



# SouthSide Soccer League Rules & Regulations

Reviewed, Revised, Reformatted, Reaffirmed

2009-12-18

RWH

## OVERVIEW

### DEFINITIONS

#### MAP to this document

- General Fair Play Objectives
- League Responsibilities
- Club Responsibilities
- Team Responsibilities
- Player Responsibilities
- Referee Responsibilities
- Game Rules
- Year End Festival

#### Other Referenced Materials

- Forms of the SSSL including:
  - Game Sheets
  - Club Application
  - Team Summary Application
  - Team Details Application
- Constitution of the SSSL
- SSSL Schedule of Fees, Fines and Dates
- Terms of League Operations for the SSSL
- Terms of Reference for the SSSL League Management Committee

## 1. General Fair Play Objectives

1.1. The SSSL espouses and promotes the principles of the FIFA fair play code which is a fundamental part of the game of football. It represents the positive benefits of playing by the rules, using common sense and respecting fellow players, referees, opponents and spectators.

1.2. The principles of Fair Play are in FIFAs Code of Conduct:

1.3. The FIFA Fair Play Code, for football, encapsulates all of the sporting, moral and ethical principles for which FIFA has always stood and for which it will continue to fight for in the future, regardless of the influences and pressures that may be brought to bear.

1.4. The ten golden rules not only serve as a credo for FIFA, as the world football's governing body, but they also reinforce the sense of fraternity and cooperation among the members of the worldwide football family.

1. Play fair

2. Play to win but accept defeat with dignity

3. Observe the Laws of the Game

4. Respect opponents, team-mates, referees, officials and spectators

5. Promote the interests of football

6. Honour those who defend football's good reputation

7. Reject corruption, drugs, racism, violence, gambling and other dangers to our sport

8. Help others to resist corrupting pressures

9. Denounce those who attempt to discredit our sport

10. Use football to make a better world

## **2. LEAGUE RESPONSIBILITIES**

### **2.1. League Management Board (LMB)**

2.1.1. The LMB may amend, clarify, add or delete by majority vote at a LMB meeting, additional rules and regulations pertaining to any or all divisions of the League provided that they are sent to the clubs and teams concerned before the start of the season during which they are to have effect.

2.1.2. The LMB may make emergency rulings during the season on matters not currently covered by the existing rules and regulations. These rulings must be communicated immediately to the membership and will be enforceable on a moving forward basis, and not on a retroactive basis. These rulings will be communicated at the next AGM of the SSSL. Go forward action will be according to the rule above.

2.1.3. The LMB may modify existing rules and regulations during the season if required. Such changes must be communicated immediately to the membership. Enforcement of any such change will be on a moving forward basis, and not on a retroactive basis. Such Rules, Regulations and Rulings shall have effect for the current season only and may be subject to ratification at the next Annual General Meeting.

### **2.2. Finances**

2.2.0.1. Fees and Fines are updated regularly by the LMB subject to ratification by the SSSL AGM.

2.2.0.2. Clubs whose total fees will be in excess of \$2000 pay a minimum of:

i. \$2000 in full with application(s); and

ii. 50% of the remaining balance with the application, plus

iii. The remaining balance in the form of a post-dated cheque dated on, or before,

May 1. This post-dated cheque must accompany the application.

## **2.2.1. Business Charges**

2.2.1.1. NSF Cheques - Any Club/team whose cheque is returned by the bank because of insufficient funds will be charged the current "NSF Charge Admin Fee" in addition to the amount of any fee charged by the bank (the "NSF Cheque Charge") to the league.

## **2.2.2. Fines**

2.2.2.1. The SSSL Board of Directors may assign additional fines and levies, as outlined in either the League Constitution or these Rules and Regulations. These shall be summarized and communicated in the SSSL Schedule of Fees, Fines and Dates.

2.2.2.2. A summary of the fines are detailed in the SSSL Schedule of Fees, Fines and Dates.

2.2.2.3. If a club fails to pay, within a reasonable time frame, an assigned fine, the club will be put on probation and notified of such. If they then fail to pay the fine, or are fined again while under probation, the club will be suspended and none of their teams will be eligible to play within the SSSL until such time as their obligations are fulfilled.

## **2.3. Scheduling**

2.3.1. The LMB shall recognize for the purpose of scheduling:

- CSA and OSA sanctioned Cup competitions;
- local tournaments that are sanctioned by the EODSA, provided that notice is given to the SSSL prior to May 1st of each year;
- games will not be scheduled on July 1;
- when preparing the schedules, the League will make every effort to avoid scheduling youth games that conflict with high school examinations or OFSAA soccer competitions where players are involved;

2.3.2. It is the responsibility of the teams involved in any of the above to notify the SSSL in advance of such games to have league games rescheduled.

## **2.4. Standings**

2.4.1. The SSSL, being a recreational development league, will not keep standings or statistics.

## **2.5. Promotion and Relegation**

2.5.1. The Senior Recreational Categories will be comprised of Divisions indicated by MR1, WR2, etc. as well as "REC". With the exception of the "REC" and Oldtimers/Masters Divisions any team finishing first or second will have the option to elect to be promoted, otherwise promotion will be at the discretion of the LMB. The bottom (2) teams will normally be subject to demotion. Additional recreational divisions may be added as required and promotion and relegation as stated herein will apply to all recreational divisions.

2.5.2. In all deliberations as to the placement of teams in Divisions, all members of the LMB having Club affiliations will declare their affiliation. Any member of the LMB having an affiliation to a Club with a team whose placement is under discussion may

Speak to that team's application and then withdraw from related deliberations and shall not vote on placement of that team.

## **2.6. Categories**

2.6.1. The SSSL as a Multi-Jurisdictional Club League (MJCL) may operate Divisions in the following categories as applicable in accordance with OSA Published Rules and according to the discretion of the LMB:

- Senior Recreational Men
- Senior Recreational Women
- Youth Recreational Boys U11 –U18
- Youth Recreational Girls U11-U18
- Mini Recreational Soccer Boys U6-U10
- Mini Recreational Soccer Girls U6-U10
- Micro Recreational Soccer Mixed U4-U5

## **2.7. Divisions**

2.7.0.1. The LMB may recognize any group, of four (4) or more teams, from more than one club, to organize and operate as a division within the categories of the SouthSide Soccer League. These divisions will operate according to League Rules and Regulations, the EODSA Published Rules, OSA Published Rules the CSA and FIFA.

2.7.0.2. Divisions will be prepared to best meet the needs of players and clubs within good governance of league operations. As such considerations of age, skill and geography will be employed by the league for Division configurations.

2.7.0.3 The LMB reserves the right to determine the final number and placement of teams in each category and division.

### **2.7.1. Senior Recreational**

2.7.1.1. Senior recreational groups shall be divided into skill levels categories where possible.

2.7.1.2. Divisions may be combined or divided as required each season on the above criteria.

2.7.1.3. Selection of teams is to be made by the LMB.

2.7.1.4. Senior divisional categories shall be known as:

Open                      Over 35

2.7.1.5. The SSSL Senior soccer shall:

- have all women's teams participate in the Women's Division(s),
- have all other teams competing in the Mixed (Mens) Division(s).

### **2.7.2. Youth Recreational**

2.7.2.1. Youth age groups shall be divided into single year categories where possible subject to LMB division specification criteria above.

2.7.2.2. Divisions may be combined or divided as required each season on the above criteria.

2.7.2.3. Youth Age divisional categories shall be known as:

One Year	Combined Year
Under 18	Under 18
Under 17	
Under 16	
Under 15	Under 15
Under 14	
Under 13	Under 13
Under 12	

2.7.2.4. The SSSL Youth soccer shall:

- have all girls teams participate in the Girls Division(s),
- have all other teams competing in the Mixed (Boys) Division(s).

### **2.7.3. Mini Recreational**

2.7.3.1. CSA regulations require that teams in the Under 10 age category play mini-soccer (7 a-side). The SSSL will require U11 teams to also participate in mini-soccer.

2.7.3.2. Mini Recreational age groups shall be divided into single year categories where possible.

2.7.3.3. Divisions may be combined or divided as required each season on the above criteria.

2.7.3.4. Mini Recreational age divisional categories shall be known as:

One Year	Combined Year
Under 11	Under 11
Under 10	
Under 9	Under 9
Under 8	
Under 7	Under 7
Under 6	

2.7.3.5. The SSSL mini-soccer shall:

- have all girls teams participate in the Girls Division(s),
- have all other teams competing in the Mixed (Boys) Division(s).

### **2.7.4. Micro Recreational**

2.7.4.1. Micro Recreational age groups shall be divided into single year categories where possible.

2.7.4.2. Divisions may be combined or divided as required each season on the above criteria.

2.7.4.3. Micro Recreational age divisional categories shall be known as:

One Year	Combined Year
Under 5	Under 5
Under 4	

2.7.4.4. SSSL micro-soccer shall:

- have all teams competing in the Mixed (Boys) Division(s).

## **2.8. Protests**

2.8.1. A Protest Panel shall hear all protests arising out of any game within the SSSL. The Protest Panel shall consist of at least three (3) members of the LMB and/or Discipline Panel.

2.8.2. The Protest Panel will deal only with matters raised in the Protest. Any other issues that arise (eg. Discipline) will be dealt with at subsequent hearings as may be necessary.

2.8.3. Any protest concerning ineligible players must be noted on the official's game sheet at first opportunity indicating when the player in question arrived i.e. start of game, first half, halftime, or second half. If this is not noted on the game sheet the protest will not stand.

2.8.4 Failure to meet the following submission requirements will result in the protest being disqualified.

- a. "Protest Fee" shall be as prescribed and must accompany any protest.
- b. Intention to file a protest shall be recorded within 24 hours of the game to which it relates by phoning the SSSL office, at its current telephone number, leaving all pertinent details. Notice of intention to protest may also be filed by fax and/or email within the specified 24 hours.
- c. The written protest must be filed on the official protest form, counter-signed by a Club official, and addressed to the SSSL Secretary c/o SSSL office at its current office.
- d. The written protest must be received at the SSSL office by recorded delivery (ie. registered mail, hand delivery, courier, etc.) within three (3) working days of the game in question. The stipulated protest fee must accompany the written protest.
- e. The protesting team must send a copy of the written protest (by recorded delivery) to its opponent in the game being protested within three (3) working days. A copy of the receipt from the recorded delivery must be submitted (with the written protest) as proof that this requirement has been met.
- f. No responsibility shall be assumed by the LMB for protests not received within the specified time period unless they are sent by registered mail.
- g. Successful protests will be refunded the protest fee, while those which are denied will lead to forfeiture of the fee.

2.8.5. Any protests relating to the grounds, goal posts, crossbars, ball, colours or other appurtenances of the game shall not be entertained unless notice of complaint was lodged with the referee prior to the game or at the time it was discovered during the game. The referee shall record details of the complaint on the game report immediately upon being informed. The referee shall require that the cause of the objection be rectified by the team responsible (or by the teams) if this can be accomplished without unduly delaying the game. The referee may abandon the game if rectification is not possible and to continue would, in his/her opinion, be dangerous or otherwise unfeasible.

2.8.6. The decision by the Protest Panel on a protest may only be overturned by appeal to the EODSA or higher body in accordance with that body's rules.

2.8.7. In the event that the SSSL or a higher governing body takes discipline action (charges with a misconduct) which pertains to the matter being protested, and the accused does not attend the hearing, the Protest Panel shall make a decision based on the

information provided in the written protest and information provided at the Protest meeting.

## **2.9. Discipline**

2.9.1. If authorized to do so by the EODSA, the LMB shall be delegated responsibility for discipline and appoint a Discipline Committee to deal with infractions occurring at games under the jurisdiction of the SSSL but not including misconduct directed at game officials.

2.9.2. The rules and procedures followed for discipline shall be those as established by the OSA and as set out in the Published SSSL Discipline Procedures.

2.9.3 The Discipline Committee shall be empowered to bond, fine, suspend or deal with in accordance with the OSA Published Rules those Clubs, teams, Team officials, players or Club officials whom it shall find guilty of any form of misconduct. The notification of the hearing shall include a complete listing of the charges to be faced, including appropriate references to this and other applicable constitutions.

2.9.4. All unpaid fines and fees at the end of each season (received by an individual or organization under the jurisdiction of a Club) will be the responsibility of the Club.

2.9.5. The amounts of fines resulting from SSSL discipline are outlined in the SSSL Schedule of Fees, Fines and Dates or the EODSA Schedules of Fees and Fines or the OSA Schedules of Fees and Fines.

2.9.6. The SSSL Administrative staff will follow up with all comments noted on submitted game sheets for appropriate action for problems or repeated problems.

## **3. CLUB RESPONSIBILITIES**

### **3.1. Club Application**

3.1.1. Any club applying to SSSL must be a club in good standing with their respective governing provincial and district soccer association.

3.1.2 Club applications shall be made on or before April 1st of each Calendar year for forthcoming competition season. Confirm dates in the SSSL Schedule of Fees, Fines and Dates.

3.1.3. For all Clubs that operated teams in the SSSL in the previous outdoor season the properly completed application must be accompanied by any outstanding fees from the previous year plus all League fees payable at the time of application as specified below. These fees will include League entry fees and any other applicable fines and charges.

### **3.2. Team Applications**

3.2.1. The deadline for acceptance of team applications will be April 1st for the upcoming summer season. Acceptance of any late application will be at the discretion of the LMB. In making its decision to accept any such application the LMB will be guided by such matters as the need to create balanced divisions and/or to create viable divisions, the convenience of teams that have met the deadline for entry, the existence of playing facilities, past financial and discipline performance of the Club and team, and the administrative cost of revising schedules, etc.

3.2.2. New teams, teams returning from suspension or from a one year lapse in participation (or more) will be placed at the discretion of the LMB.

3.2.3. Teams shall apply for admittance by Category and Division according to the following guidelines as specified in the section for Division Promotion or Relegation. Requests for special consideration or movement are also as described previously in this document. A summary here:

- Adult teams will apply for the category and division in which they competed the previous year except in cases where they are due for promotion or demotion in which case they will apply to play in the division to which they are entitled. Any team wishing to play at a higher level than that to which they are entitled must make a special submission in writing justifying special consideration.

- Requests to change divisions must be submitted on or prior to May 1st.

3.2.4. Clubs submitting requests after the May 1st deadline may be charged a Team Late Registration fee per team.

3.2.5. Youth teams must register in the age category in which the players are registered.

- Teams wishing to play at a higher age level than that for which their age qualifies them are required to make a special submission in writing, justifying special consideration. In all cases the LMB will consider the possible effect of granting special permission on all others concerned including the viability of the division in which the team is wishing to play. The interests of the organization will be given greater consideration than those of the team asking for special consideration.

3.2.6. Teams that are withdrawn after May 1st shall be liable for the full league entry fee established for the category/division in which they have been entered plus any applicable field rental and/or field marking charges. The Club's liability will include any unpaid and outstanding balance due on the above.

3.2.7. Withdrawals must be in writing and filed with the SSSL secretary.

3.2.8. Each team will be uniquely identified only by its Club name and/or by the addition of a simple name, colour, letter or number. The team names MUST at least follow the following format:

Club Name, Division, Designate Number or Letter;

for example the 1st team of under 13 girls team for the Ottawa Internationals :  
Ottawa Internationals U13G1.

3.2.9. It is club responsibility to have all teams playing registered as recreational teams.

3.2.10. The accuracy of club contact information is the responsibility of the Clubs.

### **3.3. Defunct Teams**

3.3.1. A team withdrawing from the League, a team failing to fulfill 2 consecutive scheduled games, or a total of 4 scheduled games in a season; or a team under disciplinary action which results in their failing to fulfill 2 consecutive, or a total of 4, games shall be considered as defaulting the season and withdrawn (where they have not already done so). All fees will be forfeit for the season.

3.3.2. Fines and outstanding fees for a defunct team may be applied and will be transferred as an obligation of the sponsoring Club.

### **3.4. Registration of Teams, Coaches & Other Officials**

- 3.4.1. All teams must be fully and properly registered with their respective provincial soccer association and district.
- 3.4.2. All teams Must have at least one coach assigned to them and that coach MUST be properly registered with the club, district and province.
- 3.4.3. Any other coaches, managers, trainers or `bench` personal must also be:
- a) registered properly with the club, district and province
  - b) assigned to their respective teams.
- 3.4.4. Only persons registered in with the club, district and province, and assigned to their respective team, may occupy the technical area with the players of the team.
- 3.4.5. For youth teams a parent may, in special circumstances, assist with bench duties where Team Officials are absent.

### **3.5. Registration of Players**

- 3.5.1. All players shall be registered in accordance with OSA and EODSA regulations. All players on Quebec based teams shall be registered with the Quebec counterpart of the OSA and official team rosters are to be on file with the EODSA Registrar's office before the beginning of the season.
- 3.5.2. No player who is currently registered as a competitive player is allowed to register to play on a SSSL team.
- 3.5.3. All players shall possess validated player identification which must be produced upon request. Such identification must be official OSA or QSF identification bearing a recognizable photograph of the player and be signed by the player. No player identification will be considered valid unless it bears the player's picture and is valid for the inspection date.
- 3.5.4. It is the Club's responsibility to ensure that all required paper work is submitted to the EODSA Registration Office in advance of the commencement of the season to ensure that properly validated player registration identifications are ready for the first games of each team.
- 3.5.5. For the purpose of playing in any League or Cup competition of the SSSL there shall be no movement of players from one team to another without an appropriate approved transfer or permit. Once a player has played for a team in a seasons League or Cup competition that player is "tied" to that team for the remainder of that season.
- 3.5.6 All players, Senior, Youth, Mini or Micro, shall at the time of their registration, shall have an indemnity form signed by their parent(s) or guardian(s) which will absolve and save harmless the League, its governing bodies and any of its agents, coaches, administrators or organizers from responsibility in case of accidents causing injury. This documentation shall be held on file with their home clubs. Responsibility for ensuring that indemnity releases are obtained shall rest solely with the Clubs with whom the players are registered. The forms shall be held by the Clubs and shall be valid for one playing season.
- 3.5.7. Any team playing a player not registered in accordance with OSA Published Rules or, in the case of Quebec based teams, those of the FQSF or one who is ineligible to compete at the level of the team, or a player who is serving a time suspension as a player or from all soccer activity, or is specifically suspended for the game(s) in question shall forfeit all games in which he/she participates. Any player listed on the game sheet is

deemed to have played in the game, except if a line is struck through the player's name or the words suspended, suspension or under suspension is written beside the player's name. Where a suspended player's name appears on the game sheet without the above notation the player will not be able to claim that he/she sat out a game of his/her suspension.

3.5.8. Any team playing such an ineligible player will be subject to an SSSL "Playing Ineligible Player" fine per player per game in addition to the forfeiture of points. The case will be referred to the EODSA which will impose further penalties as warranted against Club and Team officials as prescribed by OSA discipline regulations.

3.5.9. Any team playing an ineligible player under the name of one of its registered players will be subject to the "Playing Ineligible Player" fine as well as possible expulsion from all League competition.

3.5.10. No player may register with more than one (1) team in the South Side Soccer League with the exception of those players who qualify, by reason of age, to participate in an age restricted division and a Senior division.

3.5.11. No changes will be permitted to team rosters after July 31.

### **3.6. Conduct**

3.6.1. Club and team officials are fully responsible for the conduct of their players, officials and spectators at, and at the vicinity of, games in which they participate. Failure to maintain order in the vicinity of a field and game will be subject to a fine for "Failure to Maintain Order" as found in the SSSL Schedule of Fees, Fines and Dates.

3.6.2. Club Officials are responsible for keeping Club practices and non-scheduled games off publicly owned fields for which they have no permit.

## **4. TEAM RESPONSIBILITIES**

4.0.1. Teams are required to present themselves at the game field no later than twenty (20) minutes prior to the scheduled kickoff time.

### **4.1. Responsibilities of Team Officials**

4.1.2. All coaches for Ontario teams must be certified according to the OSA Published Rules and all coaches must be registered with the OSA. Coaches for teams from outside Ontario must be certified and registered according to their team's governing body.

4.1.3. For every game a properly registered individual shall be designated by the Club as team coach or manager. The coach or manager is responsible for the conduct of his/her team.

4.1.4. The coach's name shall be entered on the game report and he/she shall identify him/herself to the referee.

4.1.5. SSSL Game Sheets (3 copies - signed by the designated coach and team officials present at the game) with attached permits, etc, must be provided to the game official prior to the start of the game. These sheets must be game sheets as downloaded from the league website unless substantial electrical or server problems prohibit this. Only under these extreme conditions will self generated game sheets be permitted. These game sheets must contain a hand printed or typed list of all registered players full names (first and last names) together with their shirt numbers and game related information (Division, Date, Team Names, and location etc). Failure of a team to properly fill in a game sheet

as noted above will result in the team being fined for “Failure to Provide Proper Game Sheets”.

4.1.6 Any player listed but not in attendance must have a line through their name or he/she is deemed to have played that game. Any player under suspension must have the word “suspension”, ”suspended” or other similar/reasonable indication printed besides his/her name on the game sheet or he/she is not considered to have sat out the game. Failure to identify players under suspension may result in disciplinary action by the SSSL. At the end of the game, the game official will provide the both team with a copy of their own game sheet and their oppositions game sheet.

4.1.7. Team Officials will perform any and all scrutiny of players and correspondence to their appropriate provincial documentation. Any discrepancies shall be reported to the Referee for noting on the game sheet.

4.1.8. No coach, manager, trainer or other Club/Team Official may enter the field of play unless requested/signalled to do so by the referee.

4.1.9. No coach or manager has the right to withdraw his or her team from the field of play without the approval of the referee except as specified herein.

4.1.10. Objectionable conduct by a coach or any team official may result in the coach or team official being warned, ejected or reported by the referee to the SSSL/EODSA and may be subject to further disciplinary action.

4.1.11. The home team shall assign the two team "benches" to separate areas on the same side of the field. Coaches shall restrict their activities to their own bench area. Each team shall be responsible for restricting their spectators to the opposite side of the field from the teams. Children under the age of 12 of team officials and/or players will be entitled to remain in the immediate area of their team bench.

4.1.12. Team officials are fully responsible for the conduct of their players, officials and spectators at, and at the vicinity of, games in which they participate.

4.1.13. Claims for losses or damages against the League arising from misconduct may be assessed by the LMB against the player, officials(s) or Club(s) deemed to be responsible.

4.1.14. Failure of a club’s coach to maintain order by its spectators, parents and players, that results in the un-authorized entry of persons onto the field will result in the club being fined for “Failure to Maintain Order” as per the SSSL Schedule of Fees, Fines and Dates.

## **5. PLAYER RESPONSIBILITIES**

### **5.1. Playing Up and Playing on Trial**

5.1.1. Playing of players from the SSSL to a higher age and/or competitive level is permitted when done in accordance with OSA Published Rules.

5.1.2. A player who is currently registered as a competitive player may not be used as a call up to the SSSL.

5.1.3. For teams in Senior or Youth above age U12 may have no more than three (3) players from one, or a combination of lower level teams, play up to a higher level team in any one game.

5.1.4. For youth teams U4 to U11 may have up to five (5) players play up in any one game.

5.1.5. Players playing at a higher level within their own club must first obtain an SSSL

Playing Up Permit. A Temporary Registration Permit is required for a player playing up from another club. Exhibition or practice games are not considered as scheduled competition and therefore no SSSL Playing Up Permit is required for such games.

5.1.5.a. Youth players

5.1.5.a.1. A registered youth player may during the season play, an unlimited number of games with higher level teams, including competitive and senior teams, with his/her own Club without affecting his/her registration. Clubs are reminded that additional fatigue issues can lead to player injuries.

5.1.5.a.2 No player who is registered as a competitive player may play up to a recreation team.

5.1.5.b. Senior players

5.1.5.b.1. Teams may play any player from a lower division team a maximum of three (3) games with an SSSL Playing Up permit without having to transfer that player to the roster of the higher level team.

5.1.6. A player playing on either an SSSL Playing Up Permit or OSA Temporary Registration Permit is considered to have temporary registration with the team for which he/she is playing. Any player playing up without such permit or registration will be considered ineligible to play and subject to OSA discipline, as may be the team officials and/or team club.

5.1.7. Trial Games: Any player not registered with any club must use a Trial Permit in accordance with OSA Published Rules.

## **5.2. Player Transfers**

5.2.1. Transfers shall be in accordance with OSA Published Rules.

## **5.3. Player Card Checking**

5.3.1. Players will cooperate and facilitate any and all calls for card checking prior to the game start or at other suitable times prior to entering the field of play if a player misses the formal check opportunity. All card checking must be done prior to the start of play in the second half.

## **6. REFEREE RESPONSIBILITIES**

6.1. Referees are expected to be at the game site (scheduled field) at least 20 minutes prior to the scheduled kickoff time, or face disciplinary action.

6.2. Registered Referees shall be appointed to all games by the home clubs.

6.3. Referees (and assistant referees) officiating SSSL games shall receive fees for their services in the amount set by the SSSL. Game Reports must be received at the League Office within 48 hours of the game played to be guaranteed payment with the next monthly payment. No payment for any game will be processed until the Game Report has been received.

6.4. Where an appointed referee fails to appear within 20 minutes after the scheduled kickoff time either team has the right to leave with an automatic right of reschedule. The teams concerned should however endeavour to agree on a person, not necessarily on the official list, to act as an appointed referee and this shall be so noted on the game sheet by

both coaches. Once so appointed, such an individual shall have any and all powers of an official referee. Game reports must be received within the stipulated time period(s) for payment(s) to be processed and issued. The club responsible for assigning the referee will be fined a "Referee Reporting Failure Fine" for each report not filed. In addition the failure of the referee to report to the game will be reported to the EODSA for additional review and action against the individual referee.

6.5. The referee shall be responsible for the conduct of the game in accordance with the FIFA laws and the rules and regulations of the SouthSide Soccer League (SSSL), the EODSA, the OSA and the CSA.

6.6. The referee shall ensure that opportunity to perform any card checking or documentation verification occurs prior to the start of play. Referee shall also note any concerns or discrepancies reported to them by team officials about the card check.

6.7. Subject to such rules laid down by the authority responsible for permitting a facility, the referee shall have the power to decide on the fitness of the grounds in all matches and his decision shall be final.

6.8. Immediately at the conclusion of a game the referee shall complete all sections of the Game Sheets and deliver or make all reasonable effort to deliver copies to the both team coaches. Information to be given to each team must include a list of all goal scorers as well as a description of all discipline (cautions and dismissals).

6.8.1. The Game Sheet, when complete, shall show the final score, scorers and any incident which resulted in a caution or ejection of a player or team official, or other Special Incident.

6.8.2. Game Sheets are required for all scheduled games. If a game is not played the Game Sheet(s) shall be filled in as completely as possible and the reason given why the game was not played.

6.8.3. Failure to provide the required equipment, including a Game Sheet, shall be noted on the Game Sheet or match note sheet and the team(s) will be subject to fines.

6.8.4. Notes may be put on the game sheet at the bottom for anything that needs to be reported to the office. This can include, but not be restricted to, questioning player eligibility, noting the cards were not checked, or attempts were made to check cards but other team did not wish to check cards, etc.

6.9. The referee is required to report the details of any disciplinary action - cautions, ejections or special incidents- by 9:00am of the day after the game to the discipline chair by phone (on the answering machine) by fax or by email. He/she is required to state the nature of any offence and the name and team of each individual involved.

6.10. The referee shall ensure that the well being of the players is given priority over the progress of the game. If there is any doubt about the seriousness of an apparent injury the referee must immediately stop play and ensure the player receives appropriate attention. The referee shall prepare a written report and attach it to the match report in all cases of apparent serious injury including those of broken limbs and all head injuries.

6.11. The referee shall immediately abandon play, at least temporarily, in any game during which an electric (lightening) storm occurs. Failure to do so will result in a report being forwarded to the EODSA for possible disciplinary action. No action will be taken against a Coach who removes his/her team from the field under such circumstances where the referee fails to act.

6.12. The referee is responsible for transmitting the complete Game Reports (where there

is a need to complete a special incident report, dismissal form or caution form) to the League administration chair within 48 hours. In the event that no one notifies the office of the game result within five (5) days, the game will be recorded as unplayed.

6.12.1. The Game Report shall consist of both teams' Game Sheets, complete with the applicable Caution Forms, Dismissal Forms, Referee Assault Forms, Special Incident Report Forms, and Permits. The Referee must sign all sheets.

## **7. GAME RULES**

### **7.1. Postponement of Games**

7.1.1. Notification of league postponements shall be made to both teams at least 48 hours before the game, except in those cases where a Field Permit issuer declares the field unusable where there may be no prior notice. Notification shall be made by telephone, email or facsimile using the Club/Team listings provided to the League.

### **7.2. Unplayable and Abandoned Games**

7.2.1. The referee is the sole judge of postponing/abandoning a game due to the absence of equipment, field markings etc. except in the case of valid player identification etc. where the coach(es) have this right as laid-down in these Bylaws.

7.2.2. Any team which fails to field the allowable minimum number of players within 20 minutes after the scheduled kickoff time shall be considered to have failed to appear and they shall default the game. Defaulting team(s) shall be fined the appropriate level of "Game Default Fine". The minimum will be considered as 7 players, including one designated the Keeper for Full field games, is 4 players for Mini games and is 3 players for Micro games.

7.2.3. If both teams fail to appear, both teams will be fined the appropriate level of "Game Default Fine".

7.2.4. The LMB may order a defaulted game rescheduled where:

- the defaulting team benefits from having defaulted, or
- a team other than the defaulting team is adversely affected by the default.

7.2.5. Any team which refuses or is unable to replay the game may have its record deleted from the league records.

7.2.6. If a game is abandoned by the referee for reasons of weather, including visibility, or field conditions before the completion of 3/4 of the normal playing time for that division it may be rescheduled. Games abandoned in the final 1/4 of the normal playing time will be considered complete. Inclement weather is not, by itself, sufficient grounds for cancellation but a game shall be delayed, at least until danger passes, if an electrical storm occurs.

7.2.7. Referees and coaches are subject to any supplementary rules and usage rulings as set by field owners (such as school boards, cities, etc).

7.2.8. If the referee is required to abandon a game at any time for any reason other than noted above, the LMB will determine the outcome of the game. If warranted, such decision may wait until any related discipline matters are decided.

7.2.9. The LMB reserves the right to rule on the status of any game abandoned for whatever reason.

## **7.3. Rescheduling Games**

### **7.3.1. ABANDONED / UNPLAYED**

7.3.1.1. Games will be rescheduled by the League in the following instances:

- the assigned referee does not appear for the match and no suitable stand in official is available or agreed upon at the field;
- the permitting authority (the organization that issued the permit) closes the facility;
- the referee judges the field to be unfit for play. If this is due to a club field not being lined properly, the LMB may issue a fine against the offending club;
- there are weather factors, such as an electrical storm, which in the opinion of the referee, warrant not playing the game or its abandonment.

7.3.1.2. Teams shall be given at least one (1) week notice of the time and location of a rescheduled game, (due to any of the above). Notice shall be in accordance with current SSSL Correspondence Policy. If notice is sent to the Club, or recognized Club contact, it is the Club's responsibility to notify the appropriate Team Official(s).

7.3.1.3. The rescheduled date set by the League shall stand.

### **7.3.2. SPECIAL NEEDS**

7.3.2.1. Once the season has begun, teams will be allowed to reschedule a maximum of two (2) games for the following reasons and provided official notification signed by the Club President, or recognized Club contact, has been received by the League office TWO (2) WEEKS PRIOR TO THE ORIGINALLY scheduled game:

- teams wishing to take part in all approved tournaments and where necessary with authorized travel provided by the EODSA;
- school activities during the months of May, June, and September;
- three or more players are involved with a CSA, OSA, EODSA or OFFSSA programs.

7.3.2.2. In the case of games to be rescheduled by the League at the request of the Club/teams, both clubs must notify the SSSL office prior to the original date of the game. Then, both teams must provide a date, time and field to reschedule on within two (2) weeks after the originally scheduled date for consideration. If no information is received after this two (2) week period the League will reschedule the game without the teams consideration.

## **7.4. Defaulted Games**

7.4.1. Clubs/teams must notify the SSSL office and the opposition team, in writing at least 48 hours prior to the scheduled kickoff time if they are not able to field a team. The team defaulting will be subject to the appropriate "Game Default Fine".

7.4.2. Defaulted games will not be rescheduled.

## **7.5. Uniforms**

7.5.1. All players on the same team (except the goalkeeper) shall wear shirts of the same colour. The goalkeeper shall wear a shirt of a different colour from those of his/her team, the opposition, the opposition keeper and the referee.

7.5.2. All teams shall register their colours with the SSSL Administrator prior to playing their first game. If possible they should state their colours when initially applying to the League.

7.5.3. Where, in the opinion of the referee, a similarity of colours could be confusing, the home team shall change providing the visiting team's colours are as listed with the League. If the visitors colours are not listed, the visiting team shall change. It is the responsibility of the coach of the team that is required to change to have alternate shirts or pinnies ready.

7.5.4. In all SSSL games shirts must be numbered, except for goalkeepers jersey which may or may not be. Numbers must be at least 8 inches in height. No two players may wear the same number. The player's number shall be indicated on the Game Report beside his/her name and no player shall change his/her number during the course of the game without the permission and knowledge of the referee.

7.5.5. The wearing of player safety/protective equipment, eg. safety glasses, header protection, hats for keepers, ... by players shall be permitted where it is deemed by the referee as not constituting a hazard. Referees will use direction from League, District, Provincial, National or FIFA on personal equipment approved and safe for use during games. Such equipment shall be examined on the individual merits of the player and level of competition.

7.5.6. All jewellery items, including rings, bracelets, earrings, etc. shall be removed before the game. Any items identifying medical conditions, ie. Medical Alert bracelets, necklaces, etc., should not be removed, however, they do need to be taped down on the player. Any such items are to be identified to the referee before the start of the game in accordance with FIFA rules.

## 7.6. Equipment

7.6.1. Each team shall provide, and put in place, corner flags as follows:

Age Group	Number of Flags	When
Senior	2	Every game
Youth	4	Home games
Mini	4	Home games
Micro	0	Not required

- Corner flags shall be no less than 5 feet in height (above the ground).

7.6.2. Each team should provide, and put in place, nets as follows:

Age Group	Number of Nets	When
Senior	1	Every game
Youth	2	Home games
Mini	2	Home games
Micro	2	Home games

7.6.3. The home team shall provide a properly inflated ball of the following size:

Age Group	Size Of Ball
U13 – Seniors	5
U8-U12	4
U4-U7	3

7.6.4. Where a division is in a two year class and the older end is to use a larger ball, the larger ball shall be used by that division.

7.6.5. Every team is encouraged to have an adequate first aid kit, and someone able to use it, at each league game.

## **7.7. Duration and Rules of Games**

7.7.1. Games shall be of the following outlines:

Age Group	Duration of Play	Touch Line Restart	Offside
Seniors	2 x 45min	Throw-in	Called
U16-U18	2 x 45min	Throw-in	Called
U14 & U15	2 x 40min	Throw-in	Called
U12 & U13	2 x 35min	Throw-in	Called
U10 & U11	2 x 30min	Throw-in	Called
U8 & U9	2 x 30min	Throw-in	Not Called
U6 & U7	2 x 25min	Kick-in	Not Called
U4 & U5	2 x 20min	Kick-in	Not Called

7.7.2. Games can only be otherwise shortened by the separate rules of a competition recognized by the SSSL, or by mutual agreement as in the case of cloudy and dull nights or shortness of light late in the season. These changes should be noted on the respective Game Sheets by the referee.

7.7.3. In games where the temperature/humidex is above 30degrees Celsius it is possible for either coach or the referee to request a 1 minute water break at approximately the ¼ marks of the game play. These breaks shall be communicated prior to the start of play, shall be just for water and shall be taken at a natural stoppage in play.

## **7.8. Number of Players and Substitutions**

7.8.1. A minimum of seven (7) and a maximum of twenty-five (25) players shall constitute a team at any full field recreational game of the SSSL. A minimum of five (5) and a maximum of fourteen (14) players shall constitute a team at any mini soccer (7-aside) game of the SSSL.

7.8.2. In any case where kickoff has been delayed due to either or both teams having fewer than the minimum number of players the game will kickoff as soon as both teams can field the specified minimum number for that category. If unable to start within twenty (20) minutes of the scheduled start, the game will be abandoned and a report filed with the SSSL office.

7.8.3. There shall be no limit in the number of substitutions made by a team in any game under the jurisdiction of the SSSL.

7.8.4. Substitutions shall be allowed on the signal of the referee at halftime, goal kicks, after a goal, on throw-ins (the attacking team must initiate the request, then both teams can do substitutions) or to replace an injured/bloodied player.

7.8.5. At levels up to and including Under 13, substitutions shall be allowed at corner kicks at the option of the attacking team. If the attacking team exercises the option to make a substitution(s), the defending team may also make a substitution(s).

7.8.6. A team may change its goalkeeper for any player already on the field at any stoppage in play provided proper notice is given to the referee in accordance with Law 3

of FIFA.

## **7.9. Player Identification and Card Checking**

7.9.1. Player Identification and Card Checking will be performed in accordance with the OSA Published Rules.

7.9.2. Valid player registration identification and permit (if applicable) of every player must be available at every game in which he/she participates. The Game Officials will oversee the showing of player registration identification before the start of every game.

7.9.3. The showing of identification is mandatory regardless of whether or not any irregularity is suspected. Game and team officials must allow reasonable time before the game starts for this process to take place. Game and team officials must initial the appropriate boxes on the Game Sheet to confirm that this process has taken place. Any player without validated player identification is not eligible to play.

7.9.4. Team Officials will perform any and all scrutiny of players and correspondence to their appropriate provincial documentation. Any discrepancies shall be reported to the Referee for noting on the game sheet.

7.9.5. If a player's validated identification and permit (if applicable) is not available the player shall be considered ineligible to play.

7.9.6. Where one team does not have validated player identification and players to start the game at the scheduled kick-off time or within 20 minutes after the scheduled kick-off time, the game will not be played. If the game is (for whatever reason) started the team with validated player identification will be considered to have waived any right of protest on the grounds of player ineligibility and the final result will stand subject to receipt of a valid protest on other grounds.

7.9.7. Where one team questions the legitimacy of their opposition's player identification, permits, etc. presented at the field prior to game time, the concern shall be noted on the game sheet and the game shall be played. League follow-up will occur based upon the submitted notes on the Game Sheet.

7.9.8. A player/players without valid player identification or permit(s) is/are ineligible to participate in a game and where they are listed on a game sheet this should be noted by the referee. Use of such a player in a game will be ruled upon by the SSSL LMB.

7.9.9. Players who arrive after the first half has started but before the start of the second half ARE eligible to play immediately upon demonstration of player cards to other team officials. The Game Officials shall confirm that the showing of identification for such players did occur. Players arriving after the second half has started are NOT eligible to play.

## **8. YEAR END FESTIVAL**

### **8.1. End of Year Festival**

8.1.1. The SSSL shall host, at the end of the season, a Festival, at which all teams in each age group will be automatically entered as part of their team fees.

8.1.2. All players will receive an end-of-season gift, the nature of which will be determined by the Board of Directors.

8.1.3. The SSSL Board of Directors shall determine the day of the tournament.

8.1.4. The SSSL Board, or its delegate(s), will organize tournament including:

- Format of the tournament
- Scheduling of the tournament
- Assignment and scheduling of the referees
- Organizing amenities at the tournament site (sanitary facilities and refreshments)
- Awarding any trophies and medals
- Any other aspects of the tournament

## **8.2. Trophies**

8.2.1. Team trophies, cups and shields are the property of the League. They are presented to the appropriate winners on an annual basis on the condition that they be returned.

8.2.2. Each club must ensure that all League property presented to a representative of their Club is returned to the SSSL prior to July 1st of the following season. Failure to do so will result in the Club being assessed the cost of replacing each trophy, cup or shield not returned or \$100.00 (whichever is higher).