

# **RIGHTS AND RESPONSIBILITIES (Amended Nov. 26, 2012)**

## **1. Membership**

1. Clubs will be accepted into membership in accordance with OYSL Constitution ARTICLE 4- MEMBERSHIP
2. All Clubs and teams will receive a copy of the League Constitution and Rights and Responsibilities.
3. All individuals and Clubs will act in accordance with Published Rules.
4. Clubs may be denied membership for failing to abide by Published Rules or for conduct on or off the field that calls the League into disrepute.
5. Clubs may be expelled from the League for failing to abide by Published Rules or for conduct on or off the field that calls the League into disrepute.
6. Membership decisions will be made by the Executive Committee, presented to the membership and forwarded to the OSA Board of Directors for their approval.

## **2. Applications**

1. The Club Bond and League fee for each team must accompany the application and be received in the League office by November 1<sup>st</sup>.
2. Applications received after November 1<sup>st</sup> shall be subject to an additional late entry fee of \$1000.00.
3. Applications received in the League office after November 8<sup>th</sup> shall not be considered.
4. All outstanding monies owed by the applying teams Club payable to the Ontario Youth Soccer League, any other League, The Ontario Soccer Association or any District Association must be paid in full for applications to be considered.
5. Any Club withdrawing a team from the League by December 15<sup>th</sup> will forfeit the entire Club bond.
6. Any Club withdrawing a team from the League after December 15<sup>th</sup> will forfeit the entire League fee and entire Club bond.

## **3. League Season**

1. The playing season will commence as early as possible in May, and will conclude with the final scheduled (rescheduled) League games as determined by the League Executive.
2. Teams must submit with their application on or by February 1<sup>st</sup>, no more than 3 time periods when they require time blocked from the schedule up to a total maximum of 10 days. Long weekends will be considered part of the regular season beginning May 1<sup>st</sup> to October 31<sup>st</sup>. No additions or changes will be accepted after February 1<sup>st</sup>. No rescheduling requests will be entertained after February 1<sup>st</sup>.
3. Teams must complete all games as scheduled (rescheduled) by the League.
4. No rescheduling requests will be entertained.
5. Teams failing to meet their obligations to play a game will be subject to a fine to their Club of
  - a. \$2000.00 for a first offence
  - b. \$3000.00 for a second offence.
  - c. A third offence will result in a \$5000.00 fine and the termination of the team's membership in the League.
6. A Club withdrawing a team from the League at any point after April 30<sup>th</sup> will be deemed to have forfeited all unplayed games subject to 3.5.
7. A Club withdrawing a team will be prohibited from entering a team in the League in the next year in the subsequent age division.
8. Clubs failing to meet their obligations or withdrawing a team from the League will have their membership reviewed by the League Executive. The Club may be suspended for one season from play in the League.

#### **4. League Games**

1. The duration of all matches from U14 to U18 will be two forty-five minute halves, with a five-minute halftime interval.
2. Substitutions will be unlimited, and shall be permitted at a kickoff, a goal kick, possession throw in, or an injury, at the discretion of the referee.
3. A grace period of twenty minutes will be allowed in the event that a team has less than seven players at the appointed kickoff time.
4. A team must start the game immediately upon arrival of the seventh player.
5. At the end of the grace period, a team with less than seven players will be in default and shall forfeit the points to the opposing team.
6. Default games will be recorded as 3-0 in favour of the team not in default.
7. In the event that both teams have less than seven players, both teams will be in default and no points will be awarded.
8. Teams found in default of 4.5 above, will be fined as per 3.5.
9. In the event a team has its compliment of players reduced to less than seven (7) players during a game for whatever reason, the team shall be subject to a fine of \$250.00.
10. A game is deemed to be complete if 25% or less remains unplayed when called off by the game official due to weather or playing conditions or for any other reason as the referee sees fit

#### **5. Team Roster**

1. The OSA Roster for each team will be printed on a date to be advised at the Annual Coaches' meeting
2. Changes to the OSA team roster must be reported and received in the office prior to each team's next League game.
3. Failure to comply will result in forfeiture of games played until the OSA team roster sheet is received in the League office.
4. A \$250.00 fine will be assessed for each game played and lost until the OSA roster sheet is received in the League office.

#### **6. Team Officials**

1. All Team officials shall be registered with the OSA.
2. A maximum of four may be seated on the team bench.
3. All coaches must be a fully accredited Coach in accordance with OSA Published Rules.
4. Any Coach not complying with 6.3 shall be fined \$200.00.
5. Any team official not registered with the OSA shall be fined \$200.00.
6. Any team not complying with 6.3 shall not be eligible to participate in League games.
7. Changes to the team roster must be reported prior to each team's next League game.
8. Failure to report any change will result in a fine of \$200.00 and possible disciplinary action.

#### **7. Player Identification**

1. Team officials must carry the OSA player registration books and applicable permits to all games.
2. The inspection of player's books and applicable permits by the opposing team is mandatory prior to the start of the game and must not delay the scheduled kickoff.
3. Failure to produce the player books and applicable permits will result in the forfeiture of the game.
4. Only players for whom books, trial permits, or temporary registration permits as applicable are made available for inspection may have their names entered on the game sheet and be eligible to play.
5. Once a game has been started, team officials forfeit the right to investigate player books, excluding late player arrivals only, whose books/documentation must be checked prior to entering the field of play and must refer to Rights and responsibilities 21 should they wish to initiate a protest.
6. Failure to identify guest/trial/ temporary players will result in the player being deemed ineligible.

## **8. Player Eligibility**

1. All players shall be registered on an approved O.S.A. registration form and in accordance with OSA Published Rules.
2. A player registered on a team playing in the USL leagues or in any senior league in Ontario is not eligible to play in any Ontario Youth S.L. games.
3. No more than 18 players can be registered to a team at any one time.
4. Not more than eighteen (18) players may be dressed and played in any League game.
5. No more than eighteen (18) players and four (4) team staff may be seated on the team bench.
6. All players and team staff seated on the team bench must be registered to the team or be an eligible guest/trial/ temporary player.
7. All policies and procedures as set out by the O.S.A. regarding the signing and transfer of players shall apply.
8. A player who is registered with a team in the OYSL will not be eligible to play in a League game for any other OYSL team if he/she has been added to the team roster after August 1.
9. A player registered to a club after August 1 will not be eligible to play in an OYSL Game as a registered player or callup.
10. Any Player added to an OSA Roster after August 1 is not eligible for OYSL Competition for that team.
11. Teams found to have used an ineligible player(s) or teams that are deemed or found to be ineligible, shall forfeit the game(s) to the opposing team, provided a protest is made according to article 7 of these Rights and Responsibilities, or at the discretion of the League Executive.
12. In the event that both teams are found to have used ineligible players or teams that are deemed or found to be ineligible, no points will be awarded.
13. Any team found guilty of using an ineligible player(s) will be subject to:
  - a. A fine of up to \$2000.00 for the first offence.
  - b. A fine of up to \$3000.00 for the second offence and will result in the team's membership being terminated.

## **9. Guest/trial/ Temporary Players**

1. Teams may use trial/ temporary players as outlined in OSA published rules.
2. Teams may use guest players for League games that are registered to their own club.
3. Not more than five (5) players can be dressed for any one game by either or a combination of the above methods.
4. All guest players or players on trial permits or temporary registration permits must be clearly marked on the game sheet in the properly designated area.
5. A guest, trial, or temporary player that receives a suspension in the OYSL will serve the suspension with the team that they are registered with in their respective League.
- 5.1 Notwithstanding 9.5 as above, a player who has been suspended for one or more games in league play shall not be permitted to "play up":
  - a. For a higher level club team within his/her own Club, or
  - b. With a Temporary Registration Permit (TRP) for a higher level club team of a club other than one with which he/she is registered.

In a league game for any other team until after the scheduled date of the final game covered by his/her suspension (such date to be indicated on the notice of suspension).
- 5.2 Notwithstanding 9.5 as above, if the suspension is the result of the offender:
  - a. Having played up for a higher level club team within his/her own Club, or
  - b. Having played up with a Temporary Registration Permit (TRP) for a higher level club team of a club other than one with which he/she is registered

Then, in such instances, the misconduct report will be transferred to, and the suspension administered by, the league with which the offender's regular team is registered.
6. Guest, trial, or temporary players cannot play in the League while under time suspension, or until the game they are suspended for, has been played as scheduled. In the event that the assigned suspended game is rescheduled, the player is only permitted to play up after the date of the originally scheduled game suspension date.
7. TRP's are not permitted in the League Playoff Finals.

## **10. Referees**

1. In the event that the game official fails to appear by the appointed kickoff time, the home team will make every attempt to contact a qualified referee Level 3 or higher only through the league office or designated referee scheduler.
2. Teams must play if a referee appears within twenty minutes after the scheduled kick-off time
3. A game may be played using club linesmen should it be necessary in order to play the game as scheduled.
4. In the event that only two officials appear, the teams will pay only that portion of the prescribed game fee.
5. In the event that no game official can be found, the game will be rescheduled.
6. Referee Fees for all League games will be determined by the League executive.
7. The home team is responsible to collect half the game fee from the visiting team, and present the total game fee to the referee before the start of the game.

## **11. Schedule**

All games will be played as scheduled or rescheduled unless:

1. At the discretion of the referee, postponement is necessary due to inclement weather or poor field conditions.
2. A game is postponed at the discretion of the League Executive.
3. A game is postponed at the discretion of a parks official.
4. A team has three (3) or more players on Provincial or National Duty, provided that ten days written notice has been given by the Association (OSA and CSA) to the team and to the League.
5. A scheduled League game conflicts with an Ontario Cup game.
6. Any Club closing their fields with the purpose of rescheduling a game for reasons other than 1 to 4 above shall be subject to discipline and if found guilty the following penalties may apply.
  - a. Forfeiture of League game(s).
  - b. Expulsion from the League.
7. A game is deemed to be complete if 25% or less remains unplayed when called off by the game official due to weather or playing conditions or for any other reason as the referee sees fit..

## **12. Rescheduling**

1. Every attempt by teams will be made to play postponed games within three weeks of the scheduled date, and at least one week prior to the end of the regular season.
2. The home team shall provide reschedule field(s) to the league within one week of the schedule date; otherwise the league will reschedule the game unilaterally if fields are available.

## **13. Facilities**

1. The home team is responsible to provide facilities in keeping with the standards of the league.
2. Fields must be cut and lined, and meet with the approval of the referee.
3. Lights are mandatory for games scheduled after 8pm.
4. The home team will ensure that there are nets and corner flags in place prior to the start of the game.
5. Teams failing to comply by the scheduled kickoff time could forfeit the game and subject the Club to a fine of \$250.00.

## **14. Uniforms**

1. Teams must provide each player with identical sweaters with differing numbers on their back.
2. All players must wear identical shorts and socks.
3. The goalkeeper must wear a contrasting sweater, with a number on the back which must also be different from the colour worn by the opposing team.
4. The home team will be designated on the league schedule. When uniform colours are similar, at the discretion of the referee, the home team must change to distinct colours.
5. Failure to comply will result in a fine of \$100.00 per occurrence to the Club.

**15. Game Ball**

The home team will be required to provide the game ball, size 5, which meets with the approval of the referee.

**16. Game Sheets**

1. All teams shall furnish a complete list of players and team officials on the game sheet twenty minutes prior to the start of the game.
2. The game sheet will include the full name of all players participating in the game along with their O.S.A. registration number, or trial permit, or temporary registration form.
3. All guest players or players on trial permits or temporary registration permits must be clearly marked on the game sheet in the properly designated area.
4. Copies of trial permits or temporary registration permits must be attached to the game sheet.
5. All team officials must sign the game sheet.
6. The completed game sheet will be handed to the referee before the start of the game along with the game fee, which will be paid 50% by each team.
7. Incomplete game sheets will result in a fine to the team of \$25.00 per occurrence.

**17. Reporting Scores**

1. Each team will be responsible to report the score and applicable other information relating to the game sheet within twenty-four hours of the scheduled kick-off time or be fined
2. \$50.00 for the first offense.
3. \$100.00 for the second offense.
4. \$100.00 for subsequent offenses.

**18. Discipline**

1. The League will follow the Discipline by Review process as outlined in O.S.A. published rules.
2. Any player ejected from a game will have Discipline by Review (DBR) at the appropriate Discipline Hearing as scheduled by the League.
3. The Player has the right to request a hearing (DBH) within forty-eight (48) hours of the games termination.
4. The request must be submitted in writing to the League office with a Request for Hearing fee of fifty (\$50.00) in cash or money order.
5. If found not guilty the fee will be returned, failure to appear will result in forfeit of the fee and Discipline by Review (DBR) will apply.
6. The League is not obliged to notify carded players as to the date of their hearing except to follow the scheduled discipline dates as laid out by the discipline chairman.
7. A player may be represented at a hearing by a Club or team official.
8. A player or his representative may waive the right to a hearing and accept the mandatory suspension as prescribed by O.S.A. published rules.
9. The player and/or his representative shall sign a waiver form and have the suspension noted in the player book.
10. The right to waive a hearing must happen at the appropriate discipline hearing date and is not a substitute for appearing on the prescribed date.
11. The player O.S.A. book is to be presented to the discipline committee at the hearing.
12. All suspensions handed down will commence at 12:01 AM Thursday following the hearing.
13. Any player or team official listed on a game sheet is deemed to have participated in that game.
14. Players or team officials participating in a game while under suspension will result in forfeiture of that game and be subject to further disciplinary action as well as a fine to the Club of up to \$2000.00 per occurrence.
15. Any unserved suspensions from any other League will be transferred and will be served in this League if the player is playing in this League.

**19. Club Conduct**

1. The Club is responsible for the conduct of its players, team officials and the team spectators at all times.
2. Any misconduct under 19.1 will be subject to discipline and a fine of up to \$1000.00.

3. A player, coach, or team official impeding, harassing, insulting or otherwise intimidating a game official, opposing coach, members of the League Executive, or opposing players, will be subject to
  - a. A suspension of no less than 1 month and no more than 3 months including a fine to the club of \$1000.00 for a first offence.
  - b. A suspension of no less than 3 months and no more than 6 months including a fine to the club of \$2000.00 for a second offence.
  - c. A third offence will result in a fine of \$5000.00 to the Club and the team's membership being terminated.
4. The coach, team officials and players shall confine themselves to the player's bench, which shall be deemed to be an area ten yards long, commencing five yards and finishing fifteen yards from the center line on either side of the field.
5. Any game abandoned by a game official will be handled by the discipline committee.
6. A team found guilty of causing the abandonment will forfeit the game with the score being recorded with the higher of 3-0 or the score at the time of abandonment and be subject to a fine of \$1000.00.
7. In the event that both teams are found guilty, no points will be awarded, and both teams will be subject to the fine.
8. A second offence will result in a review, by the League Executive, of a team's membership.

## **20. Fees and Fines**

1. Any League invoice for fees and/or fines is payable by the club/team within twenty-one days of invoice date.
2. Any payment not received as per 20.1. will be deducted from the Club bond.
3. In the event that the bond is reduced by 50%, the club shall be notified and must replenish the bond within fifteen (15) days of the request by the League.
4. Clubs failing to replenish the Club bond or pay a fine exceeding the Club bond within the prescribed time may have their membership suspended by the League Executive until such time as the invoice(s) is paid.
5. Any games scheduled during a suspension period will be forfeit.

## **21. Protests and Appeals**

1. Protests must be in writing and received at the League office within forty-eight hours (not including weekends and statutory holidays) of completion of the game.
2. Protests must be accompanied by a protest fee of \$250.00 in the form of a cheque or money order payable to the League.
3. Protest fees will be refunded only if the protest is upheld.
4. No protest pertaining to the decision of game officials will be heard.
5. Correctly submitted protests with all supporting documentation as available and applicable will be heard by the League Executive at the next Executive meeting after the receipt of the protest.
6. Appeals of League decisions will be as prescribed in Article 9 of the League Constitution.

## **22. League Standings**

A team will be awarded three points for a win, and one point for a tie. In the event of a tie for first and/or second place in the League standings by two teams, the following shall apply:

1. The team with the most points from head to head competition will be declared the winner.
2. The team with the most wins for the season.
3. The team with the higher goal difference for the season.
4. The Team with the least goals against for the season.
5. If still tied, a game will be played as scheduled by the League.
  - a. If the game is tied at the end of regulation play, the game will go to kicks from the penalty mark in accordance with F.I.F.A. Law.
6. In the event of a tie for first and/or second place by more than two (2) teams, a round robin will be played.
7. If the teams are still tied after the round robin, positions will be determined by:
  - a. Most points in head to head competition
  - b. Most wins
  - c. Goal Difference

- d. Least goals against
- e. Most goals for
- 8. All other positions in the League will be decided based on, most points from head to head competition, most wins, higher goal difference, least goals against.
- 9. The Winners of each of the East and West Divisions in each age group and gender shall play in an overall League Championship game. If the game is tied at the end of regulation time then kicks from the penalty mark shall take place, in accordance with F.I.F.A Laws, to determine the winner.

**23. Promotion and Relegation**

Promotion and Relegation shall be in accordance with OSA rules.

**24. Meetings**

All clubs are required to be represented at all meetings of the League Committee. Failure to attend will result in a \$50.00 fine to the club.

**25. Amendments**

- 1. All proposed amendments to these Rights and Responsibilities must be received by the League in writing not less than thirty days prior to a League Meeting or Annual General Meeting.
- 2. Copies of proposed amendments to these Rights and Responsibilities shall be sent to the membership not less than fourteen days prior to any League Meeting or Annual General Meeting at which they are to be considered.
- 3. Amendments shall become effective upon attaining a fifty percent (50%) plus 1 of the votes cast by the delegates present at the League Meeting or Annual General Meeting.

**26. Other Matters**

All matters not included in these Rights and Responsibilities shall be subject to O.S.A. Published Rules.

**Appendix “A”**  
**Fines**

Description	Section	Amount
Late entry fee	2.2	\$1000.00
Game forfeit first offence	3.5.a	\$2000.00
Game forfeit second offence	3.5.b	\$3000.00
Game forfeit third offence	3.5.c	\$5000.00
Team withdrawal Rule	3.6	\$2000.00
Game Default first offence	4.8.a	\$250.00 plus Officials fee
Game Default second offence	4.8.b	\$500.00 plus Officials fee
Game Default	4.9	\$250.00
<i>Team Official Rule</i>	6.4	\$200.00
<i>Team Official Rule</i>	6.5	\$200.00
<i>Team Official Rule</i>	6.8	\$200.00
Ineligible Player Rule First Offence	8.10.a	\$2000.00
Ineligible Player Rule Second offence	8.10.b	\$3000.00
<i>Facilities</i>	13.5	\$250.00
Uniform Rule	14.5	\$100.00
Game Sheets Rule	16.7	\$25.00
Reporting score first offence	17.2	\$50.00
Reporting score second offence	17.3	\$100.00
Playing while suspended	18.14	\$2000.00
Player No Show to Hearing	18.5	\$50.00
Club Conduct Rule First offence	19.3.a	\$1000.00
Club Conduct Rule Second offence	19.3.b	\$2000.00
Club Conduct Rule Third offence	19.3.c	\$3000.00
Game Abandoned Rule	19.6	\$1000.00
League Meeting attendance	24	\$50.00

**Bonds and Fees**

League fee per team	Constitution Article 3.1	\$1300.00
League bond per Club	Constitution Article 3.1	\$500.00
Protest fee	21.2	\$250.00
Discipline Hearing Fee	18.4	\$50.00