



**2024**

# **IModel Rules and Regulations**

## **South Region Pilot Project – U13**

Updated May 10<sup>th</sup>, 2024



Subjects not covered in these rules and regulations will be at the discretion of the IModel Steering Committee

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Notes:

1. The term “Club” refers to both Clubs and Academies as per [Ontario Soccer Operational Procedures, Section 1 – Governing Documents, Definition 1.16](#)
2. Subjects not covered in these rules and regulations will be at the discretion of the IModel Steering Committee.

## Section I – IModel

### 1. The IModel Soccer League

- a) The IModel is a Phase One Pilot Project for **South Region**, which will be administered by the District Associations of Peel Halton Soccer Association (PHSA), Niagara Soccer Association (NSA), Hamilton Soccer (HS) and operated by a designated league management service provider, The Golden Horseshoe Soccer League (GHSL). The IModel Pilot project is a strategic initiative of Ontario Soccer and under the oversight of a Board appointed IModel Steering Committee.
- b) IModel is a league comprised of Clubs from the South Region Districts only. The rules and regulations outlined in this document pertain solely to the 2024 IModel Phase 1 Pilot Project and pertain to the Qualifying, Competitive 1 (C1) and Competitive 2 (C2) phases involving **only the Boys and Girls U13 competition level**.
- c) The IModel league is open to any properly registered Club in good standing as defined by the District Association they are registered. Teams from Districts within the South Region that do not offer an IModel division may apply to participate in a neighboring District but are subject to approval from the respective District.
- d) Any rules or regulations not addressed within this document will be deferred to the [Ontario Soccer Operational Procedures](#). Final authority on the use or interpretation of a rule or regulation rests with Ontario Soccer’s Chief Executive Officer.
- e) The IModel Season is defined as from the date the team roster is submitted and approved by the GHSL, to the very last IModel game of the calendar year within the respective age group.

### 2. Code of Conduct

- a) All IModel participating Clubs must abide by the IModel Pilot Project Rules and Regulations and/or Ontario Soccer Governing Documents where applicable.
- b) IModel participating Clubs are responsible for the conduct of their membership; team officials, players, spectators/parents, administrators, etc., and are expected to maintain conduct in accordance with [Ontario Soccer’s Code of Conduct Policy and Ethics Policy](#) and the IModel Code of Conduct set out in “Appendix A” of this document.

### 3. Playing Rules

- a) The Laws of the Game shall be those adopted by International Football Association Board (IFAB) and shall come into force as mandated by Canada Soccer unless stated otherwise in this document.



#### 4. Uniforms

- a) For all games in the IModel, all teams are required to bring two distinctive kits to all games.
- b) The home team will change to their registered away uniform colour if there is a conflict.
- c) No taped numbers on uniforms will be permitted.
- d) All players must have a unique number on their jersey and wear their registered Club branding.
- e) All players shall wear regulation soccer equipment as outlined by FIFA and Ontario Soccer Rules.
- f) All Players, including goalies, must be identified by a number, a minimum of 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.
- g) Teams will wear the uniform of the Club to which they are registered.
- h) 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 five (5) square inches. The name/logo/crest/emblem/symbol or initials of no other Club may appear on the jersey.
- i) A sponsor logo may appear on a player jersey provided it does not exceed a maximum size of 40 square inches.
- j) 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.
- k) If the goalkeeper is substituted, the new goalie must have a different number than the original goalkeeper.
- l) 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.



## Section II – Registration and Player Eligibility

### 5. Registration

- a) Clubs participating in IModel competition are required to register all players and team officials with their Club and District. All participants shall be registered to Ontario Soccer in accordance with [Ontario Soccer's Operational Procedures Section 5.0 Registration](#).

### 6. Player and Team Official Identification

- a) A District validated Team Roster Report which contains each player's and team officials registration identification and Photo must be present at all times.
- b) The inspection of the validated Team Roster Report by the opposing team is mandatory and must not delay the scheduled kick off. Best Practices for the Inspection Procedure are outlined in "Appendix B".
- c) Only players and team officials for whom identification is made available for inspection may have their names entered on the game sheet and be eligible to play/coach. Players and team officials without proper identification are not eligible to play or be on the bench.
- d) Protests pertaining to the eligibility of a player will not be permitted if the identification check was not completed prior to the game.
- e) Players arriving late to the game must have their Ontario Soccer Registration Identification checked by an opposing team official prior to entering the field of play. Players must be checked prior to participating. This is mandatory.
- f) Games will not be played unless there is at least one coach on the bench with valid identification, who is listed as a coach or assistant coach on the team roster. Failing to do so will result in game forfeiture and the offending team will be fined appropriately.
- g) All game sheets will be checked by the league operators.

### 7. Player Eligibility

#### a) Number of Players

The maximum number of named, dressed, and played players that may be recorded on a game sheet in any one game is twenty (20).

#### b) Rosters

- i. Game Sheets are generated through the IModel's League Management System.
- ii. Each team MUST print three (3) copies to be brought to the game to provide to the Match Officials. A maximum of twenty (20) players may be listed to the game sheet with a maximum of four (4) team officials. Only those listed on the game sheet will be permitted to sit on the bench or in the designated bench area.



c) Call-Ups

- i. "Call-up" players must be rostered with a team from the same Club (to meet the requirements of a call-up, the player MUST be called up to a higher age or division or league).
- ii. U13 IModel teams may call up a player from their own Club's U13 lower league team. They may use players from their District league teams or their House League program.
- iii. Maximum number of call-ups per game is three (3) players.
- iv. A player may only be called up for a maximum of six (6) games in Qualifying and (six) 6 in C1 or C2 inclusive of the Championships game(s).
- v. All players used as "Call Ups" must have properly validated Ontario Soccer Registration Identification.
- vi. Players registered to a U12 team (grassroots) are not permitted to be called up to U13. If a player is 12 and registered to a U13 team, they may be used as a call up as they are deemed 13 for league play.
- vii. Under no circumstance are players allowed to be called up from a higher- level competition.
- viii. A player that is registered both competitively and recreationally with different Clubs shall not be permitted to be "called up" from a recreational registration to an IModel team. Example: Player A registered for Competitive IModel for Club A, and then registered for recreational with Club B within same Region, or from outside the region, this player can NOT be called up to play on any other IModel Team.

d) Trial Registration Permits and Temporary Eligibility Permits

- i. Trial Registration Permits and Temporary Eligibility permits are not permitted in IModel.

e) Roster Deadlines

- i. The Roster Freeze date for IModel C1 and C2 is July 31, 2024. Players may only be added to a roster after the roster freeze upon submission of an approved ITC (international) or IPC (interprovincial) and the approval of the league operator.
- ii. Players registered to another Club in the IModel are not permitted to transfer to another Club participating in the IModel within the same season.
- iii. Players registered to a Club after the Roster Freeze date will not be allowed to play into the IModel.



## Section III – League Management

### 8. Management

- a) The affairs of the IModel League(s) will be overseen by the PHSA, HS and NSA.
- b) The day-to-day management of the League(s) can be assigned or contracted by the PHSA to a related or a third party based on an annual agreement approved and signed on behalf of the Board of Directors.
- c) The League Operator (GHSL) are not authorized to change or modify league rules and regulations or waive or adjust administrative fines or disciplinary fines.
- d) The GHSL Board of Directors has the sole rights to modify, change, add or delete League Operational Policies. Final approval is required from the IModel Steering Committee. Changes to Operational Policies made by the League will be communicated to the participating Clubs at least 14 days before the adoption of the changes.
- e) The proposed playing schedule nights will be as follows if fields are made available by the Club:
  - Wednesday – U13

## Section IV – Club Responsibilities

### 9. Responsibilities

- a) The host Club for a league game shall ensure that the fields are assigned and are permitted, cleared and safe for set up. e.g. field size and markings.
- b) The Club is responsible for all its players, team officials and spectators at all times (prior to, during and after the game until all have left the grounds and the parking lots). It is the responsibility of the Home Team to always ensure the safety of all the participants and officials.
- c) Technical Directors are not permitted to be registered on the Team Roster Report as the Head Coach of a team or squad but can attend a competition in the technical area any time prior to, during or after the game provided, provided they are listed on the game sheet.

A Technical Director may, in extreme circumstances and in the absence at the game of any other qualified coach, step in and be recorded on the game sheet as the Head Coach of the team for that specific game. The Technical Director must meet the Requirement of [Section IV, 9. Team Officials, paragraph b\).](#)

- d) There shall be a District IModel pre-season meeting, either in person or virtually, at which each team Head Coach or delegate must attend, Attendance will be tracked and recorded. Failure to attend the meeting will result in a \$100.00 fine. The Head Coach or delegate will receive a team information package inclusive of all rules and regulations and a form that must be signed by the Head Coach or delegate attesting to having received the rules and



regulations and that they will conform to all rules and regulations as included therein. Teams will not be permitted to play if this form has not been received by the Host District.

The Head Coach is ultimately responsible for the team and the teams' parents/spectators for all infractions/violations.

## Section V – Team Officials Responsibilities

### 10. Team Officials

- a) All Team Officials must be registered as [per Ontario Soccer Operational Procedures – Section 5 – Registration](#), and in compliance with their respective District Association processes.
- b) A coach or assistant coach with age-appropriate certification (a minimum of either the Ontario Soccer Grassroots Diploma or National C Licence trained status or higher for the Head Coach, and Soccer for Life for the Assistant Coach), valid identification and who is listed on the team roster as Head Coach or Assistant Coach must be present in the technical area during each game or the game will not be played and considered a forfeit. If at any time during a game, a Head Coach is ejected by an official for unsportsmanlike conduct an assistant coach with “Soccer for Life” certification can act as a Head coach for that one game. A “C Licence” trained coach must complete their full C Licence certification within three years of the date of their C licence training or they will no longer be considered C licence trained.  
  
Note: The previous National C Licence, trained and certified status, will continue to be recognized until their expiry at which point coaches will be offered a transition process to either the Concacaf C Diploma or the Ontario Soccer Grassroots Diploma.
- c) Each team must supply the Match Officials with three (3) team sheets prior to the start of the game.
- d) Players and team officials who are entered on the game sheet are considered to have participated in the game unless crossed off on the game sheets. This must be initialed by a team official.
- e) Both teams shall be responsible to report or confirm the score of the game via the league website within 48 hours of the completion of the game.
- f) The Home Team is responsible for reporting to their respective league office within 24 hours if the game was rained out or otherwise incomplete.



## Section VI – Competition Outside of IModel Qualifying C1 or C2

### 11. Competition Outside of IModel League Play

- IModel Clubs are permitted to participate in Ontario Soccer sanctioned Exhibition Games, Festivals and Tournaments outside IModel scheduled league and festival play. Such participation requires appropriate approval and sanctioning through the member District Association and/or Ontario Soccer.
- Competition outside of IModel league play shall not conflict with any scheduled IModel games.
- Ontario Cup games take precedence over all IModel league games.

## Section VII – Competition Overview

### 12. Playing Format

	U13
<b>Format</b>	11 v 11
<b>Team Size</b>	14 players max 20
<b>Duration</b>	2 x 40 mins (U13, U14) 2 x 45 mins (U15+)
<b>Scores/Standings</b>	U13-U18 – Yes
<b>Substitutions</b>	Own Throw & piggyback Goal Kick After a Goal Injury
<b>Throw ins/Pass in</b>	Throw-in
<b>Retreat Line</b>	N/A
<b>Offside</b>	Yes
<b>Field</b>	FIFA
<b>Ball</b>	Size 5
<b>Max Goal Size</b>	FIFA
<b>Field Markings</b>	FIFA
<b>Officials</b>	1 Referee and 2 (AR)

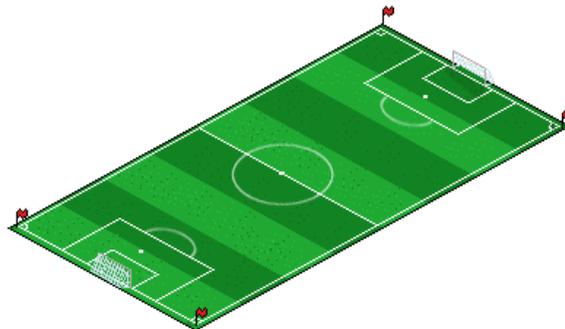


## 13. Game Day

### U13 (11v11)

Unlimited substitutions on own stoppage (must not significantly alter flow of play).

- IFAB Laws of the Game
- Game Durations:
  - U13: 2 x 40-minute halves
  - \*10 minute break between halves
- A team must have a minimum of seven (7) players in order for the game to proceed. If a team is unable to field seven (7) players, the offending team will forfeit the game.
- Games abandoned after two-thirds of the allotted time has elapsed, due to weather conditions will be considered complete and the score will stand.
- The Referee is the sole timekeeper of the game.
- There will be no extra time or penalty kicks to determine a winner in the event of a tie for IModel league games.
- Fifteen (15) minutes of grace time from the scheduled kick off time shall be permitted for teams to field the minimum requirement of players.
- League standings for U13 will be determined by points as per the following:
  - Win 3 points, Tie 1 point, Loss 0 points.
- In the case of a tie in standings (two or more teams with equal points), standings will be determined based on:
  - i. Greatest goal difference
  - ii. Greatest number of goals scored
  - iii. Greatest number of points obtained in the matches between the teams concerned
  - iv. Goal difference resulting from the matches between the team concerned
  - v. Greatest number of goals scored in all matches between the teams concerned
  - vi. Drawing of lots by the IModel Steering Committee



**Scheduling** - Under no circumstances will teams be allowed to postpone games.

#### 13.1 All games will be played as scheduled unless:

- i. The Referee insists on a postponement due to weather or field conditions.
- ii. Field closure by the municipality/field owner due to inclement weather or field conditions.
- iii. A game is postponed due to unforeseen circumstances out of the control of both teams.
- iv. A game is postponed at the discretion of one of the following:
  - For Competitive 1 – league service provider
  - For Qualifying and Competitive 2 – the respective District Association

#### 13.2 Blackout Dates

- i. Individual Blackout Dates requests will be considered for Graduations and High School Examinations. No more than two (2) Blackout dates will be permitted per season



### 13.3 Home and Away Games

C1 & C2 schedule must include home and away games

## 14. **Rescheduled Games**

- a) All rescheduled games must be played one week prior to the Championships.
- b) If a game is postponed for any reason, the Home Team must provide reschedule fixtures to the GHSL 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.
- c) 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.
- d) 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 IModel Fees, and Fines and the game will be considered a forfeit and will not be rescheduled.
- e) 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.
- f) Teams found in default, or do not show for a game will be fined as per the IModel Fines and Penalties Appendix C.

## **Section VIII – Discipline**

### 15. **IModel Discipline**

IModel Competitive 1 Discipline Panels shall be appointed by GHSL. IModel Qualifying and Competitive 2 Discipline Panels shall be appointed by their respective District Association.

#### Jurisdiction

The IModel Discipline Panel shall be responsible for handling all cases of reported misconduct for Players, Team Officials, Administrators, and Clubs, as per [Ontario Soccer's Operational Procedures Section 12.0 Discipline](#).

Each IModel Club is responsible for the actions of their team officials, players, spectators, and administrators. Team officials, players, spectators and administrators shall be made aware of the IModel and [Ontario Soccer's Discipline Procedure](#).

C1- Discipline will take place every Wednesday of the IModel Outdoor Season. Dates will be posted on the league website. Qualifying and C2 will follow the respective District Discipline procedures.



There are no appeals of DBR decisions, except where a decision has been made that is in contravention of, or not in accordance with an Ontario Soccer Published Rule. Unless otherwise indicated by the IModel Discipline Panel, hearings shall take place on the next available and convenient date.

C1: In cases where Discipline by Hearing (DBH) is mandatory, the appropriate parties will be notified and an administration fee of \$100 will be charged to the Club responsible for the accused.

Qualifying/C2 – District policy

#### Request for Discipline Hearing

- a) A Registrant is entitled to know for which offence they have been dismissed from a game and may request from their Governing Organization a copy of the report within twenty-four (24) hours of the dismissal so that the registrant(s) upon receiving the report will have seventy-two (72) hours to request a hearing if permitted as per [Ontario Soccer's Operational Procedures Section 12, Procedure 5.2.6.](#)
- b) Such a request, and subsequent hearing, must adhere to the following procedures:
  - i. The Request for a hearing must be forwarded in writing, by email to and received no later than seventy-two (72) hours following receipt of the dismissal in which the alleged misconduct occurred to the following:
    - \* For Competitive 1 (C1) league operator
    - \* For Qualifying/Competitive 2 (C2) – the respective District Association
  - ii. A \$250 Fee must accompany the Request for a Hearing as per Ontario Soccer Schedule of Fines, Fees, Bonds and Penalties.

#### General Discipline Rules

- a) The accumulation of cautions shall only apply to IModel competition.
- b) During the current playing season, red and yellow cards will accrue and continue to carry over into the Qualifying, C1, C2 competitions including any playoff or the Championship Finals or the Champions Showcase Final weekend.
- c) Suspensions, penalties and fines are levied by the IModel Discipline Panel and in accordance with [Ontario Soccer's Operational Procedures Section 12 - Discipline.](#)
- d) If the accused is found guilty, the IModel Discipline Panel shall have the power to order the accused:
  - i. To be suspended from all or any specific soccer activity for a stated period of time, in accordance with Ontario Soccer Operational Procedures;
  - ii. To be suspended for a specific number of games in the IModel competition and;



- iii. To be fined (with or without suspension) for Organizations and Team Officials.
- e) In the case of "suspensions for a stated period of time":
  - i. The "beginning date" of a suspension shall be determined by the IModel Discipline Panel and will commence within an appropriate timeline following the Discipline Hearing in which the player, team official and/or Club is found guilty.
- f) In the case of "suspensions for a specific number of games":
  - i. IModel will communicate the specific matches from which the player is suspended to the Club, in writing, via email.
- g) Game abandonment:
  - i. Discipline charges will be applied to the Club responsible. There will be an additional \$500 administration fee levied to the team responsible for the game abandonment and that team will also forfeit the match 3-0.

#### Fines and Penalties

- a) Fines for IModel specific Non-Compliance are listed in "Appendix C".
- b) A player who has been suspended in the IModel league, shall not be permitted to "play-up" or compete for any other teams until after the scheduled date of the final game covered by his/her suspension.
- c) Any suspensions at the end of the season will be carried over to the next outdoor season.

## 16. Appeals

Appeals of IModel Steering Committee decisions shall be submitted to Ontario Soccer's Appeal Case Manager via [appealcasemanager@ontariosoccer.net](mailto:appealcasemanager@ontariosoccer.net) within 14 days of receiving the decision and the Rights to Appeal information. Appeals will be processed in accordance with Ontario Soccer's [Operational Procedures Section 13 – Appeals](#).



## Section IX – Protests

### 17. IModel Protests

- a) A team official must inform the Referee that the game is “being played under protest”. The Referee will record this on the game sheet prior to the beginning of the game. The game shall be played. A team refusing to play may be subject to disciplinary action. The team official shall inform the league within forty-eight (48) hours if the requested protest was not written on the game sheet by the Referee.
- b) Notice of “Intent to Protest” must be sent via email within twenty-four (24) hours of the completion of the game to one of the following:
  - IModel Competitive 1 (C1) – league operator
  - IModel Qualifying/Competitive 2 (C2) – the respective District Association
- c) C1, C2 and qualifying protests must be received within twenty-four (24) hours of the completion of the game, with the accompanying \$250 protest fee MUST be received at the GHSL Office within forty-eight (48) hours of the protest.
- d) If the protest is about player eligibility, then the league will investigate the challenge without any other written submission or protest fee being submitted.
- e) The C1 protest fee will be refunded to the Appellant excluding the outlined administrative fees if the protest is successful. Administrative fees as outline in [Ontario Soccer’s Operational Procedures Schedule of Fees and Financial Penalties](#) will be applied to the appropriate party based on the outcome of the protest.
- f) Where a game is played under protest, such fact must be noted on the team sheet and a formal protest must then be lodged as stipulated in a) above.
- g) A team lodging a protest pertaining to the eligibility of a player will not be entertained if registration identification is not checked prior to the game.
- h) Objections to field conditions, equipment, goalposts, ball, or jersey colors, Match Officials decisions do not constitute grounds for a protest objection of this nature, however, should be reported to the league.
- i) Protests will not be entertained if the issues are, according to the IFAB laws of the game, at the discretion of the Match Officials.



## Section X – Match Officials

### 18. Match Officials

- a) All Match Officials shall be governed by the Code of Conduct and Ethics of Ontario Soccer, Match Officials Protocols and Canada Soccer Rules and Regulations. Failure to do so will result in discipline.
- b) It is the responsibility of the Match Official to report the game and all discipline issues that occurred in the game, to the respective League office (C1, Qualifying/C2) within forty-eight (48) hours from the completion of the game. Failure to do so will result in disciplinary action as per Ontario Soccer policies.
- c) The Referee is sole authority in determining the safety and playability of the field. The decision of the Match Official to cancel or abandon the game is final.
- d) Match Officials will not be paid at the field. Officials' fees will be included in registration fees. The GHSL will pay each official after assignments are complete.
- e) When/if the Match Official must declare the game cancelled or abandoned prior to the start of the game, the Match Official shall be paid 50% of the game fee. The Match Official will be required by the League to collect the game sheets at the field and submit the game report within forty-eight (48) hours or will be subject to discipline.
- f) In the case of a game forfeit/no show by a team, the forfeited team will be charged 2x the total Match Official Fee by their respective District Association and all Match Officials shall be paid the game fee as published.
- g) The League (GHSL) or its designate will assign registered officials to all games.
- h) Registered Match Officials must be present at the game thirty (30) minutes prior to the scheduled start to complete a standard field check.
- i) In IModel, the match official fees are to be split equally between teams
- j) The game shall be officiated ONLY by the following match official (referee) formats;
  - One (1) active match official plus one (1) 4<sup>th</sup> match official on the sidelines (managing benches and substitutes)
  - Three (3) active match officials (middle head referee and two assistant referees managing lines)

Note: One (1) active match official or two (2) active match officials are not permitted by FIFA/Canada Soccer)

- k) All Match Officials must be a minimum of 15 years old. The Head Referee must be a minimum of two years older than the age group of the team. Match Officials may be District Youth level or higher certified.



- l) Officiating complaints will only be acknowledged if received in writing by the League.
- m) The Match official is responsible for completing the online game report via the E2E 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.
- n) The following method must be used by the match official to provide the "Official Game Sheet" to the league:
- Scan a copy upload a copy into E2E at the time of reporting the game
  - 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.
- o) 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.
- p) 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
- q) Match Official Fees (2024)

Match Official Fees	
U13	Full Crew Referee \$55 AR (x2) \$40



## Appendix A – Code of Conduct

IModel has endeavoured to provide a unique competitive program to its members that strives to provide the best possible conditions for player development.

The purpose of this program is to allow players to showcase their skills and put into practice the training they received from technical staff at their member Clubs.

To that end, IModel enforces a strict Code of Conduct for sideline behaviour that ALL participants in this program are expected to follow.

### Coaching Staff Conduct:

- Be respectful of the Match Officials and your opponents
- Do not use foul or abusive language
- Limit the amount of coaching done from the sidelines to only when necessary
- Keep your players and spectators/team parents under control
- Remember that the score of the game is secondary to the opportunity for your players to demonstrate and improve their game
- Present a professional example to your players before, during and after competitions
- The Head Coach is ultimately responsible for the Team and the Team parents/spectators for any all infractions/violations

### Player Conduct:

- Be respectful of the Match Officials and your opponents
- Refrain from using foul or abusive language
- Remember that you are here to provide a strong performance, and that the result of the match is secondary to its benefit as a development tool

### Spectator/Parent Conduct:

- Be respectful of the Match Officials and the teams on and off the field.
- Never question the Officials judgment or honesty in public.
- Remember Officials are developing in the same manner as players.
- Refrain from using foul or abusive language and support all efforts to remove verbal and physical abuse from soccer games.
- Familiarize yourself with and abide by the policies and procedures of your Club.
- Refrain from using foul or abusive language
- Keep comments positive.
- Refrain from coaching from the sidelines.
- Remember that you are here to support your child, not win a game where the final result is not the primary focus.
- Keep in mind that your attendance at IModel events is a privilege, not a right, and that the Club will be held responsible for the behavior of its fans.
- Violation of this code may result in disciplinary action.



**Club Conduct:**

- Each member is required to respect the aims and objectives and comply with all Published Rules of the Association
- Clubs shall not solicit players signed full-time with other Clubs
- Clubs shall make every effort to ensure that coaches and parents understand that players signed with other member clubs are not to be approached in a manner that can be construed as an attempt to recruit
- Clubs will not engage in actions that bring IModel, its members or the game of soccer into disrepute



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## Appendix B – Game Day Best Practices

### Procedure - Player & Team Official Eligibility Check using Registration Identification.

To inspect Player and Team Official Identification each Team must provide a District Association validated team roster report complete with Color Photos. This roster plus the game sheet must be used to check ID.

A team official from the opposing team must complete the check using the opposing **team's game sheet** and **validated team roster report**. The team official inspects each player and team official to the information found on the team roster report as follows:

- i. Match the **Player's** photo and registration date on the team roster report to the player.
- ii. Match the **Team Official's** photo and registration date on the team roster report to the team official.
- iii. Using the game sheet, match the Players & Team Officials registered on the team roster report to those listed on the game sheet. (this is to verify all those listed on the game sheet are registered with the team and are covered by insurance)
- iv. Check player jersey number's to the game sheet (this allows the Match Official to properly identify players should an infraction occur)



## Appendix C – IModel Fines and Penalties

INFRACTION	DESCRIPTION OF INFRACTION	1ST OFFENCE	2nd + SUBSEQUENT OFFENCES *
1.1	Failure to provide IModel Game Sheet, or provide handwritten Game Sheet	\$50	\$100
1.2	Team Officials or Players in Violation of IModel Code of Conduct	\$250	\$500
1.3	Failure to present Approved Team Roster Report alongside Player Registration Identification	\$100	\$200
1.4	Failure to Comply with any stated IModel Registration Deadlines DISTRICT/C1	\$100	\$250
1.5	Late Payment on Fees and Fines Fees and fines are considered late 14 days after notification of the fine sent	\$50	\$100
1.6	Failure to present Ontario Soccer Player or Team Official Registration Identification	\$250	\$500
1.7	Failure to attend a mandatory IModel meeting and return the signed form attesting to having read and understood and agreeing to abide by the rules and regulations. Without this form signed by the Head coach or delegate, the team will not be allowed to start the Season	\$100	N/A
1.8	Team Withdrawal DISTRICT/C1	After April 1st – \$500 Fine and Forfeit Deposit	After May 1st – \$1500 Fine and Loss of League Fees
1.9	Defaulted game when travelling less than 200 kms	\$500, Game Forfeit	\$1000, Game Forfeit
	Defaulted game when travelling more than 200 kms	\$1000, Game Forfeit	\$2000, Game Forfeit



1.10	Red Cards Yellow Cards	Red Cards - \$30 10 yellows/ team is a \$100 fine.	
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Items not covered above will be in accordance with the Standard Penalties for Misconduct Tables in [Ontario Soccer's Operational Procedure 12 - Discipline](#).



## Appendix D – IModel Fees

CODE	DESCRIPTION OF FEE	FEE AMOUNT
2.1	Qualifying Tournament Fee	\$3,000
2.2	Team League Fee	\$1,700
2.3	Request for Hearing	\$250 (\$150 will be returned if found not guilty)
2.4	Request for Hearing Postponement	\$50
2.5	DBH (When required by Discipline Panel)	\$100
2.6	Protest Fee	\$250 (\$200 refunded if protest upheld) Team found guilty will be billed for the protest fee
2.7	Late Team Application Fee	\$150
2.8	Match Official Fees U13	Included in League Fee



## Appendix E – IModel Key Contacts

<p><b>Hamilton Soccer</b> 777 Garner Road East Hamilton, Ontario L9K 1J4 905-383-0286 <a href="http://www.hamiltonsoccer.net">www. <u>www.hamiltonsoccer.net</u></a></p> <p>Director at Large: Craig Blondin Email: <a href="mailto:director3@hamiltonsoccer.net">director3@hamiltonsoccer.net</a></p>		<p><b>Niagara Soccer Association</b> 6-94 Dunkirk Road St. Catharines, Ontario, L2P 3H4 905-984-8411 <a href="http://www.niagarasa.com">www. <u>niagarasa.com</u></a></p> <p>Vice President: Alan O'Brien Email: <a href="mailto:vicepresident@niagarasoccer.net">vicepresident@niagarasoccer.net</a></p>	
<p><b>Peel Halton Soccer Association</b> #46-6625 Kitimat Road Mississauga, Ontario, L5N 6J1 905-890-1568 <a href="http://www.peelhaltonsoccer.com">www. <u>peelhaltonsoccer.com</u></a></p> <p>Executive Director: Brent Garbutt Email: <a href="mailto:brent@peelhaltonsoccer.com">brent@peelhaltonsoccer.com</a></p>		<p>Questions about IModel: <a href="https://www.ontariosoccer.net/imodel">https://www. <u>ontariosoccer.net/imodel</u></a> <a href="mailto:imodel@ontariosoccer.net">imodel@ontariosoccer.net</a></p>	

### OPERATIONAL CONTACTS / WEBSITES

DISCIPLINE & APPEALS	<a href="mailto:appealcasemanager@ontariosoccer.net">appealcasemanager@ontariosoccer.net</a>
ONTARIO SOCCER IModel	<a href="https://www.ontariosoccer.net/imodel">https://www.ontariosoccer.net/imodel</a>
AHEG/TRAVEL APPROVAL & INTERNATIONAL TRANSFERS	<a href="http://ctms.ontariosoccer.net">ctms.ontariosoccer.net</a>



## Appendix F – Key Dates

KEY DATES	
<b>2024 Application Deadline</b>	January 19 <sup>th</sup> , 2024
<b>Qualifying Tournament*</b>	Weekends of May 4 <sup>th</sup> – 5 <sup>th</sup> , 11 <sup>th</sup> – 12 <sup>th</sup> & 18 <sup>th</sup> – 19 <sup>th</sup>
<b>Payment Deadline – C1 / C2</b>	TBC
<b>Competitive 2 Season</b>	Starts – June 5 <sup>th</sup> Ends – September 30 <sup>th</sup>
<b>Competitive 1 Season</b>	Starts – June 5 <sup>th</sup> Ends – September 30 <sup>th</sup>
<b>Roster freeze C1 and C2</b>	July 31, 2023  * Where applicable, players may only be added to a roster upon submission of an ITC (international) or IPC (interprovincial) at the discretion of the league operator
<b>Championship Showcase (C1) Central Region vs. South Region (U13's)</b>	November 2, 2024 Zanchin Automotive Soccer Centre, Vaughan, ON
<b>League Break</b>	N/A

\* Where dates are not specified, they will be determined based on registration



## Appendix G – Match Days

AGE GROUP	GENDER	PLAYING DATES
Under 13	Girls	Wednesday
	Boys	Wednesday

NOTE: Some games may need to be played on Weekends for all age groups/genders.



## Appendix H - Division Sizes

League	Division size	
Qualifying	Minimum 6 teams	Teams will be placed into the Qualifying Tournament C1 & C2 Divisions will be formed from there Remaining teams will return to their respective District League
C1	Boys/Girls 8 teams per age group	Each team will play each other twice – Home & Away (14 games)
C2	Boys/Girls 8 teams per age group	Each team will play each other twice – Home & Away (14 games)



## Appendix I – Team Allocation

The breakdown of teams for C1 and C2 will be as follows:

### **C1 (8 Teams)**

5 – Peel Halton Soccer Association

3 – Hamilton Soccer & Niagara Soccer Association

### **C2 (8 Teams)**

5 – Peel Halton Soccer Association

3 – Hamilton Soccer & Niagara Soccer Association



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