline as noted in 7.10.

12. Once the season has started there will be no changes to the schedules and no games rescheduled except for rain-outs and field closures.

13. Where a game has been played under protest, such fact shall be clearly indicated by the referee on all copies of the game sheet. Such indicated protest on game sheets must be followed up as per the PROTEST instructions in Section 11 otherwise they will be dismissed as "frivolous". Teams /clubs that do not file an official protest in accordance with the rules when it has been noted on the game sheet will be subject to discipline.

9.0 SCHEDULE

1. UNDER NO CIRCUMSTANCES WILL TEAMS BE ALLOWED TO POSTPONE GAMES
2. All games will be played as scheduled unless:
 - a. At the discretion of the referee, postponement is necessary due to bad weather or field conditions.
 - b. A game is postponed at the discretion of the League.
 - c. A game is postponed at the discretion of the Parks official and/or Clubs.
 - d. Requests to reschedule games other than for the blocked times submitted to the League **will not be entertained.**
3. BLOCK OFF TIMES: Teams travelling to mid-week tournaments out of province or teams with verified school trips or graduation ceremonies will be allowed to a one-week "Block Off" period **with club permission only:**
 - a. Blocked off time periods only as described above MUST be received by the YRSL NO LATER THAN: **March 31st of the current year and communicated to the YRSL via email (ctripodo@yrsa.ca) from the club.**
 - b. Teams requesting a reschedule after the deadline for any reason must do so via their club, in writing, accompanied by a rescheduling request fee of \$100. The league reserves the right to deny any rescheduling request at its sole discretion. If the rescheduling request is denied, the reschedule fee shall be returned.
4. A game is deemed to be complete when called by a game official due to weather or playing conditions if two thirds (2/3) plus 1 minute have elapsed prior to abandonment.
5. A. The Home team must provide rescheduled fixtures to the league within seven (7) days of the originally scheduled date. The rescheduled game must be played before the end of the current season, September 15th of the current season, or whichever comes first.
B. CUP PLAY – Cup games must be played prior to the date of the next round.

10.0 Mc GARRIGLE CUP GAMES

1. All rounds of the Cup will be determined by the League by random draw and the schedule will be published on the website.
2. The "Home" team will be the TOP named team listed in the Cup draw and will be responsible to provide a suitable playing field, goal nets, flag posts and game balls. For the semi-finals and finals, the YRSL will provide the fields and nets through the host club. **The finals weekend in 2012 will be August 20th and 21st.**
3. As in regular season games, the Home Club will assign and pay the fees to the referee for all games except for the semi-finals and finals of the Cup, which will be assigned and paid by the league.
4. The reporting of scores, the submission of game sheets, the size of balls, the fee for referees and payment structure and the duration of games, in the knockout rounds is the same as a regular season games, as are all other pertinent rules.
5. **Games ending in a tie after regulation time has expired will go directly to penalty kicks as per Ontario Soccer Association rules.**
6. Games will be considered complete after 2/3 plus one minute has elapsed prior to abandonment. **The referee is the SOLE official timekeeper of a game**
7. There are no call-up players for cup games.

11.0 REFEREES

1. It is the responsibility of the Home team's club to provide a referee to all YRSL league and CUP games (except McGarrigle Cup semifinals and finals).
2. If the referee does not show after a fifteen minute grace period, there will be NO GAME.
3. All referees shall be governed by the Code of Conduct and the Code of Ethics of the governing bodies which also includes attendance to games accepted. Failure to do so will result in discipline.
4. The referee is the sole authority in determining the safety and playability of a soccer field. The decision of the referee to cancel or abandon the game is final.
5. The referee fee, payable in full by the HOME TEAM, shall be presented to the referee with the completed game sheets, **before** the start of the game.
6. It is the responsibility of the referee to report all discipline issues that occurred in the game to the League office within twenty four (24) hours from the completion of the game. Failure to do so will result in disciplinary action as per OSA policy.
7. When a referee has arrived to the field to officiate a game and must declare the game cancelled or abandoned prior to the start of the game, the referee shall be paid fifty (50) percent of the League's published game fee. The referee will be required by the League to collect the game sheets at the field and submit the game report in order to be compensated for the cancelled or abandoned game.
8. If the League cancels the game;
 - a) And notifies the referee at least two (2) hours prior to the start of the game, the referee shall not receive remuneration for the game.
 - b) And notifies the referee less than two (2) hours prior to the start of the game, the referee shall be paid fifty (50) percent of the League's published game fee by the League.
9. When a referee must declare a game to be abandoned **AFTER** kickoff, the referee shall be paid the game fee **by the HOME TEAM** as published by the League.

Referee Fees			
Age Classification	Ref. Class	Referee	Assistant
Games in the U8,U9,U10	Youth	\$30	None
Games in the U11	Youth	\$35	None
Games in the U12	District	\$35	\$25
Games in the U13	District	\$40	\$30
Games in the U14	District	\$40	\$30
Games in the U15	District	\$45	\$30
Games in the U16	District	\$45	\$30
Games in the U17	District	\$50	\$30

The Home team is responsible to pay the total game fee to the referee(s) **before** the start of the game.

Referee Reimbursement Procedure for Cancelled Games

- a. **NO** game fees or part thereof will be paid to the referee by the home team at the field if, before the start of the game:
 - i. The field is declared unplayable. (Referee discretion only).
 - ii. The field has been closed by the town.
 - iii. The referee was not given adequate notice of the game cancellation and has appeared.
 - iv. One or both teams do not show up after the grace period.
 - v. One or both teams have less than the minimum players required to start the match.

- b. In any one case (or a combination) of the above, the referee shall:
- i. Collect and complete the games sheet(s), giving a short written report explaining why the game did not take place.
 - ii. The referee and assistant(s) who were present at the field shall print their names, OSA registration number, and sign the game sheet(s).
 - iii. A copy of the completed and signed game sheet will be given to the team's staff present.
 - iv. The referee must forward the original (signed) game sheet(s), within 24 hours to the League office.
- c. Referees and assistants who follow this procedure will be reimbursed half the game fee by the League.

Any other concerns by either party should be reported to the League.

12.0 PROTESTS AND APPEALS

1. A team official should inform the referee that the game is "being played under protest" who will record this on the back of the game sheet prior to the beginning of the game. The game shall be played. A team refusing to play will be subject to disciplinary action.
2. Notice of "intention to protest" must be sent in to the YRSL-Youth Office via email (ctripodol@yrsa.ca) within 24 hrs of the completion of the game.
3. A copy of the protest must be sent by registered mail to the opposing team's club and a copy of the receipt of such registered mail must be included in the protest copy sent to the League office. This must be postmarked within three (3) business days.
4. Protests must be accompanied by a protest fee of **\$400** in the form of a **certified** cheque or money order. If the protest is upheld, the protest fee will be refunded. An administration fee of \$50 will be charged for each case regardless of the outcome.
5. ONLY correctly submitted protests will be heard by the Discipline Committee.
6. No protest pertaining to the decision of a game official will be heard.
7. No protest pertaining to fields, conditions, equipment, jersey colours or other appurtenances of the game will be heard.
8. Appeals of League decisions will be as prescribed in "BY-LAWS – APPENDIX A" of the York Region Soccer Association Constitution.

13.0 SPECIFICATIONS

1. Game ball shall be size 4 for U8 to U12 inclusive and size 5 for U13 and up. The Home team will be responsible for providing two acceptable game balls.
2. In the event that team uniform colours are similar, the Home team must change to distinct colours at the discretion of the referee. Failure to comply will result in a fine of \$100 to the Club

14.0 REPORTING SCORES:

1. Both teams shall be responsible to report or confirm the score of the game via the web site within FORTY EIGHT (48) hours of completion of the game.
2. The **HOME TEAM** is responsible for reporting to the League office if the game was rained out or otherwise incomplete within TWENTY FOUR (24) hours. .
3. Failure to report the result (score) as described above will result in a fine to the Club of \$25 per occurrence.
4. The **Referee** is responsible to forward via mail, within seven (7) days of the scheduled game, the original copies of the game sheets for both teams in the stamped, pre-addressed envelopes provided. Referees who fail to submit game sheets on time will be subject to further discipline.

15.0 STANDINGS:

1. Only properly completed game sheets received by the League will determine the official standings in all appropriate divisions.
2. In the event of a tie within a division standing, the winner shall be determined as follows:
 - a. *Most games won during the season*
 - b. *If still tied, the results of league games played between the tied teams*
 - c. *If still tied, the team with the fewest goals against*
 - d. *If still tied, a one-game playoff on a neutral field, as determined by the League, with a League-appointed referee, shall determine the winner. The game, if necessary, will be played in accordance to Ontario Cup rules.*
 - e. *Only rostered players are permitted to participate in play off games.*
3. In the competitive divisions of U11 and up, ranking for tied teams will be determined as outlined above.
4. Goals for and goal differential shall **never** be used to determine a League winner, nor to break ties for teams tied in League standings.

16.0 PROMOTION AND RELEGATION

Please note that the following rules relating to promotion and relegation may be subject to change as per alterations in OSA policies to take affect for the 2013 outdoor season.

1. In the U10 mini division, all divisions will be established in a horizontal format only and teams will be allocated into the appropriate U11 division for the following season based on the published ranking system as published by the league.
2. The U10 mini age divisions will be created by random draw with no consideration to the internal ranking of teams within each Club. The only consideration given will be for the separation of teams from the same club and a balanced playing schedule. The minimum number of teams per division shall be four (4) and a maximum of eight (8).
3. At the conclusion of the U10 season, teams will be ranked as per the final league standings. Teams tied within divisions will be ranked as per the format outlined in Article 15 "STANDINGS". To determine ranking of teams for movement into the U11 division for the following season only, teams will also be ranked within the overall AGE GROUP

by winning percentage (number of points earned divided by number of available points during the season). Placement of teams from the U10 division into the U11 division(s) will be on the basis of this ranking and the structure of the league in the following season..

4. The competitive U11 and up age divisions are vertical divisions and shall be comprised of a minimum of four (4) teams and a maximum of ten (10) teams in an A Division and, if required, other divisions. The league reserves the right to create the appropriate number of teams for all divisions to provide a balancing of teams and schedules, subject to approval by the Central Region League Management Committee (CRLMC) of the Ontario Soccer Association
5. The league shall publish the "proposed" ranking system that will be utilized at the end of the season prior to the commencement of the current season. This will be presented at the coaches meetings. This "proposed" ranking system will include proposed divisional structure for the following season. This structure may be modified based on team applications prior to the following season, at the league's discretion, with approval by CRLMC.
6. The league shall include, in this ranking table, the approved allocation of teams that will earn promotion into regional leagues for the following season based on their ranking in the current season.
7. In the event that out-of-district teams (not York or Huronia) apply to play in the District's U11 and older age classifications, their prior year's league level will be reviewed by the League in determining the division placement of the team(s).
8. In the U11 and up age divisions, only one team shall be promoted from a division of six teams or less.
9. At the discretion of the League and subject to the approval of the CRLMC, a relegated team may be reinstated in the division from which it was relegated in accordance with the published ranking system.
10. The league shall follow the guidelines as contained in the OSA policies regarding promotion and relegation.

17.0 DISCIPLINE

1. The Standing committee on discipline shall be chaired by a Level 1 Discipline certified member and two other members. These individuals will be responsible for all disciplinary matters arising from games and competitions organized by the League, and matters pertaining to the administration of the League, and its "Rules and Regulations".
2. The League will follow the Discipline by Review (DBR) process for all cases outlined in the OSA Published Rules.
3. In cases where Discipline by Hearing (DBH) is mandatory, the appropriate parties will be notified and an administration fee of \$75 will be charged.
4. All parties have the right to request a hearing (DBH), and such requests will be made in writing together with a \$75 administration fee no later than the day before the next scheduled discipline hearing date.
5. The League will follow OSA Standard Penalties for Misconduct. Each team in the League will be provided with a copy of these Standards.
6. The OSA player and/or team official book must be presented at all hearings, otherwise there shall be no hearing held and the player shall be considered to have missed the hearing. Failure to appear for a hearing will result in an immediate suspension from all YRSL-Youth Activities along with a \$100 fine to the Club. The accused must then request in writing for another hearing date to be established.

7. The OSA player book must be stamped at the League or the YRSA office for all suspensions as per the deadlines which are stated in the DBR system.
8. All time suspensions will commence at 12:01am following the notification of the decision
All game suspensions will commence as communicated in the notification of decision.
9. Players, team coaches and officials whose names appear on game sheets after a suspension has been imposed are deemed to have participated in the game while under suspension. They will be subject to further disciplinary actions which could include forfeit of game and/or a fine to the Club of up to \$2,000 per occurrence.

DISCIPLINE BY REVIEW / HEARING DATES

- **Monday, June 18, 2012 7:00pm**
- **Monday, July 16, 2012 7:00pm**
- **Monday, Aug 13, 2012 7:00pm**
- **Monday, Sept 17, 2012 7:00pm**

18.0 FEES AND FINES

DESCRIPTION	SECTION		AMOUNT
Team Bond	1.3		\$100.00
Late team application fee	2.4		\$ 75.00
FINE for late withdrawal (after the withdrawal deadline)	2.6	up to	\$1000.00 plus fees/bonds
Game abandoned	3.6		\$500.00
Intimidation/harassment	3.7	up to	\$1,000.00
Failure to provide roster and/or changes	3.9		\$100.00
Failure to attend annual Coaches' Meeting	3.10		\$ 50.00
Failure to provide players books for inspection	4.4	Up to	\$500.00
Incomplete / unofficial Game Sheet	4.6		\$ 25.00
Ineligible player rule	5.5		\$500.00
Game defaults/forfeits/no shows/not played	8.10	Up to	\$250.00 (plus game fees)
Game Forfeit with 48 hours notice	8.9		\$150.00
Uniform Rule	13.2		\$100.00
Failure to report score	14.3		\$ 25.00
Failure to submit game sheets	14.4		\$ 25.00
Discipline by Hearing case (DBH)	17.3		\$ 75.00
Request for DBH – Administration fee	17.4		\$ 75.00
Failure to attend Discipline Hearing	17.6		\$100.00
Failure to have PB stamped for discipline	17.7		\$25.00
Participating while suspended	17.9	up to	\$2,000.00
Protest Fee (\$350 is refundable)	11.4		\$400.00
Failure to file protest when noted on game sheet	8.14	Up to	\$250.00