



## **WOMEN'S DISTRICT SOCCER LEAGUE RULES & REGULATIONS**

### **1.0 Laws of the Game**

1.1 The Toronto Soccer Association shall support and maintain the principles of the Laws of the Game as established by the International Football Association Board and recognized by FIFA. All play in the TSA Women's District Soccer League shall be according to the Laws of the Game as adapted by the Ontario Soccer Association (O.S.A.) each year with particular reference to OSA Policies and Procedures.

### **2.0 Registration of Players and Team Officials**

2.1 Each player and a minimum of two (2) and maximum of four (4) team officials must sign the official O.S.A. player/team official registration form and pay the annual registration fee set by the district office each year. The registration forms must be obtained from the district office by the club.

2.2 Each team must register at least eleven (11) players not later than April 15 in any given season. A fine of \$5.00 will be levied for each registration fewer than eleven (11) not entered in the OSA registration system by this day. Completed registration forms or OSA Team roster and ID books must be handed in to the district office for final verification of player eligibility prior to the start of the season. Each team can register a maximum of 25 players at any one time. In the event it is proven that a team knowingly plays an ineligible or suspended player or players in any game, the game shall automatically be awarded to the opponent and the culpable team shall appear before the TSA Discipline Committee for further discipline action, as per OSA discipline policies and procedures.

2.3 An OSA roster sheet will be provided by the TSA to each club/team, which must be verified by the club and team. The league must be notified of any updates and/or changes to the original roster by no later than the effective date of the update/change. Failure to comply with this deadline will result in a fine to the club of \$10.00 per day per team to a maximum of \$100.00 per team and could result in forfeiture of games played.

2.4 All player registration documentation must be submitted to the District Registrar. As such, no player shall be deemed registered and therefore eligible to play in any competition unless her registration documentation is received and processed by the District's Registrar at least 24 hours prior to the date of:

- A) Any League competition
- B) Any Cup competition
- C) Any tournament/competition as sanctioned by OSA and the data is entered in the OSA registration system.

2.5 If the League Management Committee has any doubt as to the qualification of any player, the League Management Committee shall call upon such player or/and the club for which she plays, or for which she has played, to prove to the satisfaction of the League Management Committee that she is properly qualified to take part in any game under the Women's District Soccer League jurisdiction.

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Failing such satisfactory proof, the League Management Committee may disqualify such player and, if necessary, remove such team and club from any or all of the competitions under the League's jurisdiction and refer the same to the Discipline Committee.

2.6 It is the responsibility of each club's registrar to carefully check the completed registration forms prior to presenting them to the TSA. Players/team officials will not be considered eligible until their registration is processed and their data is entered in the OSA Registration system. At the TSA, a five (5) day waiting period is in effect for the processing of OSA registration forms. The club and player shall be liable for any errors or incorrect statements on the registration form.

2.7 No player/team official registration will be accepted after July 31st each year, unless approved by LMC.

### **3.0 Transfer of Players**

3.1 All transfers shall be subject to a charge as specified by, due and payable to, the District Association.

3.2 No player transfers will be accepted after July 31st of each year.

### **4.0 Trial Permits (Guest Players)**

4.1 A "TRIAL PERMIT" is a temporary registration with the O.S.A., which shall only be used by players who are not registered with the O.S.A. or a Provincial Association affiliated to the C.S.A.

4.2 A "TRIAL PERMIT" entitles a non-registered player to play two games for a Registered Team during a fifteen-day period.

4.3 The "TRIAL PERMIT" shall be obtained from the District Association to which the team's club is affiliated.

4.4 The District Registrar shall issue two copies of the "TRIAL PERMIT" and when validating the "TRIAL PERMIT" shall ensure that the form has both, the starting date and the expiry date of the trial period. The player may use the "TRIAL PERMIT" to play in any two games for the team stipulated on the form and which occur during the trial period (a maximum of fifteen days).

4.5 A copy of the "TRIAL PERMIT" shall be affixed and the team sheet submitted to the referee at each trial game. Prior to submitting the copy of the "TRIAL PERMIT" to the referee, the team must write the date of the game on the "TRIAL PERMIT".

4.6 A player while using a "TRIAL PERMIT" must also obtain an "O.S.A. REGISTRANT BOOK" which must be available for presentation at the trial game in which she is playing. Failure to present the "O.S.A. REGISTRANT BOOK" shall render the player ineligible to play in that game.

4.7 A player may obtain two "TRIAL PERMITS" during one season. An outdoor season and an indoor season shall be considered different seasons. However, she may only be issued one "TRIAL PERMIT" to play for any one Club.

4.8 A maximum of 3 players on a "TRIAL PERMIT" may play in any one game.

4.9 If a player is issued two "TRIAL PERMITS", the trial period for each shall not overlap.

4.10 A player *shall not* play in a cup game *using* a "TRIAL PERMIT".

4.11 A player playing in a registered league game or a sanctioned competition using a "TRIAL PERMIT" shall be eligible for O.S.A. insurance coverage and shall be subject to O.S.A. discipline.

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4.12 When making application for a "TRIAL PERMIT", a player shall: a) Complete a "TRIAL PERMIT" application form approved and obtained from the District Association to which the team's club is affiliated; b) Pay the fee as established by the District Office; c) If the player is playing on trial in the WDSL she must supply a recent (head and shoulders) passport-sized photograph (which shall be affixed to the "OSA Registration Book"); and d) Indicate the starting date and the expiry date of the 15-day trial period.

4.13 The League Management Committee or TSA may impose limitations on the use of "TRIAL PERMITS", provided that the limitations are applied consistently.

4.14 No player can play under a trial permit after July 31st of each year.

### **5.0 Temporary Registration Permits (Guest Players)**

5.1 Any player registered with the O.S.A. or another Provincial Association affiliated to the C.S.A. is eligible to obtain a "TEMPORARY REGISTRATION PERMIT", which shall entitle the player to play for a Club Team of a club other than the one with which she is registered, subject to OSA Policy 14.0 and in accordance with the Published Rules.

5.2 "A *TEMPORARY REGISTRATION PERMIT*" may not be used for movement between teams within the same Club.

5.3 The District Association with which the player is registered with must validate a "TEMPORARY REGISTRATION PERMIT" being used to play for an amateur team. A District Association may not delegate to any other organization or individual the function of validating such document.

5.4 A player using a "TEMPORARY REGISTRATION PERMIT" in order to be eligible to play for the WDSL must also possess an "O.S.A. REGISTRANT BOOK" available for presentation at the game. Failure to present the "O.S.A. REGISTRANT BOOK" shall render the player ineligible to play in that game.

5.5 A "TEMPORARY REGISTRATION PERMIT" is not valid for TSA cup competitions.

5.6 A player shall be entitled to three "TEMPORARY REGISTRATION PERMITS" to play for an amateur team during each season. An outdoor season and an indoor season shall be considered as different seasons.

5.7 The District Association with which the team, from which she is registered shall be responsible for maintaining a record of the number of "TEMPORARY REGISTRATION PERMITS" assigned to the player when playing up for an amateur team.

5.8 If a player is registered on more than one team, she may only play up for the team, classified as the higher-level team.

5.9 A maximum of 3 players on a "TEMPORARY REGISTRATION PERMIT" may play in any one game.

5.10 The League Management Committee may impose limitations on the use of "TEMPORARY REGISTRATION PERMITS", provided that the limitations are applied consistently.

5.11 The policies governing "TEMPORARY REGISTRATION PERMITS" for play on a professional team are outlined in OSA League Policy 29.3.

### **6.0 Movement or "Playing Up" of Current Annually Registered Players**

6.1 All Clubs fielding two or more teams in the same competition shall submit to the League on an annual basis, a list of such teams designated "First, Second, Third", etc.

6.2 The League may permit player movement upwards (i.e. to a higher level team) between senior teams of the same club in any one game, except for Cup games.

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6.3 A maximum of 3 players from within the same club may "PLAY UP" in any one game to a maximum of six games.

6.4 No such movement is permitted for cup competitions.

6.5 No player from a higher-level League will be allowed to participate in the WDSL.

### **7.0 Playing Up into a Professional Team**

7.1 A club may enter into an "Affiliation Agreement" with a club operating a professional team providing that the Club is in the same District as the professional team's franchise territory.

7.2 Notwithstanding above, a club may enter into an "Affiliation Agreement" with a club in a District outside of its professional team's franchise territory as long as the District in which the club is located is not in a professional team's franchise territory assigned to another club in accordance with its professional league's franchise agreement.

7.3 The Affiliation Agreement must be filed with the following organizations to be in effect:

- a) The Ontario Soccer Association;
- b) The District Association with which the club is affiliated; and
- c) The League in which the professional team plays.

7.4 With the permission of her club, a player may "play up" into the "Professional Team with which the club has an Affiliation Agreement" in accordance with all the provisions of these League Rules.

7.5 The individual player will not register or sign an agreement with the professional team.

7.6 A "TEMPORARY REGISTRATION PERMIT" is not required when such a movement occurs.

7.7 The player's "O.S.A. REGISTRANT BOOK" must be available for presentation at each game in which she is playing. Failure to present the "O.S.A. REGISTRANT BOOK" shall render the player ineligible to play in that game.

7.8 The league in which the professional team plays may impose limitations on such movement provided that the limitations are applied consistently.

### **8.0 Club Officials Responsibilities**

8.1 The first team named on the official league schedule or cup draw will be considered the home team for any game under the Toronto Soccer Association's jurisdiction.

8.2 When games are played on grounds provided by the League, it is the home team's responsibility to ensure that a corner flag of at least five feet in height is posted in each corner of the field.

8.3 All clubs on whose grounds any game is being played under the League's jurisdiction shall ensure that:

- a) Both goals are equipped with proper nets,
- b) The field must be marked off in accordance with the Laws of the Game,
- c) A corner flag of at least five feet in height is posted in each corner of the field, or the game shall not be played as per FIFA Law #1.

8.4 Prior to every game, the home team will be responsible for providing the referee with two match balls of regulation size #5 in satisfactory condition as well as corner flags.

8.5 Every team must at the time of application for membership register its playing colors and alternate colours with the League office.

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8.6 In the case of both teams wearing similar colors, the home team must change and the visiting team must wear their registered declared colors. Failure to comply will result in a default charged against the home team. Failure of away team to wear their registered declared colors will result in a default charged against the away team.

8.7 During all games played under the League's jurisdiction all players shall wear numbered shirts and each player's number shall be recorded on her team's team sheet. No two players on any one team shall wear the same number in the same game. No player may change her number during a game, without consent of the referee who will note this change on the player's team's team sheet.

8.8 - Numbers shall be a minimum of eight inches in height and of contrasting color from the body of the shirt. The number must be indicated against the player's name on the team sheet. A sponsor's name may be indicated in the form of a crest on the shirt with a maximum of 4 inches in diameter and/or two inch lettering in one line in any direction on the shirt.

8.9 Goalkeepers must wear a contrasting color to both of the teams and the referee.

8.10 All clubs must attend all scheduled WDSL meetings. Each club shall send one delegate who has the right to cast all the votes that the team is entitled to. A clubs also entitled to name a proxy to represent and vote for them in the event that the club's delegate is unable to attend or have to leave before the business is completed. A fine of \$100.00 will be charged to the teams that are not represented at the league meetings. All team head coaches must attend the annual coaches meeting. A fine of \$100/team will be charged to clubs for not being represented at this meeting.

8.11 The team coaches must be OSA Registrants who are required to obtain the Senior Level community coaching certification prior to the start of the season.

8.12 Only registered officials (min. of 2, max. of 4 — coach, assistant coach, manager, and assistant manager) shall be entitled to sit on the bench.

8.13 The most updated WDSL rules and regulations will be posted in the league's web page prior to the start of the season. A waiver form provided by the league is to be signed by team officials. The waiver will state that the team official has read and understood the rules of the league, and that his/her club and team officials agree to abide by the rules.

8.14 The completed original waiver form is to be delivered to the league office prior to the start of the season. Failure to comply with this deadline will carry a fine to the club of \$50.00 p/team.

8.15 Both team officials of the home and away team shall be responsible to report the score of the game to the League Office via E2E within forty-eight (48) hours of completion of the game. The home team is responsible for reporting any rain out/referee no show or incomplete game to the League Office on the same night of the scheduled game. If the score or event is not reported within the period of time stipulated, or not reported correctly, the League may fine the club \$25.00 each time.

## **9.0 Game Administration**

9.1 Each team must prepare and present to the referee 3 completed team sheets and any Trial Permits and Temporary Registration Permits 15 minutes prior to kick off of each game. Non-compliance with this rule will be grounds for game forfeiture and the culpable team shall be subject to discipline by the Discipline Committee under OSA Discipline Policies and Procedures.

9.2 Each player and team officials' name and O.S.A.R. number must be legibly printed on the team sheet, to a maximum of eighteen (18) players, a minimum of two (2) and maximum of (4) team officials, including a coach for

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any given game. Player signatures are not required, the only signature required are that of the team coach. By signing the game sheets the coach confirms that all players listed on the games sheet are registered to team and are eligible to play. Non-compliance will be grounds for game forfeiture and the culpable team shall be subject to discipline under OSA Discipline Policies and Procedures.

9.3 The person present at any scheduled game listed as coach must be certified by O.S.A. as community coach senior level.

9.4 Mandatory player/ coach book checks MUST take place at least 15 minutes prior to the start of every game (players/ coaches who show up after book check must complete this procedure at half-time), all players and team officials must have their ID Book, Trial Permit and/or Temporary Registration Permit available for presentation to the opposing team official. Anyone who is unable to produce his/her registration book or Trial Permit or Temporary Registration Permit prior to any game will NOT be allowed to play/coach.

9.5 Refusing to complete the mandatory ID check will mean the game will not take place as scheduled, and the offending team will be disciplined. The Referee must report this issue on the game sheet. Once the report is received, the LMC will refer this issue to the league's discipline committee.

a) - It shall be the responsibility of the opposing team representative to notify the referee of any discrepancies/protests not later than the commencement of the second half of play. The referee shall record such discrepancies/protest in his/her report to the League when submitting his/her completed game.

b) – Any teams failing to verify their opponents Registration Books will lose all rights of protest relating to player/coach registration. League Rule 17.0.

9.6 Non-compliance with or refusing to do the mandatory ID check upon request, the game will take place as scheduled; however, the Referee must report this issue on the game sheet. Once the report is received, the LMC will refer this issue to the league's discipline committee.

a) It shall be the responsibility of the opposing team representative to notify the referee of any discrepancies/protests not later than the commencement of the 2nd half. The referee shall record such discrepancies/protest in his/her report to the League when submitting his/her completed game.

b) Any teams failing to verify their opponents ID's will lose all rights of protest OSA book related issues. League Rule 17.0.

9.7 Only persons listed on the Team Sheet are permitted to sit on the bench or in the designated bench area.

9.8 All games must start promptly. Referees must see that this rule is enforced, ensure that games start promptly and report any breach of the rule on the team sheet. Games cannot start later than fifteen minutes after the scheduled kick-off time, unless a previous game is late finishing, or unless agreed to by the referee. Such a game is in default by the club responsible for the delay and the defaulting club shall be subject to the provisions of League Rule #11.

9.9 No game shall start unless both teams can field a minimum of seven (7) players and both teams submit the 3 completed game sheets to the game official. A game shall be abandoned should a team be unable to continue with at least seven (7) players on the field of play. After the second half has started, no new player can be added to the game sheet or enter the field of play.

9.10 Unlimited substitutions shall be permitted. Substitutions may be made:

a) Goal Kick

b) Scoring of a Goal

c) Injury of a player

d) Halftime

e) Own throw in, the other team may also substitute at this time at the referee's discretion. Substitutions must enter and exit the field of play at the halfway line. All substituted players must leave the field without delay. Substitution of goalkeepers must be reported directly to the referee.

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9.11 All games shall be of full regulation time, conditions and time permitting. If prior to the start of the game there is any doubt on the part of the respective captains and/or referee as to the weather conditions or available playing time, agreement must be reached prior to the start of the game to reduce the playing time to ensure that two equal periods can be played. If the two captains cannot agree, the referee shall decide unilaterally. If the first game of a doubleheader is so late in starting that the playing of full regulation time would cause it to encroach on the allotted time for the second game, then the playing time of the first game must be reduced to enable the second game to play normal time. The reduced playing time must be of two equal periods.

9.12 Games that are abandoned after 75% of playing time due to weather and/or extenuating circumstances will be allowed to stand. The score at the moment the game is abandoned shall become the game's official, final score.

9.13 Clubs will be held responsible if a game is abandoned because of the actions of its players, officials, parents or spectators and will be subject to disciplinary hearing, and will be fined as per OSA discipline policies.

9.14 If the playing time in any game is not completed for any other reason, the referee must report this on the team sheets. The League Management Committee shall determine the outcome of the game by determining:

- a) That the score at the moment of the game being abandoned stand or
- b) That the game be replayed or
- c) That the offending team is to default the game by a score of 1-0.

9.15 The League Management Committee may also order that the matter and the team or teams involved in the game be referred to the TSA Discipline Committee for further discipline.

## **10.0 Referees**

10.1 All referees shall be appointed by the District Referee Coordinator of the TSA.

10.2 Before the start of the game the referees are to be paid the full game fees, each team paying half. If for any reason a game does not start due to weather conditions, failure of the lightning system, or gets abandoned before the 20th minute of the game, the referee(s) shall reimburse the teams 50% of the game fees received. If teams do not retrieve these fees from the referee at the field the fees are considered forfeited.

10.3 No game cancellation is permitted unless, in the opinion of the referee, the safety of the players is in jeopardy and /or the playing field is hazardous. If lightning is present the referee shall follow OSA guidelines on adverse weather conditions.

10.4 Immediately after the game has been played all game officials' names and O.S.A.R. numbers must be legibly printed and signed on all teams' team sheets. The referee must record on all team sheets the goal scorers, any discipline cards issued and any other details that the referee deems pertinent. The referee shall then distribute a completed copy of each team's gamesheet to a representative of each team. The referee must also notify the TSA office of the game's result and submit all discipline report on-line within 48 hours. The referee must then forward the team sheets to the TSA Leagues within 48 hours. Non-compliance may result in discipline action against the referee "OSA Policies and Procedures".

10.5 Complaints by or against referees must be submitted to the League office in writing by the club rep. After the complaint has been dealt with, the parties concerned will be notified. Verbal complaints will not be considered.

10.6 The league will supply a referee report form and same is to be sent to the TSA League office following each game where there is a referee complaint. Forms that are not completed or inaccurate will not be considered.

10.7 Before the start of the game, the referee shall be responsible to verify that all team sheets are fully completed and record the time he/she received them. Game Duration: 2 x 45 minutes (5 min half- *time*

interval)

<b>League Division</b>	<b>Game Duration</b>	<b>Referee</b>	<b>Asst. Referees</b>	<b>Fee per Team</b>
<b>Premier</b>	<b>2 x 45 minutes and 5 minutes half-time interval</b>	<b>\$55.00</b>	<b>\$35.00</b>	<b>\$62.50</b>
<b>1<sup>st</sup> Division</b>	<b>2 x 45 minutes and 5 minutes half-time interval</b>	<b>\$55.00</b>	<b>\$35.00</b>	<b>\$62.50</b>

### **11.0 Defaulted Games**

11.1 In the event of a team deliberately defaulting a game (i.e. not showing up or showing with only a few players) that game shall be awarded to their opponent with a score of 2-0. The defaulting team's club will also be liable to discipline from the league in the form of a \$200 fine. The defaulting team shall pay the whole of the game officials' fees, 100% field fees and any other expenses reasonably incurred. If the game was defaulted due to extenuating circumstances, the TSA League Management Committee may, but it is not required, order the game to be re-scheduled.

11.2 In the event of a team not reporting for a game a \$200.00 fine will be assessed against the "No-Show" team in addition to League Rule #11. 1. A no show team is any team that does not fulfill its Scheduled or Rescheduled games without the express permission of the League Management Committee.

11.3 In the event of a team defaulting (2) two games during a given season, the defaulting team will be subject to discipline, which may include expulsion from the League.

11.4 Teams withdrawing or expelled from the League after March 31st will forfeit the entire League fee, bond fee, field fee, and the club will be fined \$1,000.

11.5 Any team withdrawing from the league or is suspended or expelled from the league by the League Management Committee, shall be deemed to have its membership cancelled. Should a team withdraw, be suspended or expelled during the playing season all records pertaining to such a team shall be erased and the team name shall remain at the bottom of the standings for the balance of the season. Any such team, when applying for re-admission, has to be approved by the TSA League Management Committee and shall be considered a new team for the purpose of membership.

### **12.0 Changes and Re-Scheduled Games**

12.1 Under no circumstances are teams allowed to postpone/change/re-schedule games without League Management Committee permission.

All teams will be allowed to propose one time periods up to a total of 7 days (incl. Sat & Sun) at the time of team registration to be a blackout week where they will not have any games scheduled. The League Management Committee will not guarantee additional requests after the team application deadline and after the schedules have been finalized unless due to exceptional circumstances with 15 days notice prior to the scheduled game.

If the request is approved, the League Management Committee must advise the teams involved by telephone, fax or e-mail with at least one week's notice of the re-scheduled game date.

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12.2 All games will be played as scheduled unless:

- a) At the discretion of the referee, postponement is necessary due to bad weather or field conditions. The OSA Adverse Weather condition guideline must be followed.
- b) A game is postponed at the discretion of the League
- c) A game is postponed at the discretion of a Parks official.

12.3 Game officials will be paid only 50% of the game fees, if for any reason a game does not start due to weather conditions or failure of the lighting system.

12.4 The League Administrator must notify the club contact and the team contact of any re-scheduled game(s). If it is less than one-week notice, both teams must agree to change.

12.5 All postponed and cancelled games due to weather/field/lighting conditions will be rescheduled within 14 days on a Tuesday or Thursday, unless they conflict with league cup games.

12.6 Games re-scheduled to take place in less than 72 hours must have the consent of both teams.

### **13.0 League Standings**

13.1 Within 48 hours of the completion of the game, both teams are responsible for entering the game report online in the E2E system (score, scorers, red & yellow cards). Failure to comply, a \$25 fine will apply.

13.2 Three points shall be awarded for a win, one point shall be awarded for a tie and no points shall be awarded for a loss.

13.3 In the event of two or more teams finishing the schedule with an equal number of points, their final positions in the standings will be decided by the following tie-breaking mechanisms applied in order:

- a) Total number of points from games played between those teams during the season.
- b) Goal differential from games played between those teams during the season.
- c) Goal differential of the overall games played by those teams during the season.
- d) In the event that a tie remains after the application of items (a), (b) and (c) above, a one game playoff may be played. Penalty kicks shall be used to break a tie that remains after the completion of regulation time in that playoff game.

13.4 Should a team withdraw from, be suspended by or expelled from the League during the playing season, all records pertaining to that team for the season shall be erased and the team's name shall appear at the foot of the standings.

13.5 League Division Champions shall receive a gift certificate in the amount of \$250.00 along with trophies and medals.

### **14.0 Promotion and Relegation**

14.1 The team standing in the top position in the Premier Division of the League shall be promoted to the Regional Level of O.S.A. competition. If a team should decline promotion into the Regional League, the offer of promotion shall be extended to the next team as long as the team was within 6 points of the last eligible team to qualify for promotion.

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14.2 The team finishing in the last position in the Regional Level of O.S.A. competition shall be relegated to Premier Division of that team's home District League.

14.3 The team finishing in the last position in the League's Premier Division shall be relegated to the League's First Division, unless the team finishing first in the First Division declines promotion.

14.4 The team finishing in the top position in the League's First Division shall be promoted to the League's Premier Division.

14.5 In the event of a team failing to operate during the following year or in the event of divisional re-organization the League Management Committee may promote other teams or allow relegated teams to remain in the division for the purpose of having balanced divisions.

14.6 Teams wishing to be relegated to a lower division may make a written request to the League Management Committee to do so.

14.7 Newly formed teams will be placed in the First Division.

14.8 Teams from graduating youth leagues shall be placed in the division level at which they have graduated from (i.e. Premier Youth to Premier WDSL or First Division Youth to First Division WDSL or Second Division Youth to Second Division WDSL). The League Management Committee will make the final review and decision regarding which division the graduating youth team shall be placed on.

#### **15.0 League Cup**

15.1 The competition will be played among all teams participating in the WDSL.

15.2 A team withdrawing from the cup will be charged \$200 fine, 100% referee fees and 100% field fees. A team withdrawing from the cup at the Final Round will be charged \$1000, 100% referee fees and 100% field fees.

15.3 The draw for all cup competitions under the League's jurisdiction shall take place by team names being drawn in pairs. The team drawn first shall be the home team.

15.4 The cup shall consist of a "single game knock-out format".

15.5 Cup games take priority over League games and any tournaments/competition as sanctioned by OSA.

15.6 Failure to play on a designated cup week or weekend will result in a fine of \$200.00 fine plus field costs to offending team(s)

15.7 - League Cup rounds shall be played on weekdays set by the league on any weekday prior to the Labor Day weekend.

15.8 Players must be registered with their team on an official OSA form submitted to the office of the district prior to the July 31st deadline.

a) A player is deemed to be cup tied to a team once she has played in a cup game and may not play for any other team in subsequent games of the cup competition.

b) Teams will not be allowed to use call-ups/trial/guest players for any cup games.

15.9 A player suspended for a specific number of games shall serve such suspension in the League Cup competitions until the player's team has concluded its participation in the League Cup competitions. After a team has concluded its participation in the League Cup competitions, the player's remaining number of suspended games shall be served in her team's regular season league games. The league

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shall assign the suspended games.

15.10 Generally, both clubs shall share the cost of the game officials. With regard to the final cup games, the League shall be responsible for the field costs and game officials.

15.11 The District Referee Coordinator shall appoint the game officials for all cup games.

15.12 Tie breaking mechanisms:

a) Only in the single game rounds (“knock out format”), if the game is tied at the end of regulation, the game shall be decided on penalty kicks. Each team shall alternately attempt five penalty kicks, each by a different player. Players must have been on the field of play at the conclusion of regular time to be eligible to attempt a penalty kick. The team scoring the most goals during this initial set of five penalty kicks shall be declared the winner.

b) Should the teams score an equal number of goals during the initial set of five penalty kicks, additional penalty kicks shall be attempted, alternately, by members of the two teams who have yet to attempt a penalty kick until one team has more goals than the other after each team has attempted an equal number of penalty kicks. If no winner has emerged after all eligible members of both teams have attempted a penalty kick, the alternating process shall continue. Each team shall attempt penalty kicks in the same sequence as was used the first time though the sequence of players used can be different (must still have been on the field at the end of the game) until one team wins.

15.13 The TSA Board of Directors shall be the legal holder, in trust, of all cups and other trophies belonging to the League/TSA.

15.14 Teams playing in the finals of the League Cup shall receive a gift certificate in the amount of \$250.00 (champions) and \$125 (runners-up) along with trophies and medals.

15.15 All other rules not listed shall follow the WDSL League Rules & Regulations.

15.16 The cup competition is not divided between divisions or tiers, all WDSL teams are included in the same draw.

15.17 All cup games will use 3 referees (1 middle and 2 assistant referees) regardless of which division/tier the participating teams are in.

## **16.0 Discipline**

16.1 Discipline Procedures Disciplinary action will be taken in accordance with OSA Discipline Policy and Procedures. The following guidelines will apply:

16.2 Discipline by Review (DBR) All Player dismissals for Serious Foul Play, Serious Foul Play (hand ball), Foul or Abusive Language Directed at Anyone other than Game Official, Third, Fourth, Fifth, Sixth, Seventh, Eighth or more yellow cards in a season shall be dealt with by Discipline by Review.

The player does not have to appear at the hearing, but can request a hearing if she wishes to do so within forty-eight (48) hours of the game finishing, (Saturday, Sundays, and legal holidays excluded}. The request shall be in a form of a request for a hearing together with the fifty dollars (\$50) hearing fee. Anyone representing an accused must provide a signed proxy from the accused before being allowed to participate at the hearing. An accused may choose to be accompanied by another individual who may act as an adviser. An adviser may not act as a witness nor provide any testimony at the Discipline Hearing. An adult must accompany an accused person less than eighteen (18) years of age. The player registration book must be presented before the start of the hearing. If the

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players' registration book is not presented, the hearing may not proceed.

16.3 All discipline matters including Protests, Appeals and abuse of game official cases must be handled by TSA Discipline Committee under OSA Discipline Policies and Procedures.

16.4 In all cases of alleged physical assault on game officials by a player, team, or team official, he or she shall be suspended immediately from all soccer related activities until the discipline committee of the OSA has dealt with the case. In such cases, a hearing should be convened within 30 days of the receipt of the referee's report by the proper authorities.

16.5 - Players, officials, parents and spectators are allowed to take part in or attend games on the condition that they observe the rules of the League and the OSA Policies and Procedures.

16.6 Every team is responsible to the league for the action of its players, officials, spectators and parents. Each team is required to take all precautions necessary to prevent spectators from disrupting the game.

16.7 A player, coach or team official impeding, harassing, or otherwise intimidating a game official, opposing coach or opposing players will be subject to disciplinary action as per OSA discipline policies.

16.8 No referee, referee's assistant, player, team or club official shall bet on any soccer game held under the jurisdiction of the league.

16.9 In all discipline cases dealt with by the TSA Discipline Committee the party complained against shall have the right to appear, at his or her own expense, when the case is heard.

16.10 Players and club or team officials suspended by the TSA Discipline Committee shall not take part in any soccer activity until the completion of their suspension.

16.11 Players ordered off the field will be dealt with under "discipline by review system" and/or hearing as per the OSA policies and procedures. Players may play in subsequent games until the case is due to be heard by the discipline committee.

16.12 The TSA League Management Committee or the TSA Discipline Committee shall not have the power to cause teams to forfeit points (to opposing teams) while teams are under suspension pending investigation of an offence against the rules and regulations of the league and/or OSA policies and procedures.

16.13 In discipline cases when referee's reports have not been received on the day scheduled, the case will be held over pending receipt of the report and the player can continue to play until he or she is notified. The referee will be subject to disciplinary action if an incident is not reported to the league.

16.14 In discipline cases where a team disputes the identity of a player sent off or/and a team official the onus is on the offending team to prove the correct identity of the actual player or/and team official dismissed from the game subject to a \$500.00 fine - OSA Policy 5.69.

16.15 - Any person found guilty of any offence must be sentenced in accordance with the TSA Constitution and OSA Policies and Procedures.

16.16 Any League invoice for fees and/or fines not paid within 30 days of issue may result in a suspension of League privileges to all teams of the offending Club until the invoice is paid. Any games scheduled during the suspension period will be forfeit, and the points awarded to the opposing team.

16.17 A club shall be denied the right to enter a team into a league if the club has any outstanding debts to any League, District Association or the Ontario Soccer Association.

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## 17.0 Protests

17.1 Notification of all protests shall be delivered in writing to the League Office by Registered Mail, Fax, or e-mail not later than two (2) days from the date of the game in which the protest has arisen. In the event that the notification of protest is delivered by Registered Mail it must bear a postmark not later than two (2) days from the date of the game in which the protest has arisen (Saturdays, Sundays and legal holidays excepted). A notification of protest will be deemed not to have been received unless it is accompanied by a fee deposit in the amount of two hundred dollars (\$200.00). In the event that the protest is delivered by e-mail or fax, the \$200.00 deposit fee must be delivered to the league office within four (4) days of the date of the game which gave rise to the protest.

17.2 Protest deposits shall be in the form of a certified cheque or money order made payable to TSA, or by Visa, or by Interac.

17.3 In the event that any game is played under protest, that fact must be noted on the team sheet by the referee. A formal protest must then be lodged as stipulated in the rules of the League or competition. The club lodging the protest must, at the time the case is heard, produce evidence that the protest was noted on the team sheets by the referee. The game official (referee) will assume the responsibility of reporting any discrepancies including protests.

17.4 A true copy of the notification of protest shall be sent to the club against whom the protest is lodged by Registered Mail, Fax or e-mail using the same practices and timing as specified above regarding delivery of the protest to the office league.

17.5 In dealing with any protest, the TSA Discipline Committee shall take into consideration the possession by the protesting club of any prior knowledge of facts or allegations contained in the protest, which if properly used, might have prevented the protest.

17.6 The TSA Discipline Committee shall have the right to declare that all or part of the protest deposit be forfeited where the protest has been considered and not sustained, or where the protest has not been properly lodged, or as otherwise provided in these rules. The protest fee will be returned if the protest is upheld less a \$50.00 administration fee.

17.7 If, at any time after the expiration of the prescribed period for submission of a protest, evidence is presented which could have constituted grounds for a protest, such evidence shall be considered at the discretion of the TSA Discipline Committee.

17.8 Objection to grounds, goalposts, ball do not constitute grounds for a protest. The referee shall require the responsible club to correct the cause of the objection if this is possible without unduly delaying progress of the game. Objections of this nature, however, should be given in writing to the referee by half time and the referee must report the objections to the League. The League may take any necessary action to prevent a recurrence of these conditions including but not limited to fining or disciplining the offending team.

17.9 Any protest, once lodged with the League may not be withdrawn, except by permission of the TSA Discipline Committee.

17.10 Any club, team or player dissatisfied with the decision of the TSA Discipline Committee on any protest shall have the right to appeal, at its own expense, to the TSA Executive Committee.

17.11 In the event that any decision is appealed to a higher authority, no person having previously heard the case shall be eligible to sit on the higher level of adjudication, which may hear the case.

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17.12 In the event the conditions of lodging a protest or an appeal are not met, the protest will automatically be ruled inadmissible.

17.13 Protests on the basis of referee competence or perceived referee bias will not be accepted.

### **18.0 Appeals**

18.1 All appeals against decisions made with respect to the WDSL by the TSA Discipline Committee shall be delivered to the TSA Executive Committee along with a cheque for \$250.

18.2 If the appeal is denied TSA will retain the total appeal fee of \$250.00. If the appeal is upheld, TSA will retain the amount of \$50.00 as an administrative fee.

18.3 Any appeal decision of the TSA Executive Committee with respect to the WDSL may be appealed to the OSA Discipline Committee at the following address along with the OSA appeal fee: OSA Discipline Committee Ontario Soccer Association 7601 Martin Grove Rd Vaughan, Ontario, L4L 9E4

### **19.0 General Rules**

19.1 Any club secretary or/and contact person changing his/her contact information or any club changing the secretary/contact person must notify the League Administrator in writing within seven (7) days. Each team must have at least two contact people listed (one team contact and one club contact). A contact cannot be responsible for more than two teams. The League Administrator will inform both contacts of notices regarding the league or changes affecting the team. Failure to comply with this rule shall render the club subject to a fine of \$100.00.

19.2 All clubs in membership shall place their players at the service of the TSA Women's District Soccer League. Any player selected to play in a game arranged by the League who refuses to comply with the arrangements of the League for playing the game without good and sufficient cause, or fails to play in such game, may be judged by the TSA Discipline Committee to have been guilty of misconduct. Any club deemed to have encouraged or instigated any player or players to commit a breach of this rule shall be deemed guilty of similar misconduct. The player and the club may be punished in a manner that the TSA Discipline Committee may consider reasonable in the circumstances.

19.3 All referees shall be appointed by the District Referee Coordinator or a referee convenor to act on their behalf. In the event that the appointed referee does not attend the game and if there are linesmen assigned, one of the appointed linesman or another certified referee shall be considered the appointed referee; the league must consent this new arrangement. If there is no substitute referee, the game must be postponed. Under no circumstances must the concerned teams play a friendly or exhibition game.

19.4 The League Management Committee may declare any date to be a "closed date" and no games shall be played thereon except those sanctioned and approved by the League Management Committee.

19.5 The TSA Discipline Committee shall have the right to deal with any player, any club official, any team official, any club or any team whose conduct, including its supporters' conduct, may be deemed objectionable or detrimental in any way to the League or to the game of soccer. The TSA Discipline Committee may, through any of their members, employees, board members, or otherwise, take notice of any player, any club official, any team official, any club or any team whose conduct, including its supporters' conduct, may be deemed prejudicial to the welfare of the game, and deal with the matter in such manner as the TSA Discipline Committee may deem reasonable.

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19.6 No benefit games shall be played without the prior written consent of the League Management Committee, and no player or member of any club in membership with the League shall be entitled to participate in the proceeds of such benefit game without the prior written consent of the League Management Committee. Teams given permission to play such games must furnish a complete statement of accounts in connection therewith to the League Management Committee immediately after the game has taken place.

19.7 No team with membership in the League shall play games outside the jurisdiction of this league without first receiving permission from the League Management Committee.

19.8 No team with membership in this League shall take part in any games for or against unaffiliated (to the O.S.A. or C.S.A.) teams, or in unaffiliated competition under the jurisdiction of this League.

19.9 No team and club in membership with the league shall stage or play games in any tournament, challenge principle or for any trophy or other award over which the League does not have jurisdiction without the prior written consent of the League Management Committee.

19.10 No leagues shall be formed nor any competitions organized by any club or clubs without the prior written consent and approval of the TSA Credentials Committee. All teams competing in any division of the league must become members of the TSA.

19.11 Any club in membership with this League, or any member thereof, guilty of inducing or attempting to induct a bona-fide player of another club under the jurisdiction of the league, during a playing season, to leave his club and join them, shall be deemed guilty of misconduct. The club/team or member shall be liable to expulsion or other such penalty, as the League Management Committee may consider necessary as per O.S.A. Policies and Procedures.

## **20.0 Other Rules and Regulations**

20.1 The League may make such miscellaneous Rules and Regulations as may be deemed necessary to promote, develop and govern the game.

20.2 The League may impose such other regulatory measures, as it deems necessary, for the efficient administration of the playing structure of the game within its jurisdiction.

20.3 No such regulation may violate the individual's rights or freedom except as may be required to protect the rights or freedom of any other individuals and to ensure the stability of the basic structure of the game.

20.4 The League Management Committee has the right to refer to the TSA Discipline Committee or/and TSA Credentials Committee teams and/or clubs where it is deemed necessary to maintain a high degree of control over the game of soccer. Teams/Clubs may be required to post bonds for future participation in the league as required.

20.5 Voting Structure as per TSA Constitution for General Meetings in the WDSL shall be 1 vote per first 50 players or part thereof and 1 vote for each additional 100 players or part thereof.

20.6 All written communication must be submitted to the league office by the club representative.