



York Region Soccer League

Rules and Regulations

Outdoor Development Competition U8 to U12

1.0 Membership

- 1.1 Membership is open to any properly constituted Club in good standing as defined in the YRSA Constitution. The YRSL is a District competition. Club squads from other districts may apply but are subject to YRSA and OSA Policies.
- 1.2 The YRSL Outdoor Development Competition (hereafter referred to as "ODC") may make such changes to the Rules and Regulations as may be deemed necessary for the efficient administration of the entity within its' jurisdiction. Members will be notified within fourteen (14) days when changes are made.
- 1.3 York Region Clubs will not be required to post a bond when entering their squads in the YRSL ODC. Clubs from all other districts entering squads will require the posting of a \$250 refundable performance bond, per team, at the time of their application. The bond is refundable at the end of the season (Sept 30) upon the club being in good standing and all outstanding amounts paid to the competition.
- 1.4 All squads whose clubs are not members of the YRSA will require a duly signed Playing Out permission form from their district before May 1st of the prior year.

2.0 Applications

- 2.1 Squad registration fees shall be determined and set annually, and posted on the website no later than September 15th of the current year for the indoor season and November 1st of the prior year for the outdoor season.
- 2.2 Squad applications are due to the YRSL by October 9th for the indoor season and January 15th for the outdoor season.
- 2.3 Application by a club to have a squad play in the league must be received on a form provided by the competition, by the posted entry date of each year, or on the approved online software registration system. The application must be complete and accompanied by the full registration fee by club cheque only.

- 2.4 Any squad application received without full payment, including the additional league fee for late applications will be deemed to be incomplete and will not be processed by the YRSL ODC.
- 2.5 Squad placement is determined by the Technical Director/Head Coach based on a voluntary tiering process by February of the current year.
- 2.6 Any squad application submitted by a club after the deadline will be accepted at the discretion of the YRSL ODC and will be subject to an additional league administration fee of \$150.
- 2.7 U9 to U12 - Should YRSA run a festival, then festival attendance is mandatory. A fine of \$1000 will apply for any team that fails to attend.
- 2.8 Squads withdrawing from the league after the withdrawal deadline of March 1st of the current year will forfeit the entire league fee, any bonds, and their club will be fined \$1000. Notice of withdrawal must be in writing from a club official.
- 2.9 U8 - Clubs withdrawing squads from festivals with less than one week's notice their club will be fined \$1000.
- 2.10 Each club shall designate the number of squads it is entering in the U8 Festivals. Each of these squads shall be placed in a festival format tier as determined by the Club Technical Directors for inter-club play.

3.0 Responsibilities of Club and Team Officials

- 3.1 The host club for a league game shall ensure fields are properly permitted, cleared and safe for set up i.e. field size and markings (lines, markers).
- 3.2 Game ball - u8 - Derbystar size 4 S Light u9 to u12 - Derbystar size 5 Light;. The home squad will be responsible for providing two game balls as per these requirements.
- 3.3 The club is ultimately responsible for all its players, squad 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 behavior.
- 3.4 As per OSA Rules, any Club failing to prevent its spectators or players' parents from disrupting a game or for persisting in "using offensive, insulting or abusive language and/or gestures" directed at a match official or any other person, will be subject to a fine as outlined in the YRSL Fees and Fines.

- 3.5 It is the responsibility of the host club for a league game to ensure the safety of all the participants and officials at all times.
- 3.6 Squad officials (coaching staff only) must be assigned to an OSA roster with players assigned separately in an open roster format by age classification, and both documents must be provided to the associated district.
- 3.7 Only certified coaches are permitted within the Technical area and entered on the game sheet. Managers cannot appear on the game sheet and shall not be permitted within the technical area. Technical Directors are not permitted to be carded as the Coach of a squad, but can attend in the technical area anytime prior, during and after the game.
- 3.8 Certified coaches with age appropriate certification must be present in the technical area during the games or the game will not be played.
- 3.9 Squad officials and players must be registered and validated as per OSA and YRSA Policies.
- 3.10 Any game abandoned by a match official will be dealt with by League Discipline. A squad found guilty of causing abandonment will be subject to a fine of up to \$500. In the event that both squads are found guilty, then both clubs will be subject to a fine of up to \$500.
- 3.11 A player, coach, squad official or spectator who is found to have impeded, harassed, or otherwise intimidated a match 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.
- 3.12 All squads must be represented by at least one individual at the YRSL annual Rules and Administration meeting. Failure to attend will subject the club to a fine of \$100. Webinar attendance will be tracked and monitored.
- 3.13 In the event that a squad does not show up for a scheduled game, it shall be deemed that the team is in default of the game and will be subject to discipline.
- 3.14 Roster changes must be provided within two (2) business days of the next league game or the club may be fined \$100.
- 3.15 Each squad participating in the u8 Festivals, is responsible for providing a 4'x8' net. Nets are to be left on the field during the duration of all the games.
- 3.16 All Club Head Referee's are responsible for assigning home games and the submission of game sheets by their appointed referee's to the YRSL.

3.17 Block Off dates - u11+

The Block Off Dates Request Form is due to the YRSL by February 28th of the current season. Squads are to provide a maximum of two (2) dates and destinations. Dates will be accepted for Memorable Events; North American/International Tournaments; Graduation/Confirmation and September school trips (u14 only). Block off dates will not be entertained by the YRSL without the submission of the request form received by the deadline date.

3.18 All spectators must be 1 meter away from the sidelines during all games.

4.0 Player Identification

4.1 Validated player and squad official identification cards/player books must be available at all times.

4.2 The inspection of OSA identification cards/player books by the opposing team is mandatory and must not delay the scheduled kick-off.

Authorized Identification Cards/Player Book Inspection Procedure:

- a) All players form two (2) individual lines by team;
- b) Each player holds their own identification card/player book with the photo showing;
- c) A team official from the opposing team, with a copy of the opposing teams game sheet, inspects each identification card/book to the player:
 - i) Match the photograph to the player;
 - ii) Match validated current season/year information;
 - iii) Check back for discipline.
- d) A team official from the opposing team, with a copy of the opposing teams game sheet, inspects each team officials book:
 - i) Match photograph to the team official;
 - ii) Check next page for coaching certification pertaining to the age division;
 - iii) Check current page for team validation;
 - iv) Check last page for discipline.

- e) Players without a validated identification card/player book are not permitted to play;
 - f) Game will be played under protest if Coaches do not have a validated official's book.
 - g) Players arriving late to the game must have their identification card/player book checked by the opposing team official prior to playing the game (referee's discretion).
- 4.3 No protest pertaining to the eligibility of a player will be entertained if identification cards/player books are not checked prior to the game.
- 4.4 Failure to produce the OSA identification card/player books, the game will be played under protest and a fine of up to \$500 to its club and a suspension for the next scheduled fixture for the respective player/official.
- 4.5 Only players for whom identification cards/player books are made available for inspection may have their names entered on the game sheet and are eligible to play. Only coaches for whom identification cards/player books are made available for inspection may have their names entered on the game sheet.
- 4.6 Each squad will present the match official with three (3), fully completed copies of the official YRSL game sheet prior to the game. Incomplete game sheets will be assessed a fine of \$25 per occurrence and improper game sheets will be fined \$50 with increments of \$50 per each occurrence.
- 4.7 Players and squad officials who are entered on the game sheet are considered to have participated in the game unless stroked out on the game sheet. A squad official is to initial all changes.
- 4.8 Once a game has been started, squad officials forfeit the right to investigate identification cards/player books. Exception, squad officials still have the right to investigate the identification cards/player book of a player arriving late and it must be done prior to the player entering the field of play.
- 4.9 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 the club of up to \$150.
- 5.0 Player Eligibility
- 5.1 A player registration, in accordance with OSA policy, is effective the day they are registered.

- 5.2 The maximum number of players that may be recorded to a game sheet, named, dressed and played in any one game:

Division	Maximum number of Players
Under 8	10 players
Under 9 and Under 10	12 players
Under 11 and Under 12	16 players

- 5.3 All other rules and regulations as outlined in the OSA Policies and Procedures regarding the signing and transfer of players shall apply.
- 5.4 Squads found to have used an ineligible players(s) or deemed to be an ineligible squad, will be subject to discipline and 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 squads are found guilty of using ineligible players(s); both clubs will be subject to a fine of up to \$500 and the club(s) could face suspension from the associated division within the League.
- 5.5 Development divisions, u8 to u12, are open roster format and players are not assigned to a specific squad and are eligible to play for any squad within that age classification for their club in competition within the YRSL and in line with the OSA Development Matrix standards.
- 5.6 Call ups
- Players may be called up in these divisions if:
- a) Call ups are same age and recreational only. Players cannot exceed the maximum number of twenty (20) competition game days.
- 5.7 Playing Up

Any player requested to play up must be formally assessed by the Club's Technical Director/Club Head Coach/ Technical Staff, using the OSA Player Form, and approved by the YRSA Technical Director. The number of players to play up is unlimited and players can only play up from one age division below and/or the same age division. Failure to comply with this process will result in a fine of \$1,000 for the club and the ineligibility of the respective player to participate in the respective age group for the remainder of the playing season (indoor and outdoor).

6.0 Schedule

- 6.1 Under no circumstances will squads be allowed to postpone games.
- 6.2 All games will be played as scheduled unless:
- a) At the discretion of the match official, postponement is necessary due to inclement weather or field conditions;
 - b) A game is postponed at the discretion of the YRSL ODC;
 - c) A game is postponed at the discretion of the parks official and/or clubs.
- 6.3 The home squad must provide rescheduled fixtures to the league within seven (7) days of the originally scheduled date. Failure to do so, will result in the home squads' forfeiture of home advantage and the opposing squad will provide a date and field for the rescheduled game within seven (7) days. The original home squad will remain responsible for the match official's fees on the opposing teams field.
- If neither squad provides fixtures within the allotted time frame, the game will not be rescheduled. The rescheduled game must be played before September 15 and/or at the discretion of the league administrator.
- 6.4 All coaches must possess the age appropriate coaching certification in accordance with the OSA Policies. Laws of the Game (LOTG) is required by all coaches registered through YRSA.

7.0 League Games

- 7.1 Duration of League games:

Age Division	Game Duration
Under 8	2 x 20 minutes
Under 9 and Under 10	2 x 25 minutes
Under 11 and Under 12	2 x 35 minutes

- 7.2 The match official is the sole official timekeeper of the game.
- 7.3 There are no scores and standings for Development Divisions.

- 7.4 Fifteen (15) minutes of grace time from the scheduled kick-off time shall be permitted for squads to field the minimum requirement of players.
The game will start when both squads have the minimum number of players required within the grace period allowed.

Divisions	Minimum requirement of players
Under 8	Minimum four (4) players
Under 9 and Under 10	Minimum five (5) players
Under 11 and Under 12	Minimum six (6) players

- 7.5 In the event that one squad does not field the minimum required number of players to start a game, it will be considered to have defaulted the game and will be subject to discipline.
- 7.6 In the event that both squads are unable to field the minimum number of players to play the game, both squads shall be considered to be in default of the game and will be subject to discipline.
- 7.7 In the event that a squad does not show up for a regularly scheduled game, it shall be deemed that the squad is in default of the game and will be subject to discipline.
- 7.8 In the event that both squads do not show for their scheduled game, both squads shall be subject to discipline.
- 7.9 In the event that a squad advises the league, in writing, less than forty-eight (48) hours in advance, that it will be unable to field a squad for a scheduled league game, the squad will be fined a set amount of \$150 per occurrence. The game shall be recorded as a forfeit and will not be rescheduled.
- 7.10 Squads found in default, or do not show for the game, will be fined as per the YRSL General Fees and Fines schedule.
- 7.11 In the event a squad has its compliment of players reduced to less than the minimum during a game, for whatever reason, the game will be suspended.
- 7.12 Once the season has started, there will be no changes to the schedules and no games rescheduled except for rain outs and field closures.
- 7.13 Where a game has been played under protest, such fact, shall be clearly indicated by the match official on all copies of the game sheet. Such indicated protests on game sheets must follow the Protest instructions with required

documentation, otherwise they will be dismissed. Squads/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.

8.0 Overview - Development Teams

Description	Under 8	Under 9 and Under 10	Under 11 and Under 12
Playing Format	5v5 (including a GK)	7v7 (including a GK)	9v9 (including a GK)
Team Size	Ideal 6 players; maximum 10 players	Ideal 9 players; maximum 12 players	Ideal 12 players; maximum 16 players
Substitutions	Unlimited (on the fly)	Unlimited (any stoppage)	Unlimited (any stoppage)
Game Duration	2x20 minutes	2x25 minutes	2x35 minutes
Throw Ins	No throw ins; pass ins only	No throw ins; pass ins only	Yes
Offside	No offside rule	No offside rule	Yes
Game Ball	Size 4 S Light Derbystar	Size 5 Light Derbystar	Size 5 Light Derbystar
Field Width	25m to 30m	30m to 36m	42m to 55m
Field Length	30m to 36m	40m to 55m	60m to 75m
Maximum Goal Size	4ft x 8ft	6ft x 16ft	6ft x 18ft
Field Markings	End-lines, sidelines and halfway line are mandatory	End-lines, sidelines, halfway line and retreat line (final thirds) are mandatory	End-lines, sidelines, halfway line and retreat line (final thirds) are mandatory
Referee Fee	\$30	\$30	\$40

9.0 Playing Rules

By participating in the program, clubs are required to adopt the philosophy and overall goals of the stage of player development:

- To develop an individual player's basic skills, confidence and creativity
- To make participation in the game, training and play to be enjoyable
- To instill a love of the game for life through a through training structure
- To teach respect for teammates, opponents, coaches and officials
- To value competition and success, enjoy participation and learning

9.1 Start of play and re-start after a goal

The ball must be played forward to a team mate from the middle of the halfway line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. Another teammate must touch the ball before a goal can be scored.

9.2 Ball in and out of play

The ball is out of play when it has **wholly** crossed the goal line or the sideline on the ground or in the air, or when play has been stopped by the instructing game leader/match official.

9.3 Substitutions

Substitutions may rotate during the entire game. The coach is allowed to make the substitutions while the ball is in play (u8) or any stoppage (u9-u12), but must the substituted player has left the field. Any number of substitutes may be used at any time with the permission of the instructing game leader/referee. A player who has been replaced may return to the playing field as a substitute for another player.

u9 - u12 - the match official can deny a substitution if he/she feels that substitutions are being used excessively to interrupt the flow of the game.

All squad members should receive fair playing time where possible with a best practice recommendation of at least 50% per player for each game.

9.4 Equipment

Players must wear shin guards and goalkeepers must wear a distinguishing playing shirt or pinnie. Shin guards must be covered entirely by the socks.

9.5 Goalkeeper

The goalkeeper is allowed to handle the ball anywhere in the penalty area (up to the discretion of the game leader/referee where no penalty area is marked out). To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet. (u9 to u12 - within six (6) seconds). The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. u8 - The opposing team retreats to the retreat line until the ball is in play; u9 to u12 - The goalkeeper in possession does not have to wait for the opposition to retreat and has the option to restart the game before should they choose to. When the ball is in play, it has to be received after the goalkeeper has passed the ball or the referee can call intention to delay the game.

An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a teammate.

9.6 Ball crossing the sideline

u8 to u10 - There is no throw in. A player from the opposing team to the player that touched the ball last before crossing the sideline will place the ball on the sideline and **pass** the ball into play.

u11/u12 - When the ball crosses the sideline, this results in a throw in.

Opponents must be at least 5m away from the ball until it is in play. Another teammate must touch the ball before a goal can be scored.

9.7 Ball crossing the goal line after touching the attacking team last

Play resumes with a goal kick from anywhere within the penalty area.

Opponents must: u8 - retreat behind the retreat line, which is equal to the halfway line, until the ball is in play; u9/u10 - retreat behind the retreat line, until the ball is in play; u11/u12 - retreat behind the retreat line, which is equal to the final third (20m), until the ball is in play.

The ball is in play once it is touched by another attacking player or once it crosses the retreat line, whichever occurs first. The goalkeeper in possession does not have to wait for the opposition to retreat and has the option to restart the game anytime.

9.8 Ball crossing the goal line after touching the defending team last

Play resumes with a corner kick. A player from the attacking squad places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5m away from the ball until it is in play. The ball is in play once it is touched and moves.

9.9 Offside rule

u11/u12 - the offside rule applies as stated in Law 11 of the "FIFA Laws of the Game".

9.10 Fouls and misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. A goal can only be scored on an indirect free kick if it subsequently touches another player before it enters the goal.

u8 - no direct free kicks or penalty kicks are to be awarded

u9 - u12 - for deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from a 9m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark.

Fouls and misconducts are:

- ✓ Kicks or attempts to kick an opponent
- ✓ Trips or attempts to trip an opponent
- ✓ Strikes or attempts to strike an opponent
- ✓ Tackles an opponent from behind to gain possession of the ball
- ✓ Jumps at an opponent
- ✓ Charges an opponent
- ✓ Pushes an opponent
- ✓ Making contact with an opponent before touching the ball
- ✓ Holds an opponent
- ✓ Spits at an opponent
- ✓ Handles the ball deliberately
- ✓ Plays in a dangerous manner
- ✓ Impedes the progress of a player

9.11 U8 is a festival format. No scores are being recorded and no standings are being published. A participation medal will be issued once per season.

9.12 U9 - U12 - is a fixture and festival format. No scores are being recorded and no standings are being published. Participation medals will be issued once per season.

9.13 Coaching Note: Squad coaches must discourage children from permanently and/or persistently standing in close proximity of the goal of their opponents without being engaged in the game. Coaches are responsible to teach and emphasize the three phases of the game: Attacking, Defending and Transition.

10.0 Game Leaders - u8

Match Officials - u9 to u12

The main role of the instructing game leader in the U8 division, is to control the game to ensure it is played fluently and to educate the players (guaranteeing the flow of the game) on how to behave and what the playing rules are, e.g. what a foul is, what a free kick is and how to restart the game.

Should these indiscretions happen a second time, the game leader should stop the game and apply the appropriate action. In the absence of an assigned game leader, a club official, a capable parent who has received training and another official from the Association can assume the role of game leader.

10.1 All game leaders/match officials 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.

- 10.2 The game leader/match official is the sole authority in determining the safety and playability of a soccer field. The decision of the match official to cancel or abandon the game is final.
- 10.3 The game leader/match official fee, payable by the home squad, shall be presented to the match official with the completed game sheets, prior to the start of the game.
- 10.4 It is the responsibility of the game leader/match official to report all discipline issues that occurred in the game, to the league office within forty-eight (48) hours from the completion of the game. Failure to do so will result in disciplinary action as per OSA policy.
- 10.5 When/if the game leader/match official must declare the game cancelled or abandoned prior to the start of the game, the match official shall still be paid fifty (50) percent of the game fee. The match official will be required by the league to collect the game sheets at the field and submit the game report within forty-eight (48) hours or will be subject to discipline.
- 10.6 All u8 game leaders will start the game(s) using their whistle.
- 10.7 In the case of a game forfeit/no show by a squad, the forfeited squad will be charged 2x the total match official fee by the YRSL league.
- 10.8 Game leaders must hand in game sheets to the YRSA ODC official at the field after all their games are completed.

Match officials must submit game sheets to the YRSL office within forty-eight (48) hours of completion of the competition and originals submitted within seven (7) days of the scheduled game. Match officials who fail to submit game sheets on time will be subject to further discipline.

Match Official Fee

Age Classification	Match Official Class	Match Official Fee	Match Official Assistant x 2 Fee
Under 8	District	\$30	N/A
Under 9/Under 10	District	\$30	N/A
Under 11/Under 12	District	\$40	N/A
Under 13	District	\$45	\$35
Under 14	District	\$45	\$35
Under 15	District	\$55	\$40
Under 16	District	\$55	\$40
Under 17/Under 18	District	\$55	\$40

The Home team is responsible to pay the complete game fee to the match official(s) prior the start of the game.

11.0 Players Equipment

"A player must not use equipment or wear anything that is dangerous to himself or another player, including any type of jewellery" - Law 4 CSA

11.1 Jewellery

All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, rubber bands etc) are strictly forbidden and must be removed. Exceptions - Medic Alert Bracelets.

11.2 Protective equipment

Hats and bandanas are not allowed on the field of play. Headscarves and turbans are CSA approved as per OSA rules (see OSA website).

Exceptions - the goalkeeper/outfield player may wear a hat for medical reasons (with a medical letter) however the hat may not be a baseball cap; if the cap has a peak it must face forwards and have a soft peak and must not contain metal or plastic parts. Eyeglasses are permitted providing they are sport spectacles and are safe for the players themselves, and for other players.

11.3 Casts

Hard plaster casts are considered to pose a danger to both the wearer and other players and are not permitted on the field of play.

Exceptions - soft, lightweight cast will be permitted, providing the cast does not present a danger to the individual or any other player. The match official has the final authority on this decision.

12.0 Weather

Lightning safety and severe weather policy

The continuance of the game is at the match official's discretion. The OSA has a weather policy in place that should be followed in such conditions.

"The policy mirrors the 30-30 rule as directed by Environment Canada. The 30-30 rule should be known and understood by all involved in the game. When you see lightning, count the time until you hear thunder. If this time is thirty (30) seconds or less, seek proper shelter. Wait thirty (30) minutes or more after hearing the last thunder before

leaving the shelter. If you cannot see the lightning, just hearing the thunder is a good back up rule".

The safety of players, coaches, management and spectators is the primary concern in any weather event that occurs during all matches sanctioned by the CSA. By understanding and following the information below, the safety of everyone shall be greatly increased. Ultimately the match official has the final say over delaying or restarting a match due to weather. Waiting to stop play or not waiting to start play may result in a serious injury or loss of life. Match officials are expected to act responsibly when dealing with such events during matches they are controlling.

13.0 Protest and Appeals

- 13.1 A squad official should inform the game leader/match official that the game is 'being played under protest'. The match official will record this on the back of the game sheet prior to the beginning of the game. The game shall be played. A squad refusing to play will be subject to disciplinary action.
- 13.2 Notice of 'Intention to Protest' must be sent into the YRSL office via email (slongworth@yrsa.ca) within twenty-four (24) hours of the completion of the game.
- 13.3 Protests must be accompanied by a protest fee of \$400 in the form of a certified cheque or money order within five (5) business days. 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.
- 13.4 Only properly submitted protests will be heard by the Discipline Committee.
- 13.5 No protest pertaining to the decision of a match official will be heard.
- 13.6 No protest pertaining to fields conditions, equipment, jersey colours or other appurtenances of the game will be heard.
- 13.7 Appeals of league decisions will be as prescribed in "By-Laws - Appendix A" of the York Region Soccer Association Constitution.

14.0 Discipline

- 14.1 The YRSA will conduct all discipline on behalf of the YRSL and it shall be chaired by a Level 1 discipline certified member and two other panel 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'.
- 14.2 The league will follow the Discipline by Review (DBR) process for all cases outlined in the OSA Published Rules.

- 14.3 In cases where Discipline by Hearing (DBH) is mandatory, the appropriate parties will be notified and an administration fee of \$100 will be charged.
- 14.4 All parties have the right to request a hearing (DBH), and such requests will be made together with a \$125 administration fee no later than the day before the next scheduled discipline hearing date.
- 14.5 The league will follow OSA Standard Penalties for Misconduct. Each team in the league will be provided a copy of these standards.
- 14.6 The OSA identification card/player and/or squad 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 \$25 fine to the club. The accused must then request in writing for another hearing date to be established.
- 14.7 The OSA identification card/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.
- 14.8 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.
- 14.9 Players, squad 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 and will be recorded as an ineligible player. They will be subject to further disciplinary actions which could include a fine to the club of up to \$2,000 per occurrence.
- 14.10 Red Cards - a red card will result in an automatic suspension of the next league game, unless otherwise notified by the YRSL.

15.0 Discipline By Review

Hearing Dates:

Month	Day	Year
May	30	2017
June	7, 13, 20, 28	2017
July	6, 11, 17, 24	2017
August	2, 8, 24, 31	2017
September	TBD	2017
October	TBD	2017

16.0 Indoor and Futsal

16.1 Outdoor rules will apply to the YRSL Indoor League, unless otherwise stated.

16.2 Squad applications, with a club cheque, are due to the YRSL by October 15th of the current year.

16.3 Squad equipment (cleats etc) is based on the current facility rules.

17.0 Fees and Fines

Description	Section	1st Offense	2nd Offense	3rd Offense	Amount
Team Bond	1.3				\$250
Late squad application fee	2.6				\$150
Late withdrawal (after March 1st)	2.8				\$1000 plus fees/bond
Ineligible players	5.4				\$500 and game forfeit
Club failed to prevent spectators from disrupting a game	3.4	\$300	\$500	\$1,000	
Uncertified coaches on bench	3.7	\$150	\$200 plus discipline		
Failure to provide players identification for inspection	4.4				Up to \$500 plus Discipline hearing
Incomplete game sheet	4.6				\$25
Unofficial game sheet	4.6	\$50	\$100	\$150	Increased by increments of \$50 per each offense
Uniform number does not correspond with game sheet	4.9	\$50	\$100	\$150	Increased by increments of \$50 per each offense
Game defaults/forfeits/no shows/not played	7.8	\$150 plus game fees	\$300 plus game fees	\$500 plus game fees	
Game forfeit with less than 48 hours notice	7.9				\$150
Failure to report a score	10.5				\$25
Failure to submit game sheets	10.8				\$100
Request for DBH -	14.4				\$125 (\$75)

Administration fee					refundable)
Failure to have identification card/player book validated	14.6				\$25
Protest Fee	13.3				\$400 (\$350 refundable)
Failure to file protest when noted on game sheet	13.0				Up to \$250

Additional OSA infractions will be handled by Discipline

3/17/17