



2026 Hamilton Soccer League

Rules & Regulations

Operational Policies Preamble

Ontario Soccer (OS) is the governing body for soccer in Ontario and is responsible for the sanctioning and oversight of leagues in Ontario. Within these Operational Policies any time the masculine is used it is deemed and understood to be the feminine, and non-binary as well.

Code of Conduct

Administrators, Executive Committee Members, League Officials, Club Officials, Match Officials, Match Assignors, and registered Team Officials must conduct themselves on and off the field (at all times when dealing with soccer-related activities) in such a manner as to set an example when followed and enable every player to be a credit to the game. Executives and League Officials shall investigate all reports and any non-compliance that they directly observe and advise Team Officials and Club Administrators of any non-compliance with the League's Rules & Regulations as soon as possible.

1. Management

- 1.1 The affairs of the League will be overseen by Hamilton Soccer staff and board of directors.
- 1.2 The League office staff are not authorized to change or modify league policies or wave or adjust administrative fines or disciplinary fines.
- 1.3 The Hamilton Soccer Board of Directors has the sole right to modify, change, add, or delete League Operational Policies. Changes to Operational Policies made by the League will be communicated to the participating Clubs at least 14 days before adoption of the changes.

2. League Fee

- 2.1 The annual League fee will be proposed by the League office staff adopted by the Hamilton Soccer Board of Directors.
- 2.2 The 2026 team entry fee is \$450.00.

3. Team Registration

- 3.1 Applications by clubs to play in the HSL must be submitted through the online web forms on the HSL website and league fees are to be received by Hamilton Soccer prior to the March 20th deadline.
- 3.2 A late fee of \$100.00 will be applied to all team registrations received and approved by the League after the deadlines for each age group.

- 3.3 Clubs withdrawing any team after March 31st will forfeit their registration fee and in addition be fined as per Appendix "A". Clubs must send official written notification to the League.
- 3.4 Each team must register players as per the Rules and Regulations of Ontario Soccer (OS).
- 3.5 Each team may dress a maximum number of players as set forth by the Rules and Regulations of Ontario Soccer (OS).
- 3.6 Each team must notify the League in writing within seven (7) days of any change in team officials, or team officials' information. (Email address, phone numbers etc.)
- 3.7 Each team must play in its own age level unless otherwise approved by the League and it must comply with Ontario Soccer (OS) Published Rules.
- 3.8 Squad Size for "gameday" team rosters in Grassroots Soccer shall follow the Grassroots Standards set out by Ontario Soccer (OS).
- 3.9 The player registration deadline for the League will be set for July 31st of the playing year. Any player registered or transferred after the July 31st deadline, including call-ups, will not be allowed to play any HSL games.

4. Team Regulations

- 4.1 All Grassroots (U10-U13) players and Team Officials must be present with their photo on an Ontario Soccer System generated official team roster which has been approved by the District.
- 4.2 If no photo rosters are available for the entire team the game will not be played, and the team will forfeit the game. The opposing team will win the game and be awarded the points. The score will be recorded as 3-0. If the game is played despite one team having no roster, while waiting for the roster to arrive, the result of the game will be void and the team with no roster will forfeit the game. Disciplinary action will follow.
- 4.3 A late player will be ineligible to play until their photo roster is shown to opposing Coaches during a stoppage in play at any time. Any delayed time will be added to the game time by the referee.
- 4.4 Grassroots players must come from the appropriate program roster. Ontario Soccer does allow for Grassroots call-ups if they are called up from the same age group of their Club's house league program.
- 4.5 Underaged player allowance shall follow the guidelines as set forth by Ontario Soccer Grassroots Standards and Evaluation Process.
- 4.6 All grassroots Game Day roster players must follow the Grassroots Standards regarding the maximum number of games played per week.
- 4.7 Eligible call-up players that come from within their own respective Club programs, may play a maximum of nine (9) games.
- 4.8 Blackout events are for sanctioned festivals/tournaments.
- 4.9 A Blackout event (except for graduation/exam) can only be the days a festival/tournament is being run. The day before and after shall only be part of the blacked-out event when traveling more than 100 kms from the Hamilton Soccer office.
- 4.10 Teams that have been allowed to enter the League after March 31st will not be allowed any Blackout dates.

5. Team Officials

- 5.1 All Team Officials must be registered with the District Association through their Club.
- 5.2 A Head Coach may only be registered to one team per age group.

- 5.3 A team Manager will only require to be registered through their Club.
All team coaches must have a NCCP/OS certification. To be reviewed annually and will
- 5.4 follow the guidelines of the OS Requirements.
Minimum NCCP/OS Levels Required;
- 5.5 a) U10 - U13 – coaches must complete:
- Learn to Train Theory & Practical Components
 - NCCP Make Ethical Decision (MED) Workshop
 - NCCP Make Ethical Decision (MED) Online Evaluation
 - Respect in Sport for Activity Leaders (Soccer)
 - NCCP Making Head Way in Sport
 - NCCP Emergency Action Plan
 - NCCP Understanding the Rule of Two
- 5.6 Team Officials will not be allowed to smoke, swear, or behave inappropriately while coaching their teams. Team Officials are subject to the Code of Conduct.
- 5.7 A minimum of one certified coach must be present on the bench for a game to be played. A maximum of four (4) team officials and a minimum of one (1) team official will be allowed on the bench all of which must be entered onto the gamesheet.

6. Team Responsibility

- 6.1 Teams will supply the referee with one (1) gamesheet for Grassroots age groups. A hand-written gamesheet may be used in certain cases when the E2E generated version is not available at game time, however, the E2E generated must have been completed online prior to the game start and be available to the referee to allow game notes to be recorded. The Referee will not commence the game without receiving all completed gamesheets. Games played without E2E generated gamesheets that cannot be produced within 24 hours following the game, the offending team will forfeit the game. No scores for Grassroots soccer will be publicized. Disciplinary action will follow for all age groups.
- 6.2 Team officials will coach within one (1) meter of their bench and may not leave their coaching area.
- 6.3 A maximum of twelve (14) players may appear on the game day roster for U10-U11 teams that are eligible to play and sit on the bench. All players, call ups and team official(s), must be on the roster and will be deemed as being played or participated in the game. If not listed on the roster, they are not allowed on the team bench.
- 6.4 A maximum of sixteen (18) players may appear on the game day roster for U12-U13 teams that are eligible to play and sit on the bench. All players, call ups and team official(s), must be on the roster and will be deemed as being played or participated in the game. If not listed on the roster, they are not allowed on the team bench.
- 6.5 Grassroots game day rosters will be tracked by the E2E system. U10 to U13 player participation in the 7 day Play Week period will follow the Grassroots Standards. Approved OS Festivals will not be included.
- 6.6 The game shall be played by two teams each consisting of not more than 7 players (7v7), one of whom shall be the goalkeeper for U10-U11 Grassroots Soccer age groups. For U12-U13, Grassroots Soccer, two teams each consisting of not more than 9 players (9v9), one of whom shall be the goalkeeper.
- 6.7 A team must field at least five (5) registered players for U10-U11 divisions, seven (7) for U12-U13 divisions.

- 6.8 If any team fails to appear or appears and refuses to play at a scheduled League game, they shall be subject to discipline as per OS policy.
- 6.9 Teams are responsible for the conduct of their players, officials and spectators on and off the field during a game and before and after a scheduled game by the League.
- 6.10 Only the League or their delegates are authorized to schedule or reschedule games for the League.
- 6.11 Any game(s) scheduled or rescheduled by team officials, clubs or persons not authorized will be declared null and void. Teams participating in a game not authorized by the League will default all points from the game. Fines will be assessed as per Appendix A.

7. Home Team Responsibility

- 7.1 No scores will be posted publicly for Grassroots games.
- 7.2 Home clubs will be responsible for the provision of:
 - a) Grassroots Soccer Field Size (as per OS guidelines)
 - b) Field Markings (proportionate to field size)
 - c) Grassroots Soccer Goal Nets (as per OS guidelines)
 - d) Corner Flags – minimum of 5 feet in height
 - e) Two (2) Size 4 Game Balls (U10-U12), Two (2) Size 5 Game Balls (U13)
 - f) Report all Match Official No-Shows to the League within 24 hours.
 - g) No protests will be allowed regarding field size, goal size or match official decisions.

8. Uniforms

- 8.1 All players shall wear basic soccer equipment as outlined by OS Rules.
- 8.2 Players shall not wear anything that endangers themselves or other players at the referee's discretion.
- 8.3 Players asked to leave the field for equipment reasons may not re-enter until the Referee is satisfied the equipment is permissible.
- 8.4 All teams must play all their games in their registered team colours.
- 8.5 All Players including goalies must be identified by a number on the back of their shirt and such number will be recorded against the players' name on the gamesheet. All numbers must be legible.
- 8.6 The home team shall change to an alternate shirt if team colours conflict.
- 8.7 Goalkeepers' uniforms must be distinguishable from that of the game officials and all out-field players including the opposing goalkeeper.
- 8.8 Jewelry is not permitted and cannot be taped. Medic Alert bracelets are the exception if they are fastened securely so as not to bring danger to any other player. The referee should be aware of any player that is wearing one of these. Any hair apparel must be of soft fabric: no hard plastic or metal items are to be worn.
- 8.9 Sports hijabs/headscarves are permitted. The color must be black or match the main color of the team uniform.
- 8.10 Any tape or other material on/covering socks must be the same colour as the sock.

- 8.11 Undershirts must be the same colour as the main colour of the shirt sleeve; undershorts/tights must be the same colour as the main colour of the shorts or the lowest part of the shorts – players of the same team must wear the same colour. Undershorts must be the same colour of shorts or hem and the whole team must all wear the same colour.
- 8.12 Player can return during play after changing/correcting equipment, once equipment has been checked (by referee or assistant referee) and referee signals.
- 8.13 Referees have the final say on the safety of equipment.

9. Referees (Match Officials)

- 9.1 All Referees must be aware of the rules for Grassroots Soccer and the rules of the League.
- 9.2 Referee No-Shows must be recorded on the gamesheet and reported to the League. Referee No-Shows will be disciplined as per OS policy.
- 9.3 A game may be played with a substitute Referee providing both teams agree, and it is written on the gamesheet. If not agreed by both teams the game will be rescheduled. Discipline as per Hamilton Soccer rules will be applied.
- 9.4 All game officials must sign all gamesheets. All Caution, Dismissal and Special Incident Reports must be recorded into the E2E System following the game. Referees are to keep a copy of each team's gamesheets until the end of the season.
- 9.5 All Grassroots Soccer age groups, (U10-U13) will require one match official.
- 9.6 All registered Match Officials must be at the field thirty (30) minutes prior to the game in order to complete a standard field and player equipment check.
- 9.7 If the appointed Referee does not show, the senior Assistant Referee will assume the duties of the Referee.
- 9.8 Referee fee schedule for Referees as per Appendix "B"
- 9.9 Referees are to enter all the scores into the E2E System for the appropriate age groups and any Discipline information as required by the District.
- 9.10 Decisions will be made to the best of the referee's ability per the Laws of the Game and the 'spirit of the game' and will be based on the opinion of the referee who has the discretion to take appropriate action within the framework of the Laws of the Game.
- 9.11 The Referee has the authority to take disciplinary from the time they arrive at the facility until the time they leave the facility.
- 9.12 Match official(s) will receive ½ payment, paid by the League if the game is cancelled/forfeited for any reason prior to starting. Referees must contact the League at hamdsa@hamiltonsoccer.net for verification of payment. Match officials shall be entitled to full payment once the game has been started. A Special Incident Report (SIR) must be completed explaining the reason for any game abandonment. All rescheduled games will require full referee payment.

10. Game Start Time

- 10.1 The referee will endeavor to start each game at the scheduled time designated by the League. An allowance of not more than fifteen (15) minutes from the scheduled time shall be made if either team has less than five (5) players in attendance for Grassroots Soccer.
- 10.2 It is preferred that games will start no later than 7:00 pm for Grassroots Soccer age groups. Earlier games may be permitted to maximize referee/field usage but is dependent upon travel distances and must be approved by the League. No game may

start before 6:30 pm on any normal weekday. No games shall be played under the cover of darkness at the referee's discretion.

- 10.3 To maximize referee and field usage, Clubs are encouraged to provide fields for back-to-back games when lights are available.

11. Game Duration

- 11.1 The length of games will be two (2) twenty-five (25) minute halves for U10-U11 divisions, two (2) thirty-five (35) minute halves for U12 divisions, two (2) forty (40) minute halves for U13 divisions. All divisions will have a five (5) minute halftime break.
- 11.2 If for any reason a game is terminated/abandoned before full-time the following shall apply:
- a) The game will be considered complete if 10 minutes of the second half have been played in Grassroots Soccer games.

12. Game Schedules

- 12.1 Only the League will reschedule any games. Home clubs are to provide a suitable replacement date within 48 hours (weekends excluded) of the rescheduling notification requirement or they may lose the home field advantage; however, they will still be responsible for all home field costs.
- 12.2 The League will notify the teams a minimum of 72 hours in advance of any rescheduled game.
- a) If a team advises the league in writing, less than 48 hours in advance, that it will be unable to field a team for a scheduled league game, the team will be fined as per Appendix A and the game will be considered a forfeit and will not be rescheduled.
- 12.4 If a team advises the league in writing, more than 48 hours in advance, that it will be unable to field a team for a scheduled league game, the game will be considered a forfeit and will not be rescheduled.
- 12.5 Clubs must provide an adequate field for each team registered to play at the time of registration. The field must be available for a minimum eight (8) home games and a minimum one (1) Cup game commencing with the Tuesday following Victoria Day in May and ending the week following Labor Day in September. Failure to provide adequate fields may result in the expulsion of teams from the League.
- 12.6 Early season games may be required to evaluate and realign teams to balance out the competition within a division(s). If required, the League will work with the City and Clubs to accommodate the required field time and dispense fees based on usage back to the Club involved.
- 12.7 The League will endeavor to schedule a minimum one game per week and comply with the Grassroots Standards for Grassroots age groups. Multiple games per week may occur for other reasons.
- 12.8 If fields are closed by the municipality, Club, Owner or League, the League will notify the affected teams of any cancellations as soon as the notification has been received by the League Administrator. Rescheduling rules will be used following the notification.
- 12.9 No games will be rescheduled after the schedule has been announced/published by the League unless for weather or field related issues and at the discretion of the League.
- 12.10 The League shall reserve the right to reschedule any game that it deems necessary for the safety and/or betterment of all participants.
- 12.11 Weekend play may be possible and is encouraged for rescheduled games due to weather and for excessive travel times.

- 12.12 All scheduling conflicts must be dealt with by the Club prior to the publication of the schedule for each playing season.
- 12.13 Any Special request for rescheduling must be submitted to the League by the Club. The League will not respond to requests made by teams.
- 12.14 The League reserves the right to alter game schedules in order to balance out divisions to adjust competitive levels.

13. Start of Play

- 13.1 At the beginning of the game, the team that wins the coin toss shall decide which goal to attack. The team that decided which goal to attack in the first half takes the kick-off to start the second half.
- 13.2 The referee signal shall start the game. The ball is in play when it is kicked and clearly moves in any direction. For any infringement of this rule, the kick-off shall be retaken.
- 13.3 Should the player taking the kick-off play or touch the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.
- 13.4 After a goal has been scored, a kick-off will be taken by a player of the team against which the goal was scored.
- 13.5 After the first half of play, the teams shall change halves and the 2nd half kick-off will be taken by a player from the team opposing that, which started the game.
- 13.6 Grassroots 7v7 and 9v9 will be allowed unlimited substitution at any stoppage under the control of the referee.
- 13.7 A substitution may also be made for an injured player.
- 13.8 For any stoppage not mentioned elsewhere in these rules, the referee shall restart the game by dropping the ball at the place where it was when play was stopped to the last player who had possession, unless play was stopped in the penalty area, then the dropped ball goes uncontested to the goalkeeper no matter who last had possession. The ball shall be in play as soon as it touches the ground.
- 13.9 During extreme weather stoppages, the Referee will stop time. The time will resume once the Referee resumes play. The referee will be in control of the game time.
- 13.10 A goal may be scored directly from a kick-off.

14. Offside

- 14.1 There will be no offside for U10-U11 age groups and there will be offside for U12-U13 age groups.
- 14.2 All other age groups will follow FIFA/OS rules for Offside.

15. Free Kicks

- 15.1 For any infringement of Grassroots Soccer rules when the ball is in play, the referee may award a free-kick to the non-offending team. The free-kick shall be taken from the place where the infringement occurred, unless the free-kick is awarded to the attacking team within its opponents' penalty-area. In this case, the penalty-kick shall be taken from the penalty-mark.
- 15.2 A player taking a free kick within his own penalty area shall kick the ball into play beyond the penalty area. The ball shall be in play when it has been kicked and moved and has passed outside the penalty area. All opponents shall be outside the penalty area and not less than 6 yards from the ball until it has been kicked. For any infringement of this rule, the free kick

- shall be retaken.
- 15.3 A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player. For any infringement of this rule, a free kick shall be awarded to the opposing team.
 - 15.4 All 7v7 free kicks are indirect, with the exception of Penalty Kicks.
 - 15.5 If the ball enters the goal from an indirect free kick, the following will apply:
 - a) If another player touches the ball before it enters the goal, the goal will stand.
 - b) If a free kick is kicked directly into the opponents' goal, without being touched by a second player, a goal kick is awarded.
 - c) If a free kick is kicked directly into the team's own goal, without being touched by a second player, a corner kick is awarded.
 - 15.6 A goal may be scored from a direct free kick.
 - 15.7 A minimum 6-yard distance will be given for a free kick in Grassroots Soccer.

16. Penalty Kicks for Grassroots Soccer (U10-U13)

- 16.1 A penalty-kick shall be taken from the penalty-mark eight (8) yards from the goal line.
- 16.2 All players apart from the defending goalkeeper and the player taking the kick, shall be outside the penalty-area but within the field of play, not less than 6 yards from the ball until it has been kicked.
- 16.3 The goalkeeper shall remain on his own goal line facing the kicker, and between the goal posts, until the ball has been kicked.
- 16.4 The player taking the penalty-kick must kick the ball forward. The ball shall be in play when the ball is kicked and moves forward. The player shall not play or touch the ball a second time until it has been played or touched by another player.
- 16.5 If necessary, the time of play shall be extended to allow a penalty-kick to be taken.
- 16.6 For any infringement of this rule:
 - a) If by a member of the defending team, the kick shall be retaken if a goal has not been scored.
 - b) If by a member of the attacking team, if a goal is scored it shall be disallowed and a free kick awarded to the defending team, to be taken from the place where the infringement occurred.
 - c) If by a member of both teams, the kick shall be retaken whether a goal has been scored or not.
 - d) If after the kick has been taken, an outside agent interferes with the ball or the goalkeeper, the kick shall be retaken. All Youth Competitive age groups will follow FIFA Laws of the Game guide for Penalty Kicks.

17. Accumulation of Cards (Red and Yellow)

- 17.1 Hamilton Soccer will handle the accumulation of cards.
- 17.2 No Yellow and/or Red cards shall be issued to players for U10-11 Grassroots Soccer.
- 17.3 Yellow and/or Red cards shall be issued to players for the U12-13 Grassroots Soccer and to U14 and older youth divisions.

18. Pass Back

- 18.1 An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences:
 - a) Controls the ball with his hands for more than 6 seconds before releasing it from his possession.

- b) Touches the ball with his hands after it has been deliberately kicked to him by a team-mate
- c) Touches the ball with his hands after he has received it directly from a pass-in taken by a team-mate.
- d) Handles the ball again, from inside their penalty area, after releasing it from his/her possession.

19. Throw-Ins/Pass-Ins/Dribble-Ins

19.1 Pass-In/Dribble-In for U10-U11 Teams. A pass-in or dribble-in is a method of restarting play. The kicker may conduct either as a method of restarting play throughout the duration of the match. A pass-in or dribble-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air. A goal cannot be scored directly from a pass-in/dribble-in. A goal can be scored from a dribble-in only if the kicker touches the ball a second time with their feet or a pass-in if the ball touches another player before entering the net and considered as a goal.

Procedure

At the moment of delivering the ball, the kicker:

- Faces the field of play
- Has part of the ball on or behind the touch line

All opponents must stand no less than three (3) yards from the point at which the pass-in or dribble-in is taken. The ball is in play when it enters the field of play.

Infringements and Sanctions

For any infringements, including those listed below, the pass-in/dribble-in is retaken.

- Opponents encroaching within three (3) yards of the ball An Indirect Free Kick or is awarded to the opposing team if the kicker:
- Touches the ball a second time with their hands

19.2 For U12-U13 age groups, a player will be permitted a second attempt at a throw-in if he commits a foul throw. Two foul throws in a row will result in the throw-in being awarded to the opposing team.

20. Goal Kicks

20.1 In the U13 and lower age groups, all opponents shall retreat to the 1/3 field Retreat Line, until the ball has been kicked into play. The ball shall be in play when it has been touched by a teammate of the kicker or kicked beyond the Retreat Line. If the player taking the goal kick plays or touches the ball a second time before it has been played or touched by another player, an indirect free kick shall be awarded to the opposing team. A goal cannot be scored directly from a goal kick in U10-U11 age groups.

21. Corner Kicks

21.1 For U13 and under age groups, the corner-kick shall be taken from within the corner-arc nearest to where the ball crossed the goal line. All opponents shall be not less than 6 yards from the ball until it has been kicked. The ball is in play when it is kicked and moves. If the player taking the corner-kick plays or touches the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team. A goal may be scored directly from a corner-kick.

22. Retreat Line

When the goalkeeper has possession of the ball during a goal kick or after making a save, the opposing team members must "retreat" to the predetermined area of the field. The predetermined areas are as follows:

- 7v7 – 1/3 line (between penalty area and midfield line)
- 9v9 – no retreat line

After the opposing team members have retreated to the appropriate part of the field, the goalkeeper can now throw or kick the ball to a teammate. Only after the teammate has received the ball from the goalkeeper, is the ball in play and opposing players can pressure and attempt to win it back.

NOTE: opposing players must wait for the goalkeeper's teammate to touch the ball first.

If the goalkeeper chooses not to wait for the opposing players to "retreat" and throws or kicks the ball down the field, the ball is instantly in play and does not require a player from the goalkeeper's team to touch the ball first.

NOTE: The ball is in play once it leaves the penalty area (7v7/9v9)

All opponents must be behind the retreat line and cannot cross the retreat line until the ball:

- Is touched by a player of the team taking the goal kick OR,
- Leaves the field of play OR,
- Goes over the retreat line

Officials and coaches are encouraged to communicate with players during the early part of the season and for the first few minutes of a game so that players clearly understand this rule.

Infringements

If a player who has taken a goal kick correctly deliberately plays the ball a second time or touches the ball with his hand when the ball has left the penalty area before another player has touched it, an indirect free kick is awarded to the opposing team from the position where the second touch occurred.

23. League Standings

23.1 No scores nor standings will be used for U13 and lower Grassroots Soccer games.

23.2 All gamesheets for U10 to U13 divisions will be fully completed by match officials, including scores and scorers in all games. They will be submitted via E2E to the League where they can be recorded and compiled. This information will not be available to the public and will be used for league information only.

24. Discipline

24.1 Discipline will be held under OS Policy Section 12 and 13 with the first level of discipline be held under Hamilton Soccer and appeals to Ontario Soccer.

24.2 Discipline Reviews (DBR) and Discipline Hearings (DBH) will be held every Monday and Thursday.

24.3 For matters that fall under DBR, a written request for Hearing must be received 72 hours after the completion of said game, along with the hearing fee as per Appendix "A" (non-refundable as per OS Policy).

- 24.4 Playing an ineligible or suspended player(s) in a sanctioned game may result in a Discipline Hearing. A loss for the team for all games in which the player(s) participated may result.
- 24.5 If a game is abandoned at any point due to the actions of players, officials or spectators/supporters of a team, the offending team/Club will be subject to discipline.
- 24.6 Fines and sanctions will be assessed as per Ontario Soccer (OS) Rules and per Appendix "A".
- 24.7 Failure to submit payment of fines within 30 days will result in a late fee as per Appendix "A".

25. Protests

- 25.1 The Club must submit any protests to the League within 48 hours of the occurrence, excluding weekends and holidays, with a copy sent to the opposing team's Club.
- 25.2 A \$250.00 protest fee must accompany the protest. The fee will only be returned if the protest is upheld.
- 25.3 Protests based on decisions of the referee's interpretation of OS Rules will not be acknowledged.

26. Game Postponement

- 26.1 In the case of weather-related field Cancellations:
 - a) The home team Club will notify the League; the opposing Club opposing and opposing Team contact by email of any field cancellations no later than two (2) hours prior to the game start time. Unless confirmation by the opposing Club has been received, the Home team must have a representative at the field to inform the visiting team. Team/Club contacts are supplied and are also available on the League website (E2E/SportsEngine).
- 26.2 Only the League will send notice by email to both Clubs, Coaches and Match Officials confirming the game postponement or a Field/Time Change.
- 26.3 League will not entertain requests from teams.
- 26.4 If a game being played is abandoned due to poor weather conditions, the game will be replayed if less than 10 minutes of the second half have been played after which time the results of the match at the time of stoppage shall stand. The referee shall be the sole judge of the elapsed time.
- 26.5 The home team Club Scheduler will be required to submit two alternate dates to the League within 72 hours by email to reschedule the postponed game. Weekends will be excluded from the 72-hour period for rescheduling purposes.
- 26.6 Weekends may be used for rescheduling games providing both Clubs agree to the date and time and it meets the Leagues rescheduling guidelines.
- 26.7 Failure to provide alternate dates and fields will result in the game being rescheduled by the League.
- 26.8 The League will notify the Coaches and Clubs of the date and time of any rescheduled game.
- 26.9 The League will give a minimum 48 hours' notice for any rescheduled game.
- 26.10 No Coach or Club may reschedule any game. The game will be considered a Forfeit and Discipline will be applied as per Appendix "A" fines. No rescheduled game may be played unless confirmed by the League.
- 26.11 The original Home team shall remain responsible for all costs including match official fees and field costs.

26.12 Match officials shall receive full payment if the game is cancelled before full time is reached. All rescheduled games will require full referee payment.

27. Division Tiers

- 27.1 There may be tiers in the U10 to U13 age groups, if needed.
- 27.2 The League will determine the final number of teams in each division.
- 27.3 A minimum of 4 teams per tier will be allowed.
- 27.4 The League reserves the right to combine age groups if required.
- 27.5 The League reserves the right to adjust tier groupings.

Appendix "A" - Schedule of Fines, Fees, Bonds, and Penalties

FINES

- Team Withdrawal Fee – After March 31st \$350.00
- Game Forfeit \$100.00
- Illegal Game Rescheduling \$200.00

DISCIPLINE FEES

- Discipline Hearing Administrative Fee \$150.00
- Discipline Review Administrative Fee \$75.00
- Request for Hearing Fee \$75.00
- Request for Postponement Fee \$75.00
- Appeals to the District Association \$350.00
- Appeal Hearing Administration Fee \$150.00
- Failure of an individual to attend Discipline Hearing \$100.00
- Failure of an organization to attend Discipline Hearing \$200.00

PENALTIES

- Minimum Late Fee for Fines (15 days) \$25.00

Appendix B: Referee (Match Official Fees)

Age Division	Referee Fee	Assistant Referee Fee
U10	\$40.00	N/A
U11	\$50.00	N/A
U12	\$50.00	N/A
U13	\$55.00	N/A

Match official fees are paid by the League for all games. No cash payments on the field.

The Match Officials will be paid the half game fee for games that are not started while at the field due to the following:

- The field, at the Match official's discretion is unplayable.
- The field is closed by the municipality, owner or league,
- The Match Officials were not contacted at least 2 hours prior to the game start time and appear at the field
- One or both teams do not show up after the grace period has elapsed.
- One or both teams have less than the minimum number of players required to kick off the game.

The half game fee noted above will only be paid if:

- The Match officials collect and complete the gamesheets and provides a written report explaining why the game was not played unless game was cancelled less than 2 hours before game time.
- The appointed Match Officials were present at the field and the gamesheet(s) completed with all the official's information and signed.
- Return a copy of the completed gamesheet to the Teams(s) present.
- Submit the completed and signed gamesheet through Ref Center within twenty-four (24) hours.

The League will ensure all the requirements are met prior to issuing the half fee payment to the officials.

Appendix C: Proposed Game Nights

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
U8 Boys Born 2018						Festival Loop	
U9 Boys Born 2017						Festival Loop	
U10 Boys Born 2016		ALT	ALT		X		
U11 Boys Born 2015	ALT		ALT		X		
U12 Boys Born 2014		X		ALT	ALT		
U13 Boys Born 2013	ALT			X	ALT		
U14 Boys Born 2012	X						
U15 Boys Born 2011		X					
U16 Boys Born 2010	X						
U17 Boys Born 2009				X			
U18 Boys Born 2008			X				
U8 Girls Born 2018						Festival Loop	
U9 Girls Born 2017						Festival Loop	
U10 Girls Born 2016		ALT	ALT		X		
U11 Girls Born 2015	ALT		ALT		X		
U12 Girls Born 2014		X		ALT	ALT		
U13 Girls Born 2013	ALT			X	ALT		
U14 Girls Born 2012				X			
U15 Girls Born 2011			X				
U16 Girls Born 2010		X					
U17 Girls Born 2009				X			
U18 Girls Born 2008			X				