



GAME DAY OPERATIONS MANUAL

LEAGUE 1 ONTARIO

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DRAFT



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PART I - INTRODUCTION

Our stated vision is for League1 Ontario to be recognized as **The Best Soccer League in Canada** below the fully professional level (e.g. MLS, NASL).

To achieve this ambitious goal, we must demonstrate an uncompromising commitment to excellence in everything we do, both on and off the field of play.

Successful execution of this objective will be the cornerstone of our success and will be crucial in ensuring that League1 Ontario will be worthy of loyal fan support, positive media attention and respect from the soccer community at home and abroad.

We must share and adopt recognized best practices, avoid repeating the mistakes made by those that have come before us and hold each other accountable. This league is only as strong as our weakest link. It is critical we set a high standard and we support each other to achieve and exceed those standards.



PART II – GAME DAY PROCEDURES FOR HOME TEAM / HOST

2.0 Game Day Staffing

- a) The Home Team / Host will be responsible for ensuring sufficient staff is present on game day for the delivery of all required home field operations, as stipulated in the OSA Standards for Semi-Professional Soccer. The Home Team / Host game day staff must be clearly identifiable, either by wearing a standard uniform or some other identifiable marking.
- b) Home Team / Host staff must consist of individuals who will fill the following roles:
- *Game Day Manager (see Appendix A for definition of the responsibilities of the Game Day Manager)*
 - *Referee Liaison (also responsible for Referee dressing rooms)*
 - *Ticketing Supervisor and Ticketing Staff*
 - *Media and Broadcast Liaison*
 - *Public Address Announcer*
 - *Timekeeper*
 - *Dressing Room Attendant (responsible for both home and visiting dressing rooms)*
 - *Head of Game Day Security and appropriate security staff in accordance with anticipated spectator attendance.*
 - *Ball Retrievers (no less than six per game, no less than 12 years of age)*
- c) Home Team / Host must ensure that municipal / regional emergency services are available and can reach the home field in no less than fifteen (15) minutes. In the event that emergency services are deemed unable to arrive at the facility within 15 minutes, an ambulance and qualified emergency staff must be available on site for the duration of each match.

2.1 Field of Play Preparation

- a) The Home Team / Host's Game Day Manager shall ensure the field of play is properly marked, according to FIFA regulations and the OSA Standards for Semi Professional Leagues. Refer to Appendix B (page 16) for additional details.
- b) The Game Day Manager will also ensure the goals are in place and properly secured with netting properly fastened and that the four (4) corner flags are in place and in good condition.
- i. Tires/Wheels cannot be installed on the goals that are used in League1 Ontario matches.
- c) The Home Team / Host shall work with the management of its home stadium facility to ensure the field is in the best possible condition for each match day. If a field's surface is natural grass, the grass blade length on game day should not exceed 2cm.
- d) The Game Day Manager will ensure any League issued signage is in place no less than sixty (60) minutes prior to kickoff.
- e) The Canadian flag must be displayed at all home games. In the event the opponent is from a country other than Canada, that country's flag shall also be displayed.



2.2 Game Balls

- a) The Game Day Manager is responsible for delivering a minimum of Four (4) Game Balls, fully inflated, to the referee dressing room no later than 45 minutes prior to kickoff. **It is recommended that at six (6) or more Game Balls be provided.**
- b) If a specific ball has been designated as the official game ball for League1 Ontario, License Holders will require written permission of the League in order to utilize game balls other than the official game ball.
- c) Any match ball used in League play must meet all requirements of Law 2 of the FIFA Laws of the Game. Additionally, acceptance of a ball for use in official L1O matches is conditional upon the ball bearing one of the following marks:

- i. the official "FIFA APPROVED" logo
- ii. the official "FIFA INSPECTED" logo
- iii. the "INTERNATIONAL MATCHBALL STANDARD" logo



IMS
INTERNATIONAL
MATCHBALL
STANDARD

2.3 Referee Services

- a) The Home Team / Host must appoint a member of staff to serve in the capacity of Referee Liaison on match days. This staffer is required to be on site no later than seventy five (75) minutes prior to the scheduled kickoff time, and is expected to meet the match officials upon their arrival at the facility and provide for their needs while they are on site.
- b) Match Officials must be provided a clean and comfortable dressing room equipped with hot water shower(s) that is separate from those assigned to the home and away teams.
- c) The Home Team / Host is required to stock the match officials' dressing room with, at minimum:
 - i. twelve (12) 500ml bottles of water
 - ii. 2 kg of ice in a cooler
 - iii. Four (4) bath towels (minimum 27 inches x 52 inches)

These items must be placed in the officials' dressing rooms no later than 60 minutes prior to kickoff.
- d) The referee liaison is expected to ensure the safety and security of the match officials while they are on site. **Security must be made available, upon request by the referee, to escort match officials to and from the field of play.**
- e) No person may enter the match officials' dressing room without permission. The referee liaison must ensure the dressing room is locked when the referees are not in it.
- f) The League will provide all License Holders with a Substitution Board at the beginning of each season.
 - i. The Substitution Board must be placed in the match officials' dressing room in advance of their arrival at the stadium on match day. The Referee Liaison must ensure it is functioning properly.
 - ii. The Home Team / Host is expected to have a back-up method for indicating substitutions in the event that the supplied Substitution Board is not functional on game day.

PLEASE NOTE: License Holders are responsible for the care and maintenance of the Substitution Board. It must be returned to the Ontario Soccer Association at the conclusion of each season, in good working order. License Holders may opt to purchase the unit from the OSA (at a price to be determined).



2.4 Ticketing Services

- a) The Home Team / Host must ensure ticketing services are operational at least one (1) hour prior to kickoff. License Holders are encouraged to accept cash payment as well as payment by credit card and / or debit card for the convenience of spectators.
- b) Clear signage indicating ticket pricing must be on display on game day. Each individual License Holder is free to set their own ticket pricing but no License Holder shall **advertise** individual tickets for less than \$5.00 each.
- c) Patrons that arrive bearing a League issued Pass must be granted entry into the stadium at no additional cost.

2.5 Media / Broadcast Services

- a) The Home Team / Host must assign a member of staff to liaise with the working media who cover the matches.
- b) A dedicated Press Box / Press Tent must be provided, which is located at a reasonable distance from the spectators. Only accredited members of the media shall be granted access to the Press Box / Press Tent.
 - i. A work space must be provided for the working media (at minimum, table and chairs) in the press box / tent.
 - ii. The press box / tent shall be stocked at all times with refreshments.
 - iii. Internet access and a telephone line must be made available to the working media upon request.
- c) The Home Team / Host's media liaison is required to have sufficient copies of game sheets on hand for distribution prior to kickoff. A minimum of 8 copies of each the home and away team game sheets are required for distribution to media. If more copies are required, the media liaison must be prepared to generate extra copies.
- d) Photographers and TV crews that operate at field level should be provided bibs that clearly identify them and that do not conflict with the colors of the participating teams or the goalkeepers.

2.6 Public Address Announcer / Timekeeper

- a) The Home Team / Host must employ a public address announcer for each home match. He/she may also serve as press box announcer. The Home Team / Host shall ensure a back-up announcer is available for each home game in the event the regular announcer cannot execute their duties for any reason.
- b) The PA Announcer is responsible for making general announcements to the public (e.g. pre-game introductions, announcing goals, cautions, ejections and substitutions, etc...), and shall work off a script prepared by the Home Team / Host and approved, as necessary, by the league. The script must include any mandatory messages provided to License Holders by the league.
- c) The Home Team / Host must designate a timekeeper for each home match. The Public Address Announcer may also serve in this role.
 - i. The timekeeper is responsible for monitoring the official time on the game clock, although the referee has ultimate control of the time on the field.
 - ii. The clock should count up or down uninterrupted to/from 45minutes. It must be stopped at minute 45:00 or minute 0:00 regardless of how much time the referee has indicated he or she will allow for stoppage time.



2.7 Team Dressing Rooms / Dressing Room Attendant

- a) The Home Team / Host must provide clean and comfortable dressing rooms equipped with hot water shower(s) for both the home and away teams that are in close proximity to the Field of Play.
- b) A dressing room attendant must be assigned to serve the needs of both the home and away teams. The Dressing Room Attendant is required to be on site no later than one (1) hour prior to kickoff time.
- c) No person may enter the home or away team dressing rooms without permission. The Dressing Room Attendant must ensure the dressing rooms are locked when the teams are not in it.
- d) The Home Team / Host is required to stock the away team dressing room with, at minimum:
 - i. Twenty Four (24) 500ml bottles of water
 - ii. 4 kg of ice in a cooler
 - iii. Twenty Four (24) bath towels (minimum 27 inches x 52 inches)

These items must be placed in the dressing rooms no later than 60 minutes prior to kickoff.

2.8 Security Services

- a) The Home Team / Host must employ a Head of Game Day Security and appropriate security staff in accordance with anticipated spectator attendance. Security staff must be distinguishable from regular game day staff with a unique uniform.
- b) Adequate security must be provided for players, coaches, match officials and spectators. Recommended ratio is 1 security officer for every 500 spectators and at least 1 security officer to serve the needs of the match officials and players.
- c) Security personnel shall ensure that spectators shall remain off the field of play and not gain entry to the dressing rooms. Accredited members of the media may access the team dressing room ten (10) minutes after the conclusion of the game.

2.9 Ball Retrievers

- a) The Home Team / Host must provide, at minimum, six (6) ball retrievers for each home game, positioned around the perimeter of the field of play (no fewer than two on each sideline and one behind each goal).
- b) The ball retrievers must wear a shirt or bib that clearly distinguishes them and that does not conflict with the colours of the participating teams or the goalkeepers.
- c) The Game Day Manager should assign responsibility to a member of the game day staff for providing pre-game training to the ball retrievers, to monitor them during the match to ensure they are fulfilling their duties appropriately and to ensure that they are returned safely to a parent/guardian at the conclusion of the match.
- d) Ball Retrievers should be twelve (12) years of age or older.
- e) Teams should provide refreshments to the ball retrievers.



2.10 Game Day Program

- a) The Home Team / Host must produce a Game Day Program for each match. The program should include, at minimum, the following information:
- League1 Ontario logo on front page of the program
 - Home Team roster, including players' name, number and position
 - Away Team roster, including players' name, number and position (**Away Team must provide this information by email to Home Team no less than 72 hours prior to scheduled kickoff time**)
 - Up-to-date league standings
 - Any advertisements or Sponsor logos, as required by the league
- b) The PA Announcer is required to advise the spectators, prior to kickoff, of any changes or updates to the Home and/or Away Team rosters that were published in the program.

2.11 Match Video / Online Streaming of Matches

- a) Video recording of all matches (from an appropriate vantage point) is mandatory and is the ultimate responsibility of the home team. A copy of the match video must be delivered to the league within three (3) business days following the match (either via DVD copy or uploaded to the league Dropbox account).
- b) If a match is being broadcast on television, the Home Team / Host must notify the League's Communication Manager in advance so that the broadcast can be promoted to a wider audience.
- i. Copies of match video from a television broadcast are acceptable but must be provided in DVD format or uploaded to the league Dropbox account.
- c) Live streaming of matches over the internet is the sole responsibility of the League.

2.12 Game Day Promotions

- a) The Home Team / Host may execute day of game promotions and activities to enhance the game day experience and encourage spectator engagement and participation. It is recommended that License Holders notify the League of any planned promotional activities to ensure alignment with League values and objectives.
- b) License Holders should take appropriate care when engaging in promotional activities that involve a monetary component (e.g. 50/50 draws). Special Licenses may be required for such activities. It is the responsibility of the License Holder to determine what permits may be required in order to conduct such promotional activities.

2.13 Post-Game Media Mixed Zone

- a) The designated media liaison will establish a Media Mixed Zone at a location between the field of play and the dressing rooms where the media can conduct post-game interviews with players and coaches for both teams.



PART III – PRE-GAME EXPECTATIONS FOR BOTH HOME AND AWAY TEAMS

3.0 Arrival Time at Match Site

- a) Teams are required to arrive at the match site no later than seventy five (75) minutes prior to kickoff time. Failure to do so will be noted on the game sheet by the referee.
 - i. The League recommends that teams arrive **at least ninety (90)** minutes prior to the scheduled kickoff time to provide ample time to players and staff to ready themselves for the match.
1. A team arriving late must communicate this to the League office and to the opposing team so that the referee can be advised. If necessary, a delayed kickoff time will be decided by the referee following consultation with the League and the opposing team.

3.1 Game Day Rosters / Game Sheets

- a) Each team shall present an official game sheet (generated from the E2E system) to the match officials **no less than twenty (20) minutes** prior to the scheduled kickoff time match and shall include all team officials who will be on the bench.
- b) The game sheet shall have room for twenty (20) players, with the following breakdown:
 - i. Eleven (11) starters
 - ii. Seven (7) substitutes
 - iii. Two (2) alternates
- c) No less than Eight (8) of the players listed on the game sheet and no less than Four (4) of the designated starting eleven players MUST be U23 players. For the 2015 season, a player classified as a U23 must be born in 1992 or later
- d) No more than three (3) players listed on the game sheet may be “import players”, as defined in the League1 Ontario Operations Manual, Section 3.9 (d) (i).
 - i. For 2015 season, Windsor Stars and Kingston Clippers are permitted to list a maximum of four (4) “import players”.
- e) Each team shall have a minimum of seven (7) and a maximum of eighteen (18) per team dressed in uniform, present and eligible to participate fifteen (15) minutes prior to kickoff time of each match.
 - i. Each team shall ensure that their game sheet is accurate and that any players listed on the game sheet that are not dressed and that will not participate in a match have been stricken from the game sheet.
 - ii. Any team dressing and presenting less than fourteen (14) player may be subject to a fine, as outlined in the L10 discipline code.

3.2 Player Identification

- a) Teams are required to possess Identification cards for every Player and Team Official listed on a Game Sheet.



- b) In the event there are questions by either team of a player's eligibility, a formal request to check the player's identification card must be made to the Fourth Official or a Match Supervisor (if present)

3.3 Pre-Game Meeting Between Match Officials and Teams

- a) The Match Official crew will conduct a brief meeting with each team prior to kickoff, no later than fifteen (15) minutes prior to the scheduled kickoff time. The Fourth Official will notify each team's manager or head coach what exact time their respective teams should be ready for the pre-game meeting.
- b) The Match Officials will review each team's game sheet, identify each player that will be participating and do an equipment check of each player to ensure general compliance (uniform, shoes, jewellery, etc...).
- c) The purpose of this meeting is to establish a respectful rapport between the match officials, players and team officials prior to the match kickoff and to avoid unwanted surprises or delays when the teams take the field of play.

3.4 Uniform Requirements

- a) League1 Ontario strives to instill and project a high level of professionalism image and that extends to the dress, presentation and appearance of all participants.
- b) When travelling to matches, teams must insist on all players and team officials following a uniform dress code that is appropriate for a professional soccer team. .
- c) Each team is required to arrive on site on each match day with two complete sets of uniforms (one light and one dark).
- d) The team name and / or team logo must be present on the front of all game jerseys and each uniform must have numbers of at least eight (8) inches on the back of jerseys.
- e) Goalkeeper jerseys must be distinct from both teams' uniforms.
- f) Unless agreed to in advance by both teams and approved by the League, the home team will wear its designated home colours and the visiting team will wear uniforms of a contrasting colour.
- g) If the away team fails to bring a set of uniforms that are deemed by the match official as not providing sufficient contrast to the designated uniform for the home team, the home team will be required to change uniforms to provide the required contrast. The away team will be fined according to the penalty established in the L10 discipline code.
- h) The League will provide each team with sufficient League1 Ontario logo patches that can be applied to a sleeve of every player's jersey. Failure to have a patch on every player's shirt will be noted on the game sheet.
- i) If players opt to wear "undershorts", those shorts must be of the same colour as the uniform shorts they are wearing. If a player opts to wear an undershirt, it must be the same colour as the predominant colour on uniform jersey sleeve.
- j) Teams must ensure that players are provided with clothing suitable to protect them against inclement weather.



- k) Team Sponsor logos are permitted on team jerseys. Location for such logos are determined at the discretion of the License Holder.
- l) All other equipment must be as per FIFA Laws of the Game.
- m) In the event that a player has been bloodied during the course of a match, FIFA's Law 5 states:

The referee ensures that any player bleeding from a wound leaves the field of play.

The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped.

In the event a player's uniform is bloodied, a referee will require the player to remove and replace the bloodied article(s) of clothing and replace it. If necessary, a player will be permitted to re-enter the game wearing a uniform number that is different than the number originally listed on the game sheet, so long as that new number doesn't conflict with any other uniform numbers worn by a teammate.

Each team's equipment manager should keep on hand extra shirts, shorts and socks available at field side so that a player can quickly change clothing, if deemed necessary, and re-enter the field of play upon receiving the signal from the referee who is satisfied that the bleeding has ceased.

3.5 On Field Warm Up Session for Teams

- a) Each team shall be entitled to a concurrent pre-game on field warm up session of no more than twenty five (25) minutes, which shall conclude no less than twenty (20) minutes prior to the scheduled kickoff time.
 - i. The exact timing of the on-field warm up session may be adjusted slightly based on the distance of the dressing rooms from the field of play. The Game Day Manager and Head Referee will make the final decision
- b) During the game, each team's substitutes will be allowed to warm up in a designated area that has been identified by the Home Team / Host's Game Day Manager. Substitute players will not use any type of ball when warming up during the game.

3.6 Pre-Game Entry of Team Officials and Substitute Players

- a) The Team Officials and Substitute Players for both home and away teams shall enter the field prior to the official walk on by the match officials and starting players for each team.
- b) Team officials and substitute players will walk along the sidelines or cross the field to their respective benches. They are expected to do quickly so as to avoid unnecessary delays of the pre-game ceremonies.

3.7 Pre-Game Ceremony (Official Walk In, Introductions, Anthems, Hand Shake, Team Photo and Coin Toss)

- a) The starting players for both home and away teams, as well as the match officials, shall be lined up and ready to walk onto the field for introductions and anthems no less than ten (10) minutes before the scheduled kickoff time. The Game Day Manager will designate the location where the players and match officials shall line up.
 - i. The playing of walkout music is recommended, but not mandatory.



- b) Player and Match Official introductions may occur prior to or after the teams and officials have lined up.
 - i. The Away Team players will be announced first, followed by the Home Team players. Finally the Match Officials will be introduced as follows: Head Referee, 1st Assistant Referee, 2nd Assistant Referee and Fourth Official.
- c) National Anthem(s) shall commence only after both teams are properly lined up on either side of the field's centre line, with the match officials in between them.
 - i. If the away team is not from Canada, the away team's National Anthem must be played first (and their nation's flag must be displayed).
 - ii. The Canadian National Anthem shall immediately follow and the Canadian flag must be displayed.
 - iii. All players and match officials shall face the flag(s) while the anthem(s) are being played.
- d) Following anthems, the teams shall shake hands. The away team shall proceed first, shaking hands with the match officials and then moving onto the home team. Finally, the home team will shake hands with the match officials.
- e) Upon completion of the hand shake ceremony, both teams will be available for thirty (30) seconds for team photographs.
- f) Upon completion of team photographs, the captains of each team will meet the referees at the center line for the coin toss.
- g) These pre-game ceremonies should commence nine (9) minutes prior to the scheduled kickoff time and should be completed no later than one (1) minute prior to the scheduled kickoff time.
- h) When a match is being broadcast on live television, the head referee has the discretion to adjust the kickoff time as needed.

3.8 Dress Code For Substitute Players and Team Officials

- a) Substitute Players must wear a bib which clearly distinguishes them from the players on the field of play and must wear the bib at all times.
- b) All players on the substitute bench must be seated at all times, unless warming up in the designated warm up area.
- c) Team Officials must be dressed appropriately, professionally and in attire that clearly identifies them as associated with their team. The wearing of collarless shirts, denim jeans, shorts, sandals and torn clothing is not permitted.

3.9 Substitutions

- a) Each team is permitted a maximum of five (5) substitutions per game.
- b) Teams must provide the Fourth Official with a substitution slip which indicates the shirt numbers of the players entering and exiting the game.
- c) Substitutes cannot enter the field of play until the Referee permits the substitution to occur.



3.10 Dismissals

- a) Any player or team official that has been sent-off by the referee must immediately leave the game area and proceed to their designated dressing room.

3.11 Half Time Protocol

- a) At the conclusion of the first half of play, there will be a fifteen (15) minute halftime interval. Teams should return to their dressing rooms during the halftime.
- b) The teams must be back to the game area and eleven players for each team on the field no less than one (1) minute before the end of the halftime period.



PART IV – POST GAME EXPECTATIONS FOR TEAMS AND MATCH OFFICIALS

4.0 Game Sheets and Match Report

- a) At the conclusion of the game, each team will receive a copy of the completed Game Sheet and Fourth Official Match Log. The Fourth Official is specifically responsible for ensuring these documents are distributed to each team.
- b) The Referee will also complete a Match Day Standards Summary form, which includes a check-list of minimum standards that the match officials are expected to make note of in the course of their duties. The referee will provide a copy of the Match Day Standards Summary form to a representative of the home team.
- c) The Referee shall fax or email the completed Game Sheet, Fourth Official Match Log and Match Day Standards Summary form to the League office as soon as possible after the conclusion of a match, but no later than 4:00PM the following day.
 - i. A copy of the Game Sheet and Fourth Official Match Log should also be distributed to the League1 Ontario Communications Coordinator, Cormac Rea via email to crea@soccer.on.ca

4.1 Reporting of Game Results

- a) At the conclusion of the match, a representative of the home team will confirm to League Communications staff:
 - the Final Score,
 - the names of all goal scorers (and the minute each goal was scored),
 - details of yellow cards issued,
 - details of red cards issued.
- b) The Home Team / Host's designated representative must contact the League office (via email or telephone) to confirm the above listed information **within forty five (45) minutes** of the conclusion of the match.
- c) **The Home Team should report the final score via Twitter (using their team account) immediately after the final whistle.**

4.2 Reporting of Game Results

- a) Twenty Four (24) hours after the conclusion of a match, each team will receive **a Match Evaluation Report** via email. This is a mandatory report and must be returned to the League within two (2) days of receipt of the Report form.

4.3 Post Game Meal

- a) The Home Team / Host will provide a meal for both teams at the conclusion of each match
- b) The meal should be offered no later than thirty (30) minutes of the conclusion of a match.
- c) The Home Team / Host Game Day Manager should notify the visiting team in regards to where the meal will be served.



PART V – REQUIREMENTS FOR TELEVISED MATCHES

5.0 Pre-Game Co-Ordination For Televised Matches

- a) In the event that a match is being televised, the Head Referee has the discretion to modify the Pre-game Ceremony timing as noted in Section 3.7 in order to accommodate the needs of the television broadcaster.
- b) The following personnel are required to co-ordinate with each other whenever a match is being broadcast on television:
- Game Day Manager
 - Head Referee
 - Match Supervisor (if applicable)
 - Home Team and Away Team Representative (i.e. Team Manager)
 - Broadcaster Representative



Appendix A – ROLE DEFINITION FOR GAME DAY STAFF

Game Day Manager

The Home Team / Host shall designate a Game Day Manager, who must be present on venue on Match Day no later than ninety (90) minutes prior to the scheduled kickoff time.

The Game Day Manager will liaise with the visiting team, the match officials, League representatives and television broadcast personnel (if the game is televised).

It is the responsibility of the Game Day Manager to ensure that all of the following are in place at least 60 minutes before the scheduled kick-off time:

- Field Markings, Goals / Nets and Corner Flags
- Table and Chair for Fourth Official
- Press area and working P.A system

The Game Day Manager is also ultimately responsible for the following details:

- Supervising set-up and take down of signage
- Supervising pre-game and halftime ceremonies to ensure game timing is adhered to
- Supervising security forces
- Supervising ball retrievers
- Ensuring needs of the working media are met
- Ensuring the needs of the match officials are met
- Ensuring match officials are provided with inflated game balls
- Ensuring that match officials receive game day rosters by the required time and that copies are provided to the media
- Informing the League if match officials arrive on venue later than the specified time

Match Supervisor

The Match Supervisor, when appointed, will arrive at least sixty (60) minutes prior to kickoff time and will advise both teams and the Match Officials of any obvious deficiency prior to the start of the match. He/she will follow game requirements listed on a check list. Deficiencies will be recorded and submitted to the League office. The League office will share the Match Supervisor report with the teams involved.

If the Match Supervisor advises the teams and / or the Match Officials of a clear deficiency prior to the start of the match, the correction must be addressed without delay, unless it is deemed impossible without impacting the timelines leading to kickoff.

Security

In addition to the security provided by the home / host club, the League office has the authority to mandate the hiring of additional security guards and/or uniformed police officers should it be deemed necessary. The home team will bear the full cost of additional security, unless otherwise arranged by the League.



Appendix B – REQUIREMENTS FOR FIELD OF PLAY SETUP

Corner Flags

Corner flags shall be on posts no less than five (5) feet high with rounded or squared off tops. The top of the posts cannot be pointed.

Goals

Each goal shall be centered on the goal line and equal distance on each side from the corner flags. Game day goals shall be the size approved by FIFA.

Halfway Line and Centre Circle

A halfway line shall be marked across the centre of the field. The centre of the field shall be so marked and have a circle, which has ten (10) yard radius, drawn around it.

Goal Area

At each end of the field, a line perpendicular to the goal line shall be drawn parallel to each side of the goal and six (6) yards from each goalpost. This line shall extend six (6) yards into the field of play from the goal line. A line running parallel to the goal line shall be drawn connected to two perpendicular lines, forming the goal area.

Penalty Area

At each end of the field, a line perpendicular to the goal line shall be drawn parallel to each side of the goal and eighteen (18) yards from each goalpost. This line shall extend for the eighteen (18) yards into the field of play from the goal line. A line running parallel to the goal line shall be drawn to connect the two perpendicular lines, which shall form the penalty area.

Corner Area

At each of the four corners of the field, measuring from the corner flags post, a circle having a radius of one (1) yard shall be drawn inside the field of play.

Bench and Technical Area

The home and away teams' benches and technical area (as well as the fourth official table) shall be placed on the same side of the field. The home team shall designate the bench locations during the season. The bench area and technical area shall be marked according to FIFA's technical area markings.

The technical area extends one (1) yard on either side of the designated seated area and extends forward up to a distance of one (1) yard from the touch line. It is recommended that markings be used to identify this area clearly.

Only one (1) person at a time is permitted to stand and convey tactical instructions from the technical area. All other persons are to remain seated in the confines of the technical area. All occupants of the technical area must behave in a responsible manner. Failure to do so will result in removal from the technical area by the referee.