



PEEL HALTON SOCCER ASSOCIATION

OUTDOOR LEAGUE RULES



APRIL 1, 2024





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Overview

Ontario Soccer (OS) is the governing body for soccer in Ontario and is responsible for the sanctioning and oversight for Leagues in Ontario.

Regional League – GHSL

The **OS** has identified in its Policy the areas which include the territories governed by the Niagara Soccer Association, Hamilton and District Soccer Association and the Peel Halton Soccer Association as the ‘South Regional’ for the definition and identification for Regional competition under the pyramid for play.

The three District Association; Niagara, Hamilton and Peel Halton have established the Golden Horseshoe Soccer League to facilitate the regional level play for the Soccer 4 Life youth ages (U13-U18) for both female and male players.

District Leagues – DPHDL & YPHDL

The Leagues were established under the principles of the Ontario Soccer Long Term Development Plan with the goal of providing a structured debut to competitive play, facilitating the training development of young players by our Member Clubs and providing a competitive structure in support of player development affording players, coaches and match officials to rise to the height of their abilities and aspirations.

Within these Operational policies any time the masculine is used it is deemed and understood to be the feminine as well.

1. CODE OF CONDUCT

Administrators, Executive Committee Members, League Officials, Club Officials, Match Officials, Match Assignors, and registered team officials must always conduct themselves on or off the field (when dealing with soccer related activities) in such a manner as to set an example when followed, would enable every player to be a credit to the game. The GHSL, YPHDL, DPHDL and all its participants shall adhere to the codes of conduct found within [Ontario Soccer’s Policies – Section 13 and Appendix B1](#).

Executives and League Officials shall investigate all reports and any noncompliance that they directly observe and advise team officials and Club Administrators of any non-compliance with the League’s Rules & Regulations as soon as possible.





2. DEFINITIONS

ADMINISTRATOR	<i>means an individual who has been appointed by the Club and assigned to a specific team in an effort to assist in the management of the team. An Administrator may also mean an individual who has been appointed by the Club to assist with the day-to-day administrative operations of the Club.</i>
ASSISTANT COACH	<i>means an individual who has been appointed by the Club and assigned to a specific team in an effort to assist in the training and coaching of the team.</i>
ASSISTANT MANAGER	<i>means an individual who has been appointed by the Club and assigned to a specific team in an effort to assist in the operation of the team.</i>
ASSISTANT MATCH OFFICIAL	<i>means an Assistant Match Official as certified by Ontario Soccer and governed under the OS Rules</i>
CLUB	<i>means a Soccer Club which is a member of the District Association sanctioned by Ontario Soccer</i>
DISCIPLINE COMMITTEE	<i>means a group of individuals, appointed by the District Association to act as the Committee to review the Festival game sheets and reports</i>
FIELD CONVENOR	<i>means an individual who has been selected by the District Association to act as the Manager of the Festival Operations on game day</i>
FIELD STAFF	<i>means an individual who has been selected by the Host Club to assist with the field set up and take-down on game day and to assist the Field Convenor with duties as assigned</i>
GAME	<i>means the scheduled match</i>
MATCH OFFICIAL	<i>means a Match Official as certified by Ontario Soccer and governed under the OS Rules</i>
GAME DURATION	<i>means the length of the game match which shall be in accordance with the OS Matrix and Long Term Player Development</i>
GOVERNING BODY	<i>means the organization to which the League shall report</i>
MANAGER	<i>means an individual who has been identified by the Club and assigned to a specific team in an effort to assist in the operation of the team</i>
ONTARIO SOCCER (OS)	<i>means the Provincial Governing Organization</i>
PLAYER	<i>means a registrant of the Member Club, District Association and Ontario Soccer. The player must be registered in the OS OSCAR registration database in order to be considered eligible.</i>





SCHEDULE	<i>means the official timetable of the Festivals</i>
TEAM	<i>means the official list of registered players as provided by the Member Club to the District Association</i>
TEAM HEAD COACH	<i>means the team official appointed by their Club who is responsible for the team and its operation</i>
TEAM OFFICIAL	<i>means coach, assistant coach, manager, assistant manager as identified by the Club and registered with the OS and PHSA to a team</i>

3. LEAGUE MANAGEMENT

- 3.1. The affairs of the District Leagues (DPHDL & YPHDL) will be overseen by the Peel Halton Soccer Association Executive Director and Board of Directors (“League Executive”) whereas the Regional League (GHSL) shall be governed by appointed representatives from Hamilton Soccer, Niagara Soccer Association and Peel Halton Soccer Association (“GHSL Executive”).
- 3.2. The day-to-day management of the League(s) can be assigned or contracted by the PHSA to a related or third party based on an annual agreement approved and signed on behalf of the PHSA Executive Director and Board of Directors and GHSL Executive.
- 3.3. The League office staff, League contractors and/or PHSA office staff are not authorized to change or modify league policies or waive/adjust administrative and discipline fines.
- 3.4. The District Association(s) operating the League(s) (For GHSL – Hamilton, Niagara and Peel Halton and Ontario Soccer collectively) may from time to time make such changes to the League Operational Policies as may be deemed necessary for the efficient operation of the League(s). The League(s) has the sole rights to modify, change, add, modify or delete League Operational Policies. Changes must be approved by the respective League’s Executive prior to coming into effect. The League(s) shall inform Clubs of any changes to the League Operational Policies Changes at least fourteen (14) days before the adoption of the changes.
- 3.5. All fines resulting from a breach of the rules identified in these League Operational Policies, including but not limited to those published in **Appendix A**, shall be assessed against the specific Club.





4. CATEGORIES & DIVISIONS MATRIX



2024 Peel Halton Development League - U8-U12			
Age Group	U8 / U9	U10 / U11	U12
Match Official	Referee	Referee	Referee
Playing Format	5 v 5	7 v 7	9 v 9
Game Duration	2 x 20 minutes	2 x 25 minutes	2 x 35 minutes
Ball Size	3 (or 4 super light)	4 (or 5 light)	4 (or 5 light)
Touchline Restart	Pass In / Dribble In	Pass In / Dribble In	Throw In
Goal Line Restart	Goal Kicks Only	Goal Kicks / Corner Kicks	Goal Kicks / Corner Kicks
Offside	No	No	Yes
Retreat Line	Yes - 1/2 field	Yes - 1/3rds field	Yes - 1/3rds field
Substitutions	Unlimited (any stoppage)	Unlimited (any stoppage)	Unlimited (any stoppage)
Officials Fees	\$25	\$30	\$50
Playing Laws	http://tinyurl.com/53by99k3	https://tinyurl.com/3kzbsc6d	https://tinyurl.com/3wn9v75s



2024 Peel Halton District League - U13-U18						
Age Group	U13	U14	U15	U16	U17	U18
Match Official	Referee / AR1 / AR2	Referee / AR1 / AR2	Referee / AR1 / AR2	Referee / AR1 / AR2	Referee / AR1 / AR2	Referee / AR1 / AR2
Playing Format	11 v 11	11 v 11	11 v 11	11 v 11	11 v 11	11 v 11
Game Duration	2 x 40 minutes	2 x 40 minutes	2 x 45 minutes	2 x 45 minutes	2 x 45 minutes	2 x 45 minutes
Officials Fees	\$50 / \$40 / \$40	\$60 / \$40 / \$40	\$60 / \$40 / \$40	\$65 / \$45 / \$45	\$65 / \$50 / \$50	\$65 / \$50 / \$50
Ball Size	Size 5					
Touchline Restart	Throw Ins					
Goal Line Restart	Goal Kicks / Corner Kicks					
Offside	Yes					
Substitutions	Before own throw in (opponents can piggy back), Before any goal kick, After goal scored, Injured player, Half time					
Playing Laws	https://tinyurl.com/2y25ms9a					



2024 Golden Horseshoe Soccer League - U13-U18						
Age Group	U13	U14	U15	U16	U17	U18
Match Official	Referee / AR1 / AR2	Referee / AR1 / AR2	Referee / AR1 / AR2	Referee / AR1 / AR2	Referee / AR1 / AR2	Referee / AR1 / AR2
Playing Format	11 v 11	11 v 11	11 v 11	11 v 11	11 v 11	11 v 11
Game Duration	2 x 40 minutes	2 x 40 minutes	2 x 45 minutes	2 x 45 minutes	2 x 45 minutes	2 x 45 minutes
Officials Fees	\$55 / \$40 / \$40	\$60 / \$45 / \$45	\$60 / \$45 / \$45	\$65 / \$50 / \$50	\$70 / \$55 / \$55	\$70 / \$55 / \$55
Ball Size	Size 5					
Touchline Restart	Throw Ins					
Goal Line Restart	Goal Kicks / Corner Kicks					
Offside	Yes					
Substitutions	Before own throw in (opponents can piggy back), Before any goal kick, After goal scored, Injured player, Half time					
Playing Laws	https://tinyurl.com/2y25ms9a					

Clickable Links to Playing Laws

DPHDL: [U8 / U9](#) [U10 / U11](#) [U12](#)

GHSL & YPHDL: [11 v 11](#)





5. DPHDL SPECIFIC PLAYING RULES

5.1 FIELDS & EQUIPMENT

5.1.1 The event host or home team shall be responsible for the readiness of the pitch and facilities including, but not limited to lines or markings, goals, nets, flags, etc.

5.1.2 Pitch size guidelines for DPHDL matches are as follows:

- a) U8 & U9– the field size must be 25-30 meters (27x33 yds) wide by 30-36 meters (33x39 yds) in length maintaining the rectangular shape.
- b) U10 & U11 – the field size must be 30-36 meters (33x39 yds) wide by 40-55 meters (44x71 yds) in length maintaining the rectangular shape.
- c) U12 – the field size must be 42-55 meters (46x60 yds) wide by 60-75 meters (65x82 yds) in length maintaining the rectangular shape.

5.1.3 Goal sizes for the DPHDL are as follows:

- a) U8 & U9– 2.44 meters wide (8ft) by 1.52 meters high (5ft)
- b) U10 & U11—4.88 meters wide (16 ft) wide by 1.83 meters high (6ft)
- c) U12—5.49 meters wide (18ft) wide by 1.83 meters high (6ft)

5.1.4 The ball size for the matches shall be:

- a) U8 & U9 – size 3 ball, or 4 Super Light
- b) U10 & U11– size 4 ball(or 5 light)
- c) U12 – size 4 ball (or 5 light)

5.2 RETREAT LINE

5.2.1 The retreat line will come into play when the ball has gone out for a goal kick or when the goalkeeper has the ball in his/her arms. The retreat line shall be marked at the ½ way mark for the U8 & U9 division and at the 1/3 mark of the field for the U10-12 divisions. The use of field markers outside the field of play to indicate the retreat line is recommended. The ball is in play once it leaves the penalty area. All opponents must be behind the retreat line and cannot cross the retreat line until the ball:

- Is touched by a player of the team releasing the ball OR,
- Leaves the field of play OR,
- Goes over the retreat line (If the goalkeeper chooses to play the ball across the retreat line prior to the opposition crossing the retreat line).





5.2.2 Infringements – If a player who has taken a goal kick correctly deliberately plays the ball a second time or touches the ball with his/her hand when the ball has left the penalty area before another player has touched it, an indirect free kick is awarded to the opposing team from the position where the second touch occurred. (See Law 13 – Position of free kick).

5.3 THROW-INS

U8 – U9 Divisions: There are no throw-ins. It's pass or dribble in.

U10 – U11 Divisions: Pass or dribble-in

U12 Division: Throw-ins

5.4 OFFSIDE

U8 – U11 Divisions: No offside

U12 Division: Offside rule in effect

6. SUBSTITUTIONS

6.1 DPHDL

6.1.1 U8 – U9
Substitutions are unlimited and on the fly.

6.1.2 U10 – U12
Substitutions are unlimited and can be made at any stoppage of play with the match official's permission. Players entering the field of play should do so from the mid-field marker only once the player they are replacing leaves the pitch.

6.2 GHSL & YPHDL

6.2.1 Player substitution shall be permitted with the consent of the match official during a stoppage of play for the following:

- a) Goal kick
- b) Scoring of a goal
- c) Injury of a player





- d) Halftime
- e) No substitution is allowed for any player(s) ejected from the game
- f) Substitutions must enter the field of play at the halfway line and exit by the nearest point on the boundary line
- g) Substituted players must leave the field without delay
- h) Own throw-in - the opposing team can piggyback on that change

7. NIGHTS OF PLAY

The proposed playing schedule will be as follows:

NIGHTS OF PLAY	GHSL	YPHDL			DPHDL	
	Elite	Premier	1 st Division	2 nd Division	U8 - U11	U12
Monday	U17	U15	U16	U13 / U14		
Tuesday	U18	U14 / U16	U13 / U15			
Wednesday	U13 / U15	U17	U14	U16		
Thursday	U14 / U16	U13 / U18	U17	U15		
Friday						
Saturday					Festival	Home & Away

8. LEAGUE FEE

- 8.1 The annual League fee will be proposed by the League Executive, adopted by the GHSL Executive (for GHSL only), and ratified by the members as part of the budget presented at the PHSA Annual General Meeting.
- 8.2 For the League Fee structure, please reference **Appendix A**.

9. LEAGUE REGISTRATION

9.1 DPHDL

9.1.1 Entries

Clubs are not limited to the number of teams they enter in any division of the DPHDL.

9.1.2 Categories and Divisions

- a) Subject to OS Published Rules and Regulations and the approved Terms of League Operations, the DPHDL may operate a Level 6, Male and Female Divisions in the District for the U8-U9 age groups.





- b) Subject to the OS Published Rules and Regulations and the approved Terms of League Operations, the Peel Halton Development League may operate a Level 5, Male and Female Divisions in the District for the U10-U12 age groups.

9.1.3 Membership

- a) Applications by Clubs to play in the DPHDL shall be made annually on the DPHDL official application form or online per the DPHDL website and received by the League no later than March 15th of each year for the forthcoming outdoor season.
- b) Applications to enter teams into the DPHDL will only be accepted from Clubs who are sanctioned and recognized by the PHSA, OS and CS.
- c) Club applications which are submitted late or are incomplete shall be subject to a late fee set out in the DPHDL Fines & Penalties and may not be admitted.

9.1.4 Applications shall only be accepted if all the required documentation is properly completed, signed by a Club Officer and accompanied by entry fees and bonds (if applicable) and match official fees for the season.

9.1.5 Clubs who are making an application must ensure that their current membership status with the PHSA supports the application to the competitive league.

9.1.6 In the event that a Club application is not accepted the application fee, bond (if applicable) and match official fees will be returned less a \$50.00 administration fee.

9.1.7 Each member Club shall submit its Team entries, including all team fees, bond (if applicable) and match official fees, no later than March 15th of each year for the forthcoming outdoor season, accompanied by the applicable registration fee for each team that is entered into any of the Divisions specified in **Appendix A**.

9.1.8 Late entries may be accepted at the PHSA Board of Directors discretion and only upon receipt of the late fee per **Appendix A**.

9.1.9 Team fees shall be set annually and may vary by Division. Team fees will be set and published in the DPHDL application.

9.1.10 Withdrawal requests from the League must be made before March 31 and must be delivered to the DPHDL office.

9.1.11 A team who withdraws after March 31st the applicable Club shall forfeit 100% of the Team registration fee. Match Official fees will be refunded.





9.2 GHSL & YPHDL

- 9.2.1 Clubs will be advised of their positions in the Golden Horseshoe Soccer League (GHSL) by their respective District Association and in the YPHDL by the PHSA.
- 9.2.2 Promotion and relegation criteria or membership criteria is decided by each District as the District governs allotted spots.
- 9.2.3 Clubs will register teams in the PHSA's League Management Platform, for the positions assigned. Clubs will acknowledge the nights of play at the time of registration. Clubs will advise and supply all key contact information for the Club at registration:
- Club President
 - Executive Director or General Manager
 - Rep Director
 - Administrator
 - Head Referee
 - Field Scheduler
- 9.2.4 Clubs will advise the league of the team contacts by April 15th. It is the Clubs responsibility to keep the league up to date on any contact changes for the Club or team(s). With registration, the Club and team contacts agree to receive contact from the league.

10. TEAM REGULATIONS

10.1. DPHDL

- 10.1.1. All players shall be registered with the PHSA in accordance with the **OS** Published Rules and must appear in the **OS's** Information Management System.
- 10.1.2. Players U8-U12 are registered to the Club as mini outdoor players in their appropriate age group.
- 10.1.3. The minimum number of players must be registered by April 15th of each year:
- a) Grassroots 5 v 5 (U8-U9) – 7 players minimum
 - b) Grassroots 7 v 7 (U10-U11) – 9 players minimum
 - c) Grassroots 9 v 9 (U12) – 11 players minimum
- 10.1.4. There will be no maximum limits to each team as there is no "Player Assignment to Team" for Grassroots players. Players registered with the Club are eligible to play in the appropriate age and gender classifications for each team. The "Game Day Maximums" on the bench are:





- a) Grassroots 5 v 5 (U8-U9) – 10 players maximum
- b) Grassroots 7 v 7 (U10-U11) – 12 players maximum
- c) Grassroots 9 v 9 (U12) – 16 players maximum

10.1.5. **All players and team officials must have a District Stamped Roster validated by the District. The District Stamped Roster must be present at all games and discipline hearings. Any team not in possession of the District Approved Stamped Roster may be subject to disciplinary action.**

10.1.6. Where it comes to the attention of the DPHDL Committee, through any means, that a player has participated in a game and is not properly registered, the DPHDL Committee will investigate and take appropriate disciplinary action against the coaches, team and Club to which the Team is registered.

10.1.7. Any team playing an unregistered or ineligible player will be subject to a disciplinary review. The Team and its Officials will be assessed penalties that the Discipline Committee imposes in accordance with Ontario Soccer Published Rules as well as any applicable fines as published in the Schedule of DPHDL Fines & Penalties.

10.1.8. A team may use players as “Call-Ups” provided that:

- a) The player is registered with the member Club and appears in the **OS** Information Management System;
- b) The player is not currently suspended by any League or Governing Organization affiliated with the **OS**;
- c) There is no limit on the number of times a player may be called up to a DPHDL Team;
- d) Players must play in the age group except when the Club Technical Director makes an application to the District Association due to individual player physical need and such application has been approved by the District Association;
- e) Players registered to Teams not playing in an Ontario Soccer League are not permitted to play on teams entering into the DPHDL
- f) Clubs who are operating a U7 House League can call up players to the DPHDL
- g) **Players (U8 – U12) can ONLY be called up from their house league team in the same age group (i.e. U9 Team call up player from U9 House League, not U8)**
- h) The Call-Up meets with PHSA policy on Players Playing Up





10.2. GHSL & YPHDL

- 10.2.1 As of the 2024 Outdoor Season, PHSA is adopting the Digital ID Registration System (**District Stamped Roster with Photos**) to replace books or cards. All PHSA clubs are required to utilize the **District Stamped Roster**. Only non-PHSA clubs participating in the GHSL, whose Districts have not adopted the Digital ID Registration System, will be permitted to utilize books or cards in place of where a **District Stamped Roster** is referenced herein.
- 10.2.2 All players must be registered in accordance with **OS** Registration Policy and be in the **Ontario Soccer Member Management System (MMRS) known as “OSCAR” Ontario Soccer Club & Academy Registry**.
- 10.2.3 A team may register a maximum of 20 players. A minimum of **13** players must be registered by April 15th of each year.
- 10.2.4 Each team must play in its own age level unless otherwise approved by the District and League In accordance with **OS** Policies and Procedures.
- 10.2.5 Players registered in the current season in a league higher than Regional will require permission to be registered at a Regional Level team after June 30th.
- 10.2.6 All Team Coaches, Assistant Coaches and Managers must be registered in the **OS** registration system.
- 10.2.7 All players and team officials must have an **OS** Registration **District Stamped Roster** validated by the District. The **District Stamped Roster** must be present at all games and discipline hearings. **The same documentation is required for all players including call-up players, as well as players being used with a TEP or STRP.**
- 10.2.8 **District Stamped Roster** and game sheets must be available and checked by the opposing team official(s) fifteen (15) minutes prior to kick-off.
- 10.2.9 If any player and/or team official is not in possession of their **District Stamped Roster** and roster they may not participate in the game or sit on the bench.
- 10.2.10 If no **District Stamped Roster** is available for the entire team, the game will not be played, and the team will forfeit the game. The opposing team will win the game by a score of 1:0 and will be awarded the points for the game. (In the event that the game is played despite one team not having a **District Stamped Roster**, no protests will be considered).





- 10.2.11 Game sheets should not indicate that **District Stamped Roster** were checked if they were not. If it is found that **District Stamped Roster** were not checked when the game sheet indicates that they were; the club will be fined as per **Appendix A**.
- 10.2.12A player or team official arriving late will be allowed to participate in the game upon verification of their registration on the **District Stamped Roster** to the opposing team official(s). It is the responsibility of the team officials to ask the match official to make the game sheet available for late arriving players and/or team officials to verify the person's registration on the **District Stamped Roster**. There is no time limit on when a late arriving player or team official may join the game.
- 10.2.13 Teams who are participating in the League will abide by **OS** Rules, Policies and Procedures regarding players except as noted in League Rules and Regulations.
- 10.2.14 Players playing for a team (club) in the League, or any other league shall not be permitted after July 31st to transfer or re-register to play for another team (club) in the league in the current playing season.
- 10.2.15 No players who are registered as OPDL can deregister and reregister to play in the league after June 30th.
- 10.2.16A "call-up" is any player who is not registered on the **OS** team roster. A call-up is a registered player to the Club. In the case of Hamilton United and NRSP, the call-up can be from any of the supporting clubs. HDSA and NSA must submit the list of the supporting clubs to the league before May 15th for the current outdoor season.
To meet the requirements of a call-up, the player must be moving UP in some way. Up an age, Up a division, Up a league. A player being used as a call-up can only be a maximum of 1 year younger.
- 10.2.17A player may play a maximum of **eight (8)** games in total per season as a call-up. It is the responsibility of the team officials calling up the player to be aware of how many times the player has played as a call-up in the current season.
- 10.2.18A team may use a maximum of **five (5)** call-ups in any league or league cup game.
- 10.2.19If a player is found to have played in more than eight (8) games as a call-up in the current season the team shall forfeit the 9(+) game(s) and be fined as per **Appendix A**. The opposing team will win the game 1:0 and will be awarded the points for the game.
- 10.2.20Any team found to have played more than five (5) call-ups in a game the team shall forfeit the game and be fined as per **Appendix A**. The opposing team will win the game 1:0 and will be awarded the points for the game.





10.2.21 No player registered in a league higher than Regional may be used as a call-up in the League. If a team is found to have used a player registered in a league higher than Regional as a call-up the team/club shall forfeit the game and will be disciplined accordingly. The opposing team will win the game 1:0 and will be awarded the points for the game.

10.2.22 No player registered on a League team with another club shall be used as a call-up in the same division of the League.

10.2.23 If a player from a higher league is transferred to a house league team after June 30th, they are still not eligible to play as a call-up. If it is found that a team used such a player as a call-up the team/club shall forfeit the game and will be disciplined accordingly. The opposing team will win the game 1:0 and will be awarded the points for the game.

10.2.24 Teams from the same club playing in the same division shall not interchange players.

10.2.25 U12 Players are not permitted to play as a Call-up – see OS Operational Procedures.

11. COACHES & TEAM OFFICIALS

The PHSA recommends the adherence to the Canada Soccer “Rule of Two” Policy. For all youth teams, there must be two (2) adults present on the team bench at all times.

11.1 DPHDL

11.1.1 Each team must appoint a Head Coach for the Club age group/gender and one for the individual team. All Coaches and Assistant Coaches and other team officials for teams registered in the DPHDL must be registered with the League. A Head Coach may only coach two teams in the development league.

11.1.2 All Coaches and other Team Officials shall be registered with the PHSA in accordance with the OS Published rules.

11.1.3 A qualified Head Coach shall be registered and certified with OS.

a) U8 – U9 Coaches requirements:

- Fundamentals
- Making Headway
- MED (with evaluation)
- Respect in Sport
- Emergency Action Plan
- Understanding the Rule of Two





- Head Coaches are required to complete the OS Game Leader Program
- b) U10 – U12 Coaches requirements:
 - Learn to Train
 - Making Headway
 - MED (with evaluation)
 - Respect in Sport
 - Emergency Action Plan
 - Understanding the Rule of Two
 - Head Coaches must attend the age appropriate PHSA Laws of the Game Session as a minimum in order to qualify to be on the bench.

11.1.4 The Head Coach/Team Coach is responsible for their team and the conduct of the parents/spectators and team staff at all times.

11.2 GHSL & YPHDL

- 11.2.1 “Team official” shall mean coach, assistant coach, manager or assistant manager, **Club Head Coach or Club Technical Director** who will be registered and carded by District Association.
- 11.2.2 All team head coaches and assistant coaches must have an **OS** Coaching Certification or Coach Certification as required according to **OS and/or League** published rules.
- 11.2.3 All team officials must be registered with their District Association and their **District Stamped Roster** must be presented to the opposing coach before the start of the game. If the **District Stamped Roster** are not available, the official(s) name will not be entered on the game sheet and the official(s) will not be allowed to sit on the player bench. Team official’s arriving late will be allowed to sit on the player’s bench upon presentation of their **District Stamped Roster** to the opposing coach and name entered on the game sheet.
- 11.2.4 A minimum of 2 and a maximum of 4 team officials, which are carded to the team, shall be permitted to sit on the bench.
- 11.2.5 Smoking by Team Officials in proximity to the players; before, during or after a match is not permitted. This includes the field proximity, park area and parking area.
- 11.2.6 Team officials will coach within the marked technical area or within one (1) meter of their bench. Team officials are not permitted to walk up and down the sideline or obstruct the view or passage of the assistant referee.





12. TEAM RESPONSIBILITIES

12.1 DPHDL

- 12.1.1 Coach or Team official is required to report to the DPHDL Field Convener providing the Game Day Sheets for the event at least 30 minutes before their scheduled match.
- 12.1.2 Ensure that all participants who are listed on the roster are Ontario Soccer Registrants. Only duly registered officials and players are allowed on the players bench.
- 12.1.3 The DPHDL requires a certified team official and substitute players to be in the technical area at all times.
- 12.1.4 No coach or Team Official may enter the field of play at any time without the prior approval of the Match Official.
- 12.1.5 No Coach or Team Official has the right to withdraw their Team or any of their players from the Field of Play without the prior approval of the Match Official.
- 12.1.6 Each Team shall ensure that its spectators sit on the side of the field opposite from the side where the players and Team Officials are located.
- 12.1.7 Clubs and Team Officials are fully responsible at all times for the conduct of their players, other Team Officials and spectators at and/or in the vicinity of the game in which their Team participates and for any breaches of the DPHDL League Code of Conduct.
- 12.1.8 A player, Coach, other Team Official or spectator who tries or does impede, harass or otherwise intimidate a Match Official or opposing Team Official shall be subject to disciplinary action. The Team and its officials will be assessed penalties that the DPHDL Discipline Committee imposes in accordance with **OS** Published Rules as well as any applicable League fines and bonds as published in the Schedule of DPHDL Fees, Fines & Penalties.
- 12.1.9 In the event of an altercation on the field of play, anyone from the bench entering the field of play during the altercation, for whatever reason, shall be subject to disciplinary action. The players and Team Officials will be assessed penalties that the DPHDL League Discipline Committee imposes in accordance with **OS** Published Rules and any applicable fines as published in the Schedule of DPHDL Fees, Fines & Penalties.
- 12.1.10 Any suspended Team Official may not be present at or in the vicinity of the field for any League game throughout the period of his/her suspension. Failure to comply with this





Rule shall result in further disciplinary action and a fine as published in the Ontario Soccer Rules.

12.2 GHSL & YPHDL

- 12.2.1 Register their players and team officials with OS and have the players and team officials listed in the League Software Platform system.
- 12.2.2 Anyone on the bench entering the field of play without the consent of the match official during an altercation will be subject to disciplinary action depending on League Discipline Committee findings.
- 12.2.3 All Clubs will register colours for their home and away uniforms (Shirt/Shorts/Socks) with the league and will wear the appropriately registered uniform for all league games. Home and away uniforms must be different colours.
Teams must wear the Uniform of the Club to which they are registered.
The Uniform must display the Club crest/logo.
- 12.2.4 Teams failing to comply with League Rules and Regulations are subject to fines and/or disciplinary action. Team and club officials will be notified in writing of any fines levied and/or disciplinary action.
- 12.2.5 A team must field a minimum of seven (7) registered players for games and if not, the team shall forfeit the game and be fined as per **Appendix A**.
- 12.2.6 If the minimum amount of players required in rule 7.v. is at the field by the scheduled game time, the match official will start the game at the scheduled time.
- 12.2.7 If any team fails to appear or appears and refuses to play at a scheduled League game or League Cup game, they shall be fined as per Appendix "A" and the team will forfeit the game. Forfeits will be recorded as 1:0 loss by default.
- 12.2.8 Clubs/teams are responsible for the conduct of their players, officials, and spectators on and off the field of play during a game and before and after a game scheduled by the League.
- 12.2.9 A maximum of twenty (20) registered players may sit on the bench. All players must be listed on the game sheet, and once listed are deemed to have played. (Players under suspension shall not be entered on the game sheet and should not be at the player's bench). Teams found to have more than twenty (20) players on the game sheet shall forfeit the game to the opposing team by a score of 1:0.





12.2.11 Any team official withdrawing a team from a game shall be fined as per **Appendix A** and the team will forfeit the game. Forfeits will be recorded as 1:0 losses by default.

13. HOME CLUB / HOST RESPONSIBILITIES

13.1 DPHDL

13.1.2 Clubs who have agreed to be a HUB Host will be expected to Host Festival and League events over the course of the season. Clubs shall advise of their available dates for hosting no later than February 17 of the upcoming outdoor season.

13.1.3 The Host is responsible to:

- a) provide the fields and ensure markings, goals and nets are prepared for the event
- b) Provide a check-in and information area for the DPHDL Staff and teams complete with tables, chairs and tent
- c) Provide field maps and information to teams and visitors
- d) Advertise and hire game day field staff. The Host Club is responsible to pay the field staff and submit their invoice to the District Association for reimbursement every two weeks.
- e) The Field Convenor is to be paid by the District Association directly.
- f) It is recommended that the Host have the Club Head Match Official or another qualified Mentor Match Official on-site for the matches to support, review and mentor the assigned match officials

13.1.4 A host may set up, operate or lease out vending and/or retail space and may deploy advertising on site for the festival.

13.2 GHSL & YPHDL

13.2.1 Home clubs are responsible for the provision of:

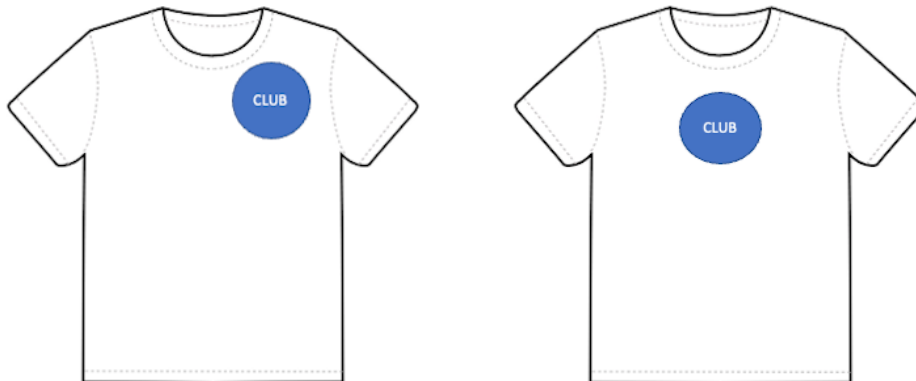
- a) Field markings, as per FIFA Rules. (including Technical Area)
- b) Goal nets.
- c) Corner flags.
- d) A minimum of two (2) size five (5) game balls
- e) Change rooms (if available).
- f) Field lights (when required).



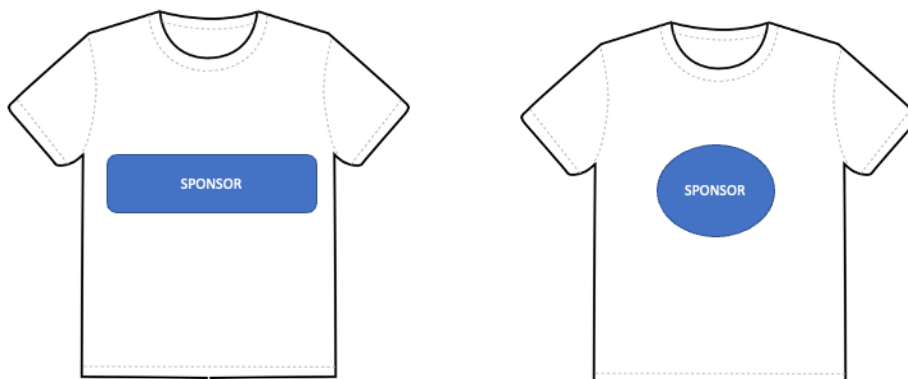


14. UNIFORMS

- 14.1 All players shall wear regulation soccer equipment as outlined by FIFA and **OS** Rules.
- 14.2 All Players, including goalies, must be identified by a number, a minimum 8 inches / 204 millimetres tall on the back of their shirt and such number will be recorded against the players' name on the game sheet. All numbers must be legible. No two players on the same team may wear the same number. Every player must have a different number. No taped numbers are permitted on any player on the field.
- 14.3 Teams will wear the uniform of the club to which they are registered.
- 14.4 The official club name/logo/crest/emblem must appear on the front of the player jerseys. The name/logo/crest/emblem should be no smaller than 5 square inches. The name/logo/crest/emblem/symbol or initials of no other club or academy may appear on the jersey.



- 14.5 A sponsor logo may appear on a player jersey provided it does not exceed a maximum size of 40 square inches.





- 14.6 The home team will change to their registered away uniform colour if there is a conflict.
- 14.7 Goalkeepers' uniforms must not conflict with that of the game officials or opposing team and must be identified by a number on the back of the jersey.
- 14.8 If the goalie is substituted, the new goalie must have a different number than the original goalie.
- 14.9 All substitute players recorded on the game sheet must wear a pinny that is a different colour from the players on the field. The pinny must be worn until the player enters the field of play.
- 14.10 All Teams must register their regular team colours with the League prior to the start of the League schedule. Where the organizers or the Match Official decides that the team colours conflict, the home team is required to change to an alternate jersey providing that the visiting team's colours are as filed with the League. If not, the visiting Team shall change its shirts. The goalkeeper's jersey colour must be different from that of either team. It is the responsibility of the Coach of the Team that is required to change to have alternate shirts available at each game.
- 14.11 Player's numbers must be recorded on the game sheet and cannot be changed after the start of the game with the Match Officials permission.
- 14.12 Safety or protective equipment may be worn after inspection by the Match Official, and only if the Match Official deems that the wearing of such equipment will not constitute a danger to the other players.
- 14.13 All teams will have a First Aid Kit at every game.
- 14.14 Shin guards and socks are mandatory at all times.
- 14.15 All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed. Using tape to cover jewelry is not permitted.

15. MATCH OFFICIALS

15.1 DPHDL

- 15.1.1 In the event the appointed Match Official(s) fail to appear by the appointed kick-off time, the HUB Convenor will make every attempt to secure an alternate Match Official as required for the level of match or one of the Assistant Match Officials may assume the duties of the Match Official if he/she meets the minimum requirement of being an **OS** Registered Match Official as required for the level of the match. Match Officials failing to attend an assigned game shall be subject to discipline under **OS** Policies.





15.1.2 The Match Official shall be required to submit all signed games sheets, Caution summaries, Player Dismissals, Special Incident Reports and/or Match Official Assault Reports prior to leaving the HUB location. The Match Official will not be paid for their services until said reports are provided. Match Officials failing to file the required reports shall be subject to discipline under **OS** Policies.

15.2 GHSL & YPHDL

15.2.1 The League or its designate will assign registered officials to all games.

15.2.2 Registered Match officials must be present at the game thirty (30) minutes prior to the scheduled start to complete a standard field check.

15.2.3 Match Officials Fee Schedule & Half Game Fee details; see Appendix “B”.

15.2.4 For League matches the home team is responsible for the payment of match officials in cash, fifteen (15) minutes prior to kick-off.

15.2.5 For League Cup matches the match official fees are to be split equally between teams.

15.2.6 The game shall be played if one official is present.

15.2.7 All Match Officials for Regional Elite games must have CSA District Referee qualification.

15.2.8 All Match Officials must be a minimum of 16 years old as well as two years older than the age group of the team. Match Officials may be District Youth level or higher certified.

15.2.9 Officiating complaints will only be acknowledged if received in writing by the League.

15.2.10 The Match official is responsible for completing the online game report via the League Software Platform system. In addition, the Match Official must upload the “Official Game Sheet” plus pertinent paperwork to the league within twenty-four (24) hours of a game being completed along with all discipline reports (cautions, dismissals, and SIRs). The ‘Official Game Sheet’ must be signed by all three match officials before being submitted. Furthermore, all disciplinary forms must be signed by the Match Official before submission. The following 3 methods can be used by the match official to provide the “Official Game Sheet” to the league:

1. Scan a copy upload a copy into the League Software Platform at the time of reporting the game
2. The Match Official must keep the original copy of the game sheet for the season in case the league requires the actual original. The league will not accept photos of the game sheets and/or disciplinary reports.





3. All non-compliance will be reported to their district association for disciplinary action. Failure by the game official to provide game sheets to the league office within the stipulated time frame does not make the game sheet or any disciplinary reports null and void. The league will process discipline once received.

15.2.11 All Match officials must sign all game sheets and record any infraction(s) which occurred for which players or team officials were ejected. All non-compliance will be reported to their district association for disciplinary action.

15.3 Conflict of Interest

15.3.1 All Match Officials and Match Assignors shall comply with the **OS's** Code of Conduct or the **OS's** Match Assignors Code of Conduct, or they shall be reported to their District Association for disciplinary action.

15.3.2 Each Match Official or Match Assignor is under an obligation to avoid a conflict of interest:

- a) To absent himself or herself from any game at any time there is the matter giving rise to the conflict.
- b) To refrain from accepting the game or officiating the game, where involved himself or herself with that age division.
- c) To refrain from officiating when you have a relative who is participating in the match as a player or team official.
- d) To refrain from officiating in a game when you are a team official, executive member, and/or a player within that club.
- e) A Match Official may opt to engage a spectator to serve online when one or more assistant are absent. Such person must be identified and agreed to by all team officials. If not approved by all team officials such person cannot be used. However, if such person is approved that person will call balls in and out only.

15.3.3 All non-compliance will be reported to their district association for disciplinary action.

16. GAME START TIME

16.1 DPHDL

16.1.1 Teams are required to present themselves at the game field at least 30 minutes before the scheduled kick-off time and report promptly to the DPHDL Convenor.

16.1.2 Any Team that causes a game to be delayed beyond the scheduled kick-off time will be subject to a fine as published in the Schedule of DPHDL Fees, Fines and Penalties.





16.2 GHSL & YPHDL

- 16.2.1 The Match Official will endeavour to start each game at the scheduled time designated by the League.
- 16.2.2 An allowance of not more than fifteen (15) minutes from the scheduled time shall be made if either team has less than seven (7) players in attendance for the game. No exceptions will be allowed by the Match Official.
- 16.2.3 Games scheduled for weeknights must start at either 7:00PM or 9:00PM. 7:00PM is the only allowed kickoff time for U13. Only the League can assign other times at their discretion or as required. Weekend games will be scheduled at the Leagues discretion to commence no earlier than 10 a.m. depending on field availability. Only the League can assign other times at their discretion or as required.

17. GAME DURATION

17.1 DPHDL

- 17.1.1 The length of games will be:
- U8 & U9 Festivals – 2 x 20 minutes
 - U10 & U11 Festivals – 2 x 25 minutes
 - U12 Home & Away – 2 x 35 minute

U8 – U12 shall play one match per Saturday, with a possibility of two matches if there is an uneven number of teams in a division.

17.2 GHSL & YPHDL

- 17.2.1 The length of games will be:
- U-13: Two (2) forty (40) minute halves
 - U-14: Two (2) forty (40) minutes halves
 - U-15: Two (2) forty-five (45) minute halves
 - U-16: Two (2) forty-five (45) minute halves
 - U-17: Two (2) forty-five (45) minute halves
 - U-18: Two (2) forty-five (45) minute halves
- 17.2.2 A minimum break between the halves of one minute and not more than ten minutes shall be provided. During periods of extreme heat, the Match Official may at their discretion offer water breaks.





18. GAME ABANDONED

18.1 DPHDL

18.1.1 Any team that fails to present itself at the game field within 15 minutes after the scheduled kick-off time or fails to field the minimum:

- U8-U9 Division – Four (4) players
- U10-U11 Division – Five (5) players
- U12 Division – Six (6) players

Shall be considered to have failed to appear for a scheduled game and shall be fined in accordance with **Appendix A**. The team must start the game immediately upon arrival of the minimum number of players if the said players arrive within the prescribed 15-minute grace period. Once determined that a team is a no-show, additional players may be added from the opposing team or other teams to afford the game to be played.

18.1.2 At the end of the grace period, the Team shall be subject to a fine as published in the DPHDL Schedule of Fees, Fines and Penalties.

18.1.3 If both Teams fail to appear for a scheduled game, both teams will be fined as per the DPHDL Schedule of Fees, Fines and Penalties.

18.1.4 When, in the opinion of the Match Official and/or the Field Convenor, it is necessary to stop a game due to adverse conditions or unplayable field, the game may be declared to be abandoned. Cancelled games will not be rescheduled.

18.1.5 If, in the opinion of the Match Official, abandons a game at any time due to the actions of players, officials or spectators/supporters of a Team, the players and the Team Officials will be subject to Discipline.

18.2 GHSL & YPHDL

18.2.1 Clubs will be held responsible if a game is abandoned because of the actions of its players, officials or spectators and will be subject to a disciplinary hearing. If the club is found guilty team shall forfeit the game and the club will be fined as per **Appendix A**. Forfeits will be recorded as 1:0 losses by default and points will be awarded to the opposing team depending on the discipline committees' findings.





19. CANCELLATION OF GAMES

19.1 GHSL & YPHDL

- 19.1.1 The game shall begin and/or continue to be played unless, in the opinion of the Match Officials, the safety of the players and/or the quality of the field is in jeopardy.
- 19.1.2 The game will be replayed in full if less than fifteen (15) minutes of the second half has been played, after which time the results of the match at the time of the stoppage shall stand. The Match Official shall be the sole judge of time elapsed.
- 19.1.3 When fields are closed due to weather conditions, the league will notify affected teams of any cancellations as soon as notification has been received in the league office. Rules for rescheduling will be used when rescheduling games.
- 19.1.4 League and Cup Games may be cancelled at the discretion of the League, Match Official, the municipality, or owner of the field.

20. RESCHEDULING OF GAMES

20.1 GHSL & YPHDL

- 20.1.1 Unless for conditions stated in Section 19 – Cancellation of Games, no game will be rescheduled unless otherwise approved by the League.
- 20.1.2 If a game is postponed for any reason, the Home Team must provide reschedule fixtures to the League within seven (7) days of the originally scheduled date. Failure to do so will result in the home teams' forfeiture of the home advantage and the opposing team will provide a date and field for the rescheduled game within seven (7) days at the home teams' expense, which the Home Team must attend or forfeit.
- 20.1.3 If the reschedule date conflicts with a previous commitment to a pre-approved (by the District or league operator) sanctioned event, then another date must be provided to accommodate.
- 20.1.4 There will be no league or league cup games scheduled for a team within 24 hours before or after their Ontario Cup game(s). Teams must notify the League of any Ontario Cup games at least seven (7) days prior to the Ontario Cup game, or as soon as possible if they were given less than seven (7) days' notice by the **OS**.





20.1.5 Every attempt must be made by both teams to play the rescheduled game as soon as possible after the originally scheduled date. All rescheduled games must be played by the season end date, **September 20th, 2024**, as per Section 21 – Season End Date.

20.1.6 If a team advises the league in writing, less than 48 hours in advance, that it will be unable to field a team for a scheduled league game, the team will be fined as per **Appendix A** and the game will be considered a forfeit and will not be rescheduled.

20.1.7 If 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 game, the game will be considered a forfeit and will not be rescheduled.

20.1.8 Only the League are authorized to schedule or reschedule games.

20.1.9 Any match(s) scheduled or rescheduled by team officials, clubs or persons not authorized by the League will be declared null and void. For teams participating in an unsanctioned game, the League will not consider points from that game and could be subject to sanctions as per **Appendix A**.

20.1.10 Teams found in default, or do not show for a game will be fined as per **Appendix A**.

21. SCHEDULING EXEMPTION DATES

21.1 DPHDL

There are no exemption dates in the grassroots division (U8 – U12).

22.2 GHSL & YPHDL

22.2.1 Teams committing to play in the League may request a maximum of two (2) exemption dates prior to the start of the season, with a deadline of April 1st annually. Exemption dates may only include OS sanctioned tournaments and graduation/exams up to a maximum of ten (10) days, subject to the rules below. All other rescheduling requests will not be entertained. Unacceptable requests examples include vacation, soccer camps, other sporting events, school trips, etc.

- a) Graduation/Exams may be used as one (1) of the exemption dates. Teams will be granted a maximum of seven (7) consecutive days (weekends included) for a graduation/exams exemption.
- b) Exemptions for Ontario Cup will not count as one of the two (2) dates in this rule.
- c) Teams will be granted exemptions for OFSAA if they have three (3) or more players registered with their team on the OFSAA roster. Exemptions for OFSAA do not count as one of the two (2) exemption dates and are not subject to the deadline.





- d) Travel time for tournaments may be granted only if the team includes the travel time in their request. Travel time will be granted based on the Google Maps travel time between the city the team is from and the city where the tournament is held:
- 1) **0 – 4 hours travel time one way** = No travel time, only the days of the tournament will be granted.
 - 2) **More than 4 but less than 8 hours travel one way** = 1 day travel time before and after the tournament
 - 3) **8 or more hours travel time one way** = 2 days travel time before and after the tournament

22. SEASON END DATE

The final date for any games to be played in the 2024 Outdoor Season, including Tie-Breaker games, will be **Friday, September 20th, 2024.**

23. GAME SHEETS & SCORE SUBMISSIONS

23.1 DPHDL

- 23.1.1 Only Online Game Sheets (League Software Platform) as supplied by the League via the online game sheet module is considered the official game sheet. If the League online game sheets are not used, the Club will be fined per **Appendix A**.
- 23.1.2 The names of all players and Team officials participating in a game must be printed on the official Game Day Roster and submitted to the DPHDL appointed Field Convener prior to the commencement of the game. The players, team official's data must be complete at the time of submission. Teams failing to submit their approved Game Day Roster will be fined according to the Schedule of DPHDL Fines & Penalties. The team official is required to print from the League Software Platform management system their game day roster and take same to the field of play.
- 23.1.3 A coach will only be registered to one team in each age and gender group.
- a) For U8 division festivals, a maximum of ten (10) players' names shall appear on the Game Day Team Sheet and are eligible to play in DPHDL games. Only four (4) Team Officials may be listed on the Game Day Team Sheet. All players and team officials must have a valid **OS** registration number listed beside their name.
 - b) For the U9 division festivals, a maximum of ten (10) player's names shall appear on the Game Day Team Sheet and are eligible to play in DPHDL games. Only four (4) Team Officials may be listed on the Game Day Team Sheet. All players and team officials, including call-ups whose names appear on the game sheet and are not





crossed out, shall be deemed to have played or participated in the game. All players and team officials must have a valid **OS** registration number listed beside their name.

- c) For the U10 division festivals, a maximum of twelve (12) player's names shall appear on the Game Day Team Sheet and are eligible to play in DPHDL games. Only four (4) Team Officials may be listed on the Game Day Team Sheet. All players and team officials, including call-ups whose names appear on the game sheet and are not crossed out, shall be deemed to have played or participated in the game. All players and team officials must have a valid **OS** registration number listed beside their name.
- d) For the U11 division festivals, a maximum of twelve (12) player's names shall appear on the Game Day Team Sheet and are eligible to play in DPHDL games. Only four (4) Team Officials may be listed on the Game Day Team Sheet. All players and team officials, including call-ups whose names appear on the game sheet and are not crossed out, shall be deemed to have played or participated in the game. All players and team officials must have a valid **OS** registration number listed beside their name.
- e) For the U12 division festivals, a maximum of sixteen (16) player's names shall appear on the Game Day Team Sheet and are eligible to play in DPHDL games. Only four (4) Team Officials may be listed on the Game Day Team Sheet. All players and team officials, including call-ups whose names appear on the game sheet and are not crossed out, shall be deemed to have played or participated in the game. All players and team officials must have a valid **OS** registration number listed beside their name.

23.1.4 A copy of the Game Day Team Sheet must be present at the match. One Team Official must sign the sheet and that signature shall certify the eligibility of all players and officials whose names appear on the game sheet to participate in that game. The names of players and Team Officials not preset at the game should be crossed out on the game sheet. All players, team officials and call ups whose names appear on the game sheet and are not crossed out shall be deemed to have played or participated in the game.

23.1.5 Any team that fails to produce a Game Day Team Sheet will be subject to a fine as published in the **Appendix A** and will not be allowed to play that day.

23.2 GHSL & YPHDL

23.2.1 Only Online Game Sheets (League Software Platform) as supplied by the League via the online game sheet module is considered the official game sheet. If the League online game sheets are not used, the Club will be fined per **Appendix A**.





- 23.2.2 The Club/team official will enter only players who are registered to the team in the **OS** system and have a valid **OS** registration as per the **District Stamped Roster** into the League Software Platform system. Player and team officials are not permitted to participate while under suspension and nor are they permitted to be on the game sheet.
- 23.2.3 All players and team officials present must be identified on the game sheet. All names and **OS** registrant numbers must be always legible. A team may list up to twenty (20) players on the game sheet. Accurate player jersey numbers must also appear on the game sheet.
- 23.2.4 Team Officials present at the game must sign the game sheet. Players and Team Officials whose names and registration numbers appear on the game sheet are deemed to have coached/played in the match.
- 23.2.5 Completed game sheets accompanied by any Disciplinary Reports, Trial Permits or Temporary Registration Permits must be provided to the League office by the game official within twenty-four (24) hours of the final whistle. Non-compliance will be reported to their district association for disciplinary action. Failure by the Match Official to provide game sheets to the league office within the stipulated time frame does not make the game sheet or any disciplinary reports null and void. The league will process discipline once received and reviewed.
- 23.2.6 Teams using players on a **Temporary Eligibility Permit or Short-Term Registration Permit** must submit the authorized signed copy with the game sheet. All players playing for teams under a TEP or STRP will be governed by the Policies and Procedures of **OS** and League. The Match Officials must add any player's name(s) and **OS** number manually into the online game report that is not shown and participated in the game.
- 23.2.7 The suspension of players/team officials by the League for any game in which a player/team official received a game or time suspension is recorded in the League system. The system will endeavour to prevent any suspended individual from appearing on the game sheet. However, it is the responsibility of the team official(s) to ensure that no suspended player or team official participates in the game or is signed on the game sheet. Any player or team official entered on a game sheet for a game they are suspended for will result in disciplinary action.

24. MERCY RULE (YPHDL Only)

League results will be governed by a mercy rule:

- a) The game will be played in its entirety.
- b) League Software Platform will report a maximum of a 4-goal differential regardless of the score entered in Game Results.
- c) Actual results will be kept for record keeping purposes.





25. LEAGUE STANDINGS

25.1 DPHDL

There are no standings maintained in this League.

25.2 GHSL & YPHDL

25.2.1 The League Champion shall be the team that accumulates the greatest number of points, based on the formula of three (3) points for a win and one (1) point for a tie, in all games provided for by the League schedule of that age group.

25.2.2 In the event of a tie for first place between two or more teams at the end of the regular season, the following criteria will be used to determine the League winner:

- a) If two teams tie for first place in the League, a game will be played. Kicks from the penalty mark will be taken if the game is tied after regulation time, per the league cup rules, and FIFA Law Rules on penalty kicks. Costs of match official(s) fees will be split between teams involved. The game will be scheduled as per Section 20 – Rescheduling of Games and must be completed by the season end date as per Section 21 – Season End Date.
- b) If three or more teams tie for first place, a round-robin will be played and each game must have a winner, as per Rule “B (1)” and the team with the most points will be declared the champion.
- c) If the teams are still tied in points the team with the best goal difference (goal plus against goal minus) will be declared the winner.
- d) If teams are tied for the same position in any part of the final standings except for first place, the results between the teams will be determined by:
 1. Head-to-head results.
 2. Total goal difference for the season.
 3. A game will be played per the decision of the Executive Board of the League if it will affect promotion/relegation.

25.2.3 **Promotion and relegation criteria or membership criteria is decided by each District as the District governs allotted spots.**

25.2.4 **More than one (1) team may be promoted or relegated to maintain a viable division. This determination is again at the discretion of each District.**

26. LEAGUE CUP (Not Applicable to DPHDL)

26.1 For the competition, eligibility shall be defined as the following:

- a) A player may only play for the club to which he/she is registered, subject to Player Registration.





- b) Policy 3.0 of the **OS** Published Rules.
- c) A player shall be deemed registered for the competition if his/her registration form has been properly registered by his/her District Association (in accordance with **OS** Published Rules) one (1) day before a game in which he/she plays in the competition.
- d) A player shall NOT play for more than one team in league cup competition.
- e) Unless the player can provide proof to the contrary, a player whose name appears on the game sheet will be deemed to have played in the game.
- f) **Temporary Eligibility Permits (TEP's) and Short-Term Registration Permits (STRP's)** shall not be permitted in the competition.
- g) A transferred player shall be deemed registered for the competition if his/her transfer form has been properly registered by his/her District Association (in accordance with the **OS** Published Rules) one day before a game in which he/she plays in the competition.
- h) A player who has been a professional or non-amateur player and who has been reinstated by the Canadian Soccer Association shall be eligible to participate in the competition provided that he/she has been a registered amateur player with his/her club for a period of thirty days prior to the game. The player may not register as an amateur player until his/her reinstatement has been approved by the Canadian Soccer Association.
- i) Any players who are registered in the current season in a league higher than Regional cannot register to play in the League after June 30th. If players from a higher league are transferred to a house league team, they are still NOT eligible to be used as a call-up within the League after June 30th.
- j) Every player is Cup-tied to the first team with which he/she played a League Cup game, in the current season. If a player plays for a second team, that team will automatically lose the game to the opposing team by default with a score of 1:0 and disciplinary action will be taken.

26.2 If the game is tied after regulation time, kicks from the penalty mark as per FIFA Law will apply.

26.3 No overtime periods, teams go straight to penalty kicks from the penalty mark.

26.4 Match Official fees are to be split equally between teams and paid in cash fifteen (15) minutes prior to the start of the game. Field costs are to be paid by the home team except for semi-finals, and finals when booked by the League.

26.5 Regulation Time in the event the game is called, (i.e. adverse weather), in all league cup games, if fifteen (15) minutes or more of the 2nd half, have been played, the result of the game will stand. If the game is tied, or the suspension of play occurs during penalty kicks the cup game will be replayed in full.





27. DISCIPLINE

27.1 DPHDL

27.1.1 Discipline for the League shall be administered in accordance with the Published **OS** Policies.

27.1.2 In cases where **OS** Published Rules provide for Discipline by Review (DBR), the accused player and Team/Coach Official shall not be required to attend a scheduled hearing.

- a) The League Discipline Committee shall review DBR's every Friday following the Festival of the previous weekend.
- b) Decisions of the Committee shall be communicated to the Member Club the following week.
- c) In the event that an accused individual wishes to request a Hearing, the Request for Hearing shall be submitted to the DPHDL Administrator in writing, together with the Hearing Request fee (**Appendix A**), within Seventy-Two (72) hours following the played match.

27.1.3 In cases where **OS** Publishes Rules provide for Discipline by Hearing (DBH), the accused player and/or Team/Coach Official shall be required to attend a scheduled hearing.

27.1.4 All players required to attend a Discipline Hearing must be accompanied by their parent/guardian, failing which, the hearing shall not proceed, and the player may be suspended until such time as a Hearing has been convened.

27.1.5 Member Clubs shall ensure that all parties required to attend a Discipline Hearing shall be in attendance. Failing which, further penalties shall apply per **OS** Published Policies.

27.1.6 All matters wherein there is an allegation of Match Official Assault, the accused individual shall be suspended immediately from all soccer activity until such time as a hearing has been convened. All matters of alleged match official assault shall be dealt with in accordance with **OS** Published Rules.

27.2 GHSL & YPHDL

27.2.1 The League follows **OS** Discipline Policies which is governed by the CSA and all discipline will be applied under **OS**.

27.2.2 All discipline matters (except appeals) and protests shall be handled by the League Discipline Committee which an independent panel.

27.2.3 League Discipline Hearings will be held on **Mondays through Fridays**, starting in June, and ending in October.





- 27.2.4 Discipline in the case of alleged match official assault an **OS** hearing which is generally administered by the District Association in which the player or team official is registered. The accused is automatically suspended from all soccer-related activity, as per **OS** Rules, until the case has been heard and a decision rendered.
- 27.2.5 All discipline reports must be provided along with the game sheet within twenty-four (24) hours of game completion to the League office by the Match Official or assistant referee. Game sheet reports must be completed online within twenty-four (24) hours of the final whistle. Failure by the Match Official to provide the game sheets to the league office within the stipulated time frame does not make the game sheet or any disciplinary reports null and void. The league will process discipline once received and reviewed.
- 27.2.6 Any team official, who for whatever reason during a game withdraws his/her team from the field, will be subject to disciplinary action depending on League Discipline Committee findings.
- 27.2.7 Request to reschedule hearing dates will only be granted once per case. will be subject to an **administration fee** as per **Appendix A**. The written request **must be submitted no later than 4 days prior to the scheduled hearing** along with the fee.
- 27.2.8 Except in cases of **OS** misconduct Type 1.3, 1.5, and 1.6, an individual who is subject to the DBR system shall have the right to request to be disciplined by the D.B.H. system. The accused must submit a written request to the league within four (4) days of receiving the dismissal. The written request must be received within the stipulated time along with the fee. If found not guilty the fee will be returned. Please refer to **Appendix A**.
- 27.2.9 The accused is required to present their **District Stamped Roster** at all disciplinary hearings.
- 27.2.10 When required by the League, a club representative (Executive Member) must be present for a discipline hearing (DBH). If the club representative does not show for the hearing the club will be fined.

28. PROTESTS

28.1 DPHDL

There are no protests as this is a development league.

28.2 GHSL & YPHDL

- 28.2.1 Protests based on decisions of the match official's interpretation of FIFA Law will not be acknowledged.





- 28.2.2 No protests will be entertained by the League regarding players(s)/team official(s) eligibility if the team making the protest has not checked **District Stamped Roster** as per Section 11.2.3.
- 28.2.3 The protest must be submitted in writing within forty-eight (48) hours of the game being terminated. A fee in cash or club cheque must be mailed within five (5) working days. Please refer to **Appendix A**. Protests can only be heard if any rules of the League or **OS** have been violated. All protests must be signed by an official team representative and a Club Executive.
- 28.2.4 The League will review protests and send a response within fourteen (14) days – once all relevant information is received by the League.
- 28.2.5 **If the protest is ruled out of order – the complete fee will be retained. If Protest is granted – a portion of the fee will be retained.** Please refer to **Appendix A**.
- 28.2.6 Clubs or teams protesting the outcome of a game based on the League or **OS** rules being broken – the protest to reverse the game result will be decided by the Discipline Committee of the protest hearing. The Discipline Committee will have the right to reverse the result of the game by default and issue any fine applicable to the case.

29. APPEALS

29.1 DPHDL

Appeals of any decision by the DPHDL shall be addressed to the **PHSA**, in accordance with the applicable Published Rules.

29.2 GHSL & YPHDL

Any discipline hearing decisions of the League may be appealed to the **OS** League Management Committee. Please refer to their policy for procedures and fees.

Persons appealing a decision of the Discipline Panel are held to the decision until the appeal has been heard and a decision rendered.

30. OTHER MATTERS

All matters not included in these Rules & Regulations shall be dealt with in accordance with the Ontario Soccer Published Rules.





APPENDIX A – SCHEDULE OF FINES, FEES & PENALTIES

<u>LEAGUE FEES</u>	<u>AMOUNT</u>
Team Registration Fee	DPHDL (U8 – U11) – \$475 DPHDL (U12) – \$425 YPHDL – \$600 GHSL – \$675
Late Registration (acceptance not guaranteed)	Additional \$150
Team withdrawal (before April 1 st)	Loss of entry fee
Team withdrawal (starting April 1 st)	Loss of entry fee & a \$500 fine
Team withdrawal (starting May 1st)	Loss of entry fee & a \$1,500 fine
<u>HEARING FEES</u>	<u>AMOUNT</u>
Discipline by Hearing Request from DBR (refunded if found not guilty)	\$125
Discipline by Hearing (Admin charges) – Club/T.O./Player	\$100 / \$100 / \$25
Discipline by Review (Admin charges) – Club/T.O./Player	\$100 / \$100 / \$25
Request to reschedule a Hearing - payable as per Rules	\$250
File a Protest	\$300
Protest denied	Entire fee retained
Protest granted	Fee refunded less \$150 admin fee
<u>FINES</u>	<u>AMOUNT</u>
Club/Team failing to comply with League Rules (OS 5.66)	1 st \$500 / 2 nd \$1,000 / 3 rd + \$2,000 *Repeated offense may be grounds for removing the team from the league altogether.
Game Sheet Violations – Section 22	\$50
Club/Team playing an ineligible player (OS 5.63)	The Club's team will forfeit all of the games in which an ineligible Player played and the Club is fined \$500
Game abandonment (OS 5.70)	1 st \$500 / 2 nd \$750 / 3 rd + \$1,000
Failure to appear by Club at a hearing where required to attend (OS 5.61)	1 st \$500 / 2 nd \$1,000 / 3 rd + \$1,500





Fines, Fees and Payments

- All payments must be credit card, cash, Club cheque or money order, payable to the PHSA within 28 days
- All hearing fees and fines for DBR & DBH for players will automatically be billed to the Club
- Club are responsible for all fees and fines of team officials and players
- Club who fail to submit payment for discipline hearing fees or fines within the stipulated time will be declared not in good standing and their District Association and **OS** will be notified





APPENDIX B – MATCH OFFICIALS FEES

Game Officials Fees:

These fees are paid by the home team for all League games. For League Cup games the fees are equally split between the two teams. For DPHDL, they are paid by the PHSA.

MATCH OFFICIALS FEES	GHSL				YPHDL				DPHDL			
	PLAYING TIME	REFEREE	AR x 2	TOTAL GAME FEE	PLAYING TIME	REFEREE	AR x 2	TOTAL GAME FEE	PLAYING TIME	REFEREE	AR x 2	TOTAL GAME FEE
U8 / U9									2 x 20	\$ 25		\$ 25
U10 / U11									2 x 25	\$ 30		\$ 30
U12									2 x 35	\$ 35	\$ 30	\$95 (\$50 Single Ref)
U13	2 x 40	\$ 55	\$ 40	\$ 135	2 x 40	\$ 50	\$ 40	\$ 130				
U14	2 x 40	\$ 60	\$ 45	\$ 150	2 x 40	\$ 60	\$ 40	\$ 140				
U15	2 x 45	\$ 60	\$ 45	\$ 150	2 x 45	\$ 60	\$ 40	\$ 140				
U16	2 x 45	\$ 65	\$ 50	\$ 165	2 x 45	\$ 65	\$ 45	\$ 155				
U17 / U18	2 x 45	\$ 70	\$ 55	\$ 180	2 x 45	\$ 65	\$ 50	\$ 165				

Match Official fees paid by GHSL & YPHDL for scheduled games where kick-off does not take place:

The Match Officials shall be paid a half-game fee for games that are not started due to the following situations:

- The field, in the Match Official's opinion, is unplayable.
- The municipality's parks department closes the field **less than two hours** prior to kick-off.
- The Match Official was not contacted at least **two** hours prior to the scheduled kick-off of the game.

The Match Officials shall be paid a **full game fee** for games that are not started due to the following situations:

- One or both teams do not show up after the grace period has lapsed.
- One or both teams have less than the minimum number of players required to kick off the game.

The half and full game fee noted above shall be paid only if:

- The Match Official collects and completes the game sheet(s) and provides a short-written report explaining why the game did not start.
- The appointed Match Official and Assistant Match Official, who were present at the field, shall include their names, **OS** Registrant Number and signature(s) in the space provided on the game sheet(s).





- The Match Official forwards the fully completed and signed game sheet to the League office within twenty-four (24) hours.

The League shall ensure that all of the requirements herein were met prior to issuing the said half-fee payment to the Match Official/Assistant Match Official in question. Furthermore, the Match Official or Assistant Match Official shall NOT collect any amount from the participating team(s) if the game is not started. Should such fees be collected, and the game does not kick-off, then those fees must be returned to the team(s) from which they were collected.

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