

South-West District Soccer League



Rules & Regulations

Updated: November 2016

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1.0 Management

- 1.1 The Executive of the SWRSA at their Executive Meeting may modify, add or delete any Rules or Regulations for the betterment of the League. The clubs will be notified within fourteen (14) days of any changes.
- 1.2 The Board of Directors shall be empowered to amend all appendices at an executive meeting. The Board of Directors shall give minimum notice of fourteen (14) days to all clubs prior to any changes to become effective in the Appendices.

2.0 League Registration

- 2.1 Team registration fees shall be determined, set annually, and posted on the website no later than December 1st.
- 2.2 Membership is open to any properly constituted club in good standing as defined in SWRSA's Constitution. The SWRSA League is a District competitive and District recreational league. Club teams from other districts may apply but are subject to SWRSA and Ontario Soccer Policies.
- 2.3 All teams whose clubs are not members of SWRSA require a signed playing out permission form from their district and a playing in form approved by SWRSA.
- 2.4 Each team must play in its own age level unless otherwise approved by the Board of Directors and it must comply with the Ontario Soccer Policies and Procedures.
- 2.5 Each member team must provide the League with names, email addresses and telephone numbers of their carded coaches and managers, and the location of fields, along with the team application form.
- 2.6 Registration Dates
 - 2.6.1 All U8 player pool registrations including the number of squads entered per gender must be submitted by the last Friday in May.
Registration Fees, as per Appendix B, are due at time of registration.
 - 2.6.2 All U9 – U12 squad registrations must be submitted by February 1st.
Registration fees, as per Appendix B, are due by the last Friday in February.
 - 2.6.3 All U13-U18 team registrations must be submitted by February 1st.
Registration fees, as per Appendix B, are due by the last Friday in February.
 - 2.6.4 All Senior Recreational and Competitive team registrations (men's and women's) must be submitted by February 15th.
Registration fees, as per Appendix B, are due by the last Friday in March.
- 2.7 Any team application submitted by a club after the deadline will be accepted at the discretion of the league and will be subject to the late registration fee outline in Appendix B.
- 2.8 Team registrations received after March 1st require League Director approval.

2.9 Teams being withdrawn from the League will be fined as per Appendix C.

3.0 Bonds

- 3.1 A performance bond, as per Appendix B, will be posted with the League by each youth or open team registered to play in the League.
- 3.2 Bond amounts listed to take effect upon clubs (or open teams) entering the League, or upon a current club (or open team) exhausting their bond by 50% and being required to repost said bond.
- 3.3 Any Club's having their performance bonds forfeited will have ten (10) days to replace such bond or further action will be taken by the Executive Committee.
- 3.4 SWRSA may request an additional bond, as per Appendix B, from any clubs who have had excessive amounts of Discipline in the previous season.
- 3.5 The bond is payable to SWRSA by separate cheque along with the team registration fee.
- 3.6 At the end of each outdoor season a club may request in writing the return of a posted bond or it shall be deemed to remain for the following year or season. Any club or team that request the return of their club bond shall lose all club standing as to Division placements for following years and would have to reapply to join the league.
- 3.7 All bond requests for refund must be accompanied by proof of payment.
- 3.8 A bond can be held from the outdoor season to the indoor season and/ or indoor season to the outdoor season.
- 3.9 Clubs with monies owing to the League will forfeit bonds as of January 1st and will be required to repost bond prior to registering for an upcoming season.

4.0 Responsibilities of Club and Team Officials

Club Responsibilities

- 4.1 Each club must identify one club contact via the provided online form to handle all communications with the league. All club contacts are to abide by the SWRSA League [Club Contact Responsibilities](#) as posted.
- 4.2 The host club for SWRSA League games shall ensure fields are properly permitted, cleared, and safe for set up.
- 4.3 Home clubs will be responsible for the provision of: a suitable field (League discretion) and markings; goal nets; corner flags; two properly inflated game balls; change rooms (if available) and field lights (when required). Fields must meet Ontario Soccer regulations, guidelines and the Development Matrix.
- 4.4 The team benches must be at least two (2) metres back from the touch line, inside the technical area as defined by FIFA.
- 4.5 Clubs that do not provide fields in accordance to Ontario Soccer standards will not be eligible to host on Home fields. The opponent will become responsible for booking the field & referees at the expense of the original home club.
- 4.6 At all District league, cup, or exhibition games both teams must be positioned on one side of the field with all spectators on the opposite side of the field.
- 4.7 Spectators shall not be allowed in or behind the bench area or behind the goals. Team officials shall be responsible for the conduct of their spectators. Spectators must remain two metres back from the playing area.
- 4.8 Clubs will be held responsible if a game is abandoned because of the actions of its players, officials or spectators and will be subject to disciplinary action, and will be fined as per Appendix C if found guilty.

Team Official Responsibilities

- 4.9 “Team Official” shall mean coach, assistant coach, manager, or assistant manager who will be registered and carded by the District association. Only carded team officials signed on the game sheet are eligible to be on/at the team bench and are deemed to have coached.
- 4.10 All team head coaches and assistant coaches must comply with Coaching Certification Requirements including Respect in Soccer as identified in Ontario Soccer policy.

- 4.11 A maximum of four (4) carded team officials shall be permitted at the bench.
- 4.12 A club head coach may be on the bench as a 5th Team Official if recorded on the game sheet.
- 4.13 The League must be notified in writing of any change made in team officials during the season within (7) seven days of the change.
- 4.14 In all games no persons without current Ontario Soccer identity cards will be allowed on the side of the field with the teams.
- 4.15 Any team found to have a non-carded person at the bench acting as a team official will be discipline as per Appendix C.
- 4.16 Team Officials will not be allowed to smoke while coaching their teams. A team official that does not comply will be subject to disciplinary action.
- 4.17 Team officials will coach within one metre of their bench and are not permitted to walk up and down the touchline or obstruct and/or obscure the view of the assistant referee.

5.0 Player Identification

- 5.1 In all cases in which a player or coach is playing or coaching for a team, the player must possess an "Ontario Soccer Registrant Book" or "Ontario Soccer Identification Card" and have such document available for presentation at the game in which he/she is playing/coaching upon request. Failure to present the "Ontario Soccer Registrant Book" or "Ontario Soccer Identification Card" shall render the player/coach ineligible to play/coach in that game.
- 5.2 Authorized Identification Cards / Player Book Inspection Procedure:
- a) All players form two individual lines by team
 - b) Each player holds their own identification card / player book with the photo showing.
 - c) A team official from the opposing team, with a copy of the opposing teams game sheet, inspect each identification card / book to the player:
 - d) Match the photograph to the player
 - e) Match validated current season / year information
 - f) Check back for discipline
 - g) A team official from the opposing team, with a copy of the opposing teams game sheet, inspects each team officials book:
 - h) Match photograph to the team official
 - i) Match validated current season/year information
 - j) Check back for discipline

6.0 Player Eligibility

6.1 Player Registration

- 6.1.1 Each competitively registered youth team (U13-U18 Competitive Divisions) may register a maximum of 18 players.
- 6.1.2 Each recreationally registered youth team (U13-U18 Recreational Divisions) may register a maximum of 25 players.
- 6.1.3 Each U9 and U10 squad may have a maximum of 12 players per game day roster.
- 6.1.4 Each U11 and U12 squad may have a maximum of 16 players per game day roster.
- 6.1.5 No player shall be registered after August 1st of each year for outdoor competition.
- 6.1.6 Players registered to a team (club) shall not be permitted after August 1st to transfer to another team (Club) within the league.
- 6.1.7 Teams from the same club playing in the same division may not interchange players, except U12 and under divisions as per Ontario Soccer open rosters.
- 6.1.8 A youth player may only register for one youth team in the district league.
- 6.1.9 A senior player may only register for one team in the district league unless the second team is a 'conference', 'over 30', 'over 35' division team.
- 6.1.10 Only (3) three competitively registered players will be permitted per team in each men's or women's division per game. This game day maximum includes those registered to the team, same club call-ups, or playing via Temporary Eligibility Permit.
- 6.1.11 Since a player is permitted only one player ID book, it is the responsibility of the club fielding the District Level team to monitor the player ID Books, and advise the league administrator in writing as to the name of the player(s) registered competitive.
- 6.1.12 Competitive players are not permitted in any conference divisions.

6.2 Guest Players/Temporary Eligibility/Trial Registration Permits

6.2.1 Teams may use trial/ temporary players as outlined in Ontario Soccer published rules.

6.2.2 Teams may use guest players for League games that are registered to their own club.

6.2.3 Teams may use guest players for League games that are deemed registered to their own club through an affiliation agreement.

6.2.4 Guest Players, T.E.P's, and Trials are subject to the following restrictions:

- a) Not more than five (5) players can be dressed for any one game by either or a combination of the above methods.
- b) The maximum number of times a player can be called up into Competitive or Open Division League games is limited to (4) four games per season.
- c) Each player can be a call up in Recreational Divisions an unlimited number of times per season
- d) Regional/Provincial/OPDL players cannot be a call up for any youth team or open-age recreational team.
- e) A youth call-up must be registered at a lower classification or age group.

6.3 Playing Up at the Grassroots Level (U8 to U12)

6.3.1 Definitions

6.3.1.1 **Call Up:** A call up is a player registered at a lower classification that on occasion participates with a development or target squad.

6.3.1.2 **Playing Up:** A player Playing Up is registered to the program one age division higher than their year of birth dictates.

6.3.2 In all Grassroots divisions, call ups are only permitted from the clubs house league program in the same age division based on date of birth

6.3.3 All Grassroots players Playing Up require district approval via the Grassroots Player Evaluation Forms.

6.3.4 All SWDSL Grassroots Call up and Playing up limitations abide by the Ontario Soccer Grassroots Procedures. Refer to the [Ontario Soccer's Operational Procedures](#) (Section 7, Procedure 4.4) for details.

6.4 Call-Ups to Youth Teams from Combined Age Groups

6.4.1 Players registered in combined age groups can be called up to a higher classified division based on their registered date of birth in the Ontario Soccer's registration system.

Ex: A Local League player registered in a U13/U14 league division can be called up to the U13 Recreational or Competitive division provided their date of birth and Ontario Soccer registration is that of a U13 player.

7.0 Scheduling

- 7.1 The proposed playing schedule will be as per Appendix A if fields are made available by Clubs.
- 7.2 All games will be scheduled to be completed by the end of August.
- 7.3 Use of the alternate night to be at the discretion of the home club and of the League Administrator, in the case of rescheduled games, extreme long distance travel (150 km or more), and home field availability. Games involving extreme long distance travel will be scheduled on the weekends.
- 7.4 Only the League scheduler and League Administrator or their delegates are authorized to schedule or reschedule games for the League.
- 7.5 Any game(s) scheduled or rescheduled by team officials, clubs or persons not authorized per Rule 7.4 will be declared null and void. Teams participating in a game not authorized by the League will default all points from the game and be subject to discipline as per Appendix "C".
- 7.6 When possible the league will implement a pre-assigned black out week per age division as identified below:
 - 7.6.1 U13 – U21 shut down week is Last Week in July
 - 7.6.2 U9 – U12 and Open divisions shut down week is First week in August.
- 7.7 Home clubs are expected to confirm or complete field time information with the League via the website debugging tool within 7 days of the home schedules being made available on the website.
- 7.8 The league guarantees each team registered a minimum of fourteen (14) and a maximum of eighteen (18) games. These games may consist of a combination of league and exhibition games.
- 7.9 The following regulations regarding scheduling will apply:
 - a) A minimum of four (4) teams will be required to form a division. In a division of four (4) teams, each team will play the other teams a total of five (5) times, playing a total of fifteen (15) games.
 - b) In a division of five (5) teams, each team will play the other teams four (4) times, playing a total of sixteen (16) games.
 - c) In a division of six (6) or seven (7) teams, each team will play the other teams three (3) times, resulting in schedules of fifteen (15) or eighteen (18) games respectively.

- d) In a division of eight (8), nine (9), or ten (10) teams, each team will play a home and away game against each of the other teams within its division for a total of fourteen (14), sixteen (16), or eighteen (18) games respectively.
- e) In a division of eleven (11) teams, all teams will play at least one game against each of the other teams within its division and an unbalanced schedule to a maximum of eighteen (18) games.
- f) In a division of twelve (12) teams, teams will be randomly divided into groups of six (6). Each team will play a home and away game against each of the other teams within its group and one (1) game against each of the teams in the other group for a total of sixteen (16) games.

7.9.1 In the under nine (U9) to under twelve (U12) aged divisions, all teams will play at least one game against each of the other teams within its division and an unbalanced schedule to a maximum of fourteen (14) games. At the Grass Roots level, game day rosters from the same club will not be scheduled to play each other.

8.0 Rescheduling

- 8.1 The League Administrator must approve all changes made after the final schedule is completed. No game will be postponed or rescheduled unless the respective Administrator has received a Game Change request as submitted through the League website. Any team postponing a game without league approval will be subject to discipline as per Appendix “C”.
- 8.2 Once the schedule has been published teams will have a minimum two week period to complete unlimited game change requests using the Game Change Function at no cost.
 - 8.2.1 Upon the completion of the unlimited scheduling period, teams will be provided with the opportunity to reschedule up to three (3) games throughout the season at no cost provided terms Rule 8.4 have been met. Teams exceeding three (3) game requests will be subject to the rescheduling fee as per Appendix “C”.
- 8.3 All rescheduling must be completed by the two coaches in coordination with the home club via the Game Change Request Tool located on the league website. Follow the link for detailed procedures on completing a [Game Change Request](#).
- 8.4 All reschedule requests must be submitted to SWRSA via the Game Change Function at least 14 days in advance of the original scheduled date with a minimum of 7 days prior to the newly requested game date.
 - 8.4.1 All reschedules being requested less than 14 days in advance must be completed via [Game Reschedule Request Form](#) and send by email to league@swrsa.ca. A rescheduling fee will be applied for all requests under 14 days.
 - 8.4.2 Reschedule requests received less than 48 hours in advance of the originally scheduled game will not be entertained and the game will be considered defaulted.
- 8.5 Games postponed as identified in Section 9 are subject to reschedule following Rule 8.4 using the Reschedule Request Function. These games must be rescheduled within ten (10) days.
 - 8.5.1 If the home club is unable to provide a suitable venue within the ten (10) calendar day rescheduling period the visiting club becomes the home club and provides the venue. Field expenses to be incurred by the original home club.

- 8.5.2 Weather and Field related problems would not incur the Game Change Fee as per Appendix "C".
- 8.6 Rescheduled games must be completed by the 14th day of September. Teams may request a rescheduled game to occur during the blackout periods.
- 8.7 League games scheduled within 48 hours prior to an Ontario Cup game may be rescheduled.
 - 8.7.1 It is the responsibility of the Clubs to notify the League and the opposing team of any Ontario Cup conflicts. Failure to notify the League within ten days of the conflict will result in a default of the League game.

9.0 Postponement and Defaulting of Games

- 9.1 All games will be played as scheduled unless postponed under one the following reasons:
- a) At the discretion of the referee, postponement is necessary due to bad weather or field conditions. Ontario Soccer adverse weather conditions must be followed.
 - b) A game is postponed at the discretion of the league
 - c) A game is postponed at the discretion of the City or field owners.
- 9.2 If a match official has stopped a game for reason of inclement weather, ground conditions, failing light, etc... prior to reaching fifteen (15) minutes into the second half the game must be rescheduled as per Rule 8.4.
- 9.2.1 The game official shall be the sole judge of time elapsed.
- 9.3 Failure to notify the league of postponed games within 72 hours will result in a forfeit by the home club.
- 9.4 Default – in the event that one team does not field the minimum required number of players to start a game it will be considered to have defaulted the game and shall forfeit the points and pay half referee fees at the field.
- 9.5 Default with Notice – In the event that 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 or cup game, the team will be fined a set amount of \$150.00 per occurrence. The game shall be recorded as a forfeit and will not be rescheduled.
- 9.5.1 If notice is provided less than 24 hours in advance the defaulting team will be subject to an additional \$50.00 administration fee.
- 9.6 No Shows – In the event that a team does not show up for a regularly scheduled game or cup game, it shall be deemed that the team is in default of the game and will not be awarded any points and will be subject to a \$200.00 fine. In addition teams not showing shall pay all opponent game fees and expenses as submitted to and approved by the league.
- 9.6.1 All claims must be submitted via the [Game Opponent No-Show form](mailto:league@swrsa.ca) to league@swrsa.ca within 7 days.
- 9.7 The League Director shall suspend teams defaulting more than three games in a season from further play pending a decision on membership status.
- 9.8 Game official fees to be handled as per section 14 of these policies.

10.0 The Game

- 10.1 In U9 and U10 divisions, the game shall not start should there be less than five (5) players.
- 10.2 In U11 and U12 divisions the game shall not start if there are less than six (6) players available to each team at the kick-off.
- 10.3 In U13 and older divisions, the game shall not start should there be less than seven (7) players available to each or either team at the kick-off.
- 10.4 Game duration will consist of 2 equal halves as per Appendix A.
- 10.5 The League shall use the following ball sizes:
 - a) U8: size 3
 - b) U9-10-11-12; size 4
 - c) U13 and older: size 5
 - d) Open: size 5
- 10.6 Player substitutions shall be permitted with the consent of the referee.
- 10.7 Substitutions may be allowed during the following stoppages in play: A goal kick; any kick-off; a team's own throw-ins, (the other team may substitute if the first team does); or for an injured player only.
- 10.8 In Grassroots Divisions substitutions may be made at any stoppage of play with the exception of penalty kicks.
- 10.9 No Substitution is allowed for any player(s) ejected for a red card offence.
- 10.10 All Substitutions must enter the field at the halfway line.
- 10.11 All substituted players must leave the field without delay.
- 10.12 [U8 Festival Game Rules](#) are as identified in the [SWDSL Festival Rules Document](#).

11.0 Game Start Time

- 11.1 All games will start promptly and not later than fifteen (15) minutes after scheduled time. If necessary, referees are to report any breach of these rules and the teams responsible, to the League. The Executive Board shall decide the outcome of the game.
- 11.2 Weekday games must commence no earlier than 6:30 pm and no later than 7:00 pm for unlit fields, or 9:00 pm if a lit field is available.
- 11.3 Games will begin no later than 6:30 pm after August 1st on unlit fields.
- 11.4 Weekend games shall commence no earlier than 10:00 a.m. and no later than 3:00 p.m., except open division, cup games, and festival games.
- 11.5 Only the League can assign other times at their discretion or as required.

12.0 Uniforms and Equipment

- 12.1 All players shall wear regulation soccer equipment as prescribed by FIFA and Ontario Soccer for all games.
- 12.2 All teams must play all their District games in their primary registered team colours. Where registered colours are similar or not sufficiently distinctive, the home team must change. Goalkeepers must wear uniforms distinctive from both teams and game officials
- 12.3 All players shall wear numbered shirts for all games.
- 12.3.1 No two (2) players on the same team shall wear the same number and no player shall change his number during the game without the consent of the referee.
- 12.3.2 Numbers shall be a minimum of eight (8) inches in height and of a contrasting colour to the body of the shirt. Such number will be recorded against the players' name, on the game sheet. All numbers must be legible.
- 12.4 Players Equipment – “A player must not use equipment or wear anything that is dangerous to himself or another player, including any type of jewellery “ [Law 4 – CSA](#)
- 12.5 Jewellery – All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, rubber bands etc) are strictly forbidden and must be removed.
Exceptions – Medic Alert Bracelets
- 12.6 Protective Equipment – Hats and bandanas are not allowed on the field of play. Headscarves and turbans are CSA approved as [per Ontario Soccer rules](#) (see Ontario Soccer's website).
Exceptions – the goalkeeper/outfield player may wear a hat for medical reasons (with a medical letter) however the hat may not be a baseball cap; if the cap has a peak it must face forwards and have a soft peak and must not contain metal or plastic parts. Eyeglasses are permitted providing they are sport spectacles and are safe for the players themselves and for other players.
- 12.7 Casts – hard plaster casts are considered to pose a danger to both the wearer and other players and are not permitted on the field of play.
Exceptions – soft, lightweight casts will be permitted providing the cast does not present a danger to the individual or any other player.
- 12.7.1 Officials have the final say on the safety and inclusion of identified casts at the field.

13.0 Game Sheets/ Reporting

- 13.1 Official game sheets, as supplied by the League, must be completed by the teams.
 - 13.1.1 The game sheets shall consist of 3 copies, top copy to the referee (District Copy), 2nd copy is for the home team, 3rd copy is for the visiting team.
- 13.2 Only players listed on the game sheet may sit on the bench, are eligible to play, and all are deemed to have played. Players under suspension shall not be entered on the game sheet and will not be at player's bench.
 - 13.2.1 Players are not required to sign the game sheet.
 - 13.2.2 A team official(s) must sign all team sheets; the signature shall verify the eligibility of players on his/her team.
- 13.3 Completed game sheets must be turned over to the referee 15 minutes prior to the start of the game.
- 13.4 It is the responsibility of both coaches to assure that the game number, date, time, location, field conditions, referee names, player names and numbers, goal scorers and cards are correctly marked on the game sheets.
- 13.5 Teams using players on a Temporary Eligibility Permit or Trial Registration Permits must submit the authorized signed copy with the game sheet to the match official.
- 13.6 For each District League or cup match, the officials of both teams shall report the game results within forty-eight (48) hours of the game, on the League website.
- 13.7 For all U9-U12 games, team officials shall report on the league website as advised in the league handbook.
- 13.8 For all U13-U18 and senior games the following must be recorded accurately: the game score; the names of the players, goalkeeper and goal scorers and the details of any discipline cards awarded by the referee. Follow the link for complete [Online Reporting Instructions](#).
- 13.9 Game reports that have not been submitted within 14 days of the conclusion of the match may have the points for the game in question withheld from the negligent team(s) and a fine prior to reinstatement of the result.
- 13.10 The league retains the right to complete outstanding online game reports based on match official games sheets.

14.0 Match Officials

14.1 Game Official fees are as per Appendix B.

14.1.1 All youth home clubs are responsible for the payment of game officials either at the game or by a payment schedule as established by the Youth team’s club policy.

14.1.2 At all open games the teams shall split the referee fees for each game.

14.1.3 Fees are to be paid to game officials before the beginning of the game.

14.2 In the case of Match Official no shows, the match official is obligated to return fees for the vacant position to the open teams. If a match official does not repay this fee, open teams may file a report with the league and the match official will be disciplined by SWRSA.

14.3 Referee fees based on game not being completed in full:

Scenario	Fee Paid	By Whom
Postponement of a game before Kick-Off due to inclement weather	Half-Fee	Youth Game- Home Club Open Game- Split between teams
Postponement as the field, in the referee’s discretion, is unplayable	Half-Fee	Home Team
Default - A team has less than the minimum number of players required to start the game	Half-Fee	Defaulting Team
Default with Notice – 48 Hours’ Notice Provided	No Fee	
Default with Notice – Less than 24 hours’ Notice Provided	Half Fee	League
Default with Notice – Less than 4 hours’ Notice	Half-Fee + mileage if incurred	League (Mileage paid at \$0.25 once Team No Show claim form is submitted)
No-Show – One or both teams do not show up	Half-Fee+ Mileage	League (Mileage paid at \$0.25 once Team No Show claim form is submitted)

14.3.1 The half game fee noted above shall be paid only if
 a) The referee collects and completes the game sheet(s) and provides a short written report explaining why the game did not start;

- b) The appointed referee and assistant referees, who were present at the field, shall include their names, Ontario Soccer Registrant Number and signature(s) in the space provided on the game sheet(s);
- c) Hand a fully completed and signed copy of the game sheets to the coach/manager of the team(s) that is/are present.

14.3.2 In the event that both teams do not show, the league shall pay the game officials half the game fees, provided the game officials reports and request such fees within 5 days of such game.

- 14.4 The League or its designate will assign registered officials to games via Ref Centre. When the League is requested or required to assign officials for a youth game (other than a Cup game), the home club will be assessed a fee as per Appendix B.
- 14.5 Referees shall be assigned to all age groups. Assistant Referees shall be assigned to all age groups except U8, U9, and U10. All clubs that use un-carded referees will be liable to further discipline by the Executive Committee (Except in the case of a referee no show).
- 14.6 Referees must meet the following requirements:
- a) Ontario Soccer D1 referees shall be allowed to officiate any U9 or U10 game.
 - b) Ontario Soccer D4 referees or better shall be required for U11, U12, U13, U14, or U15 games.
 - c) Ontario Soccer D6 referees or better shall be required for U16, U17, U18, or open games.
- 14.6.1 D1 through D5 referees (under 18 years old) may only take part in games in which the team age classification of the teams involved in the game are a minimum 2 years younger than the official.
- 14.6.2 A first year D4, D5, or D6 referee may not be appointed as a Match Official to a game involving Competitive teams where their new grade is the minimum requirement, but may be appointed as an Assistant Referee. (as per [Ontario Soccer Referee Operational Procedure](#))
- 14.6.3 All Assistant Referees must be a D4 or better.
- 14.7 Officiating complaints will only be acknowledged if received in writing by the league administrator. Complaints will be reviewed by the Board and may suspend the official from refereeing further games in district league.
- 14.8 The game official is responsible for providing the teams a copy of completed game sheets within 15 minutes of the end of the game. All game officials must print and sign all game sheets with their name.

14.9 In the event that the appointed game official is not in attendance within fifteen (15) minutes after a scheduled kick-off the referee no-show must be reported to the League using the appropriate form.

14.9.1 For Grass Roots games, the two teams MUST agree on an alternate game official or person and proceed with the game. Failure to proceed with the game will result in the game being removed from the schedule

14.9.2 For competitive, recreational, and open divisions the two teams may agree on an alternate game official and proceed with the game. If the two teams are not in agreement the game will be rescheduled as per Rule 8.4.

14.10 The game official must submit completed game sheets accompanied by any Disciplinary Reports, Trial Registration Permits or Temporary Eligibility Permits to the District office within forty-eight (48) hours of the final whistle

14.11 Lightning/Severe Weather Policy

The continuance of the game is at the referee's discretion. Ontario Soccer has a Weather Policy in place that should be followed in such conditions. The Policy mirrors the "30-30 Rule" as directed by Environment Canada. The "30-30 Rule" should be known and understood by all involved in the game. When you see lightning, count until the time you hear thunder. If this time is thirty (30) seconds or less, seek proper shelter. Wait thirty (30) minutes or more after hearing the last thunder before leaving the shelter. If you cannot see the lightning, just hearing the thunder is a good back-up rule.

14.12 Heat Advisory Policy

In the event of a heat advisory (as issued by Environment Canada) it is MANDATORY for match officials to provide water breaks as follows:

1. At the midway point of each half.
2. Provide a 60 second break.
3. Game clock is stopped during mandated water breaks.

This is MANDATORY for player safety and cannot be ignored. If a heat advisory has not been issued and team officials are seeking water breaks, the request to the match official should occur prior to the game. These water breaks will be permitted at the discretion of the referee.

The safety of players, coaches, management and spectators is the primary concern in any weather event that occurs during all matches sanctioned by SWRSA. The Match Official has the final say over delaying or restarting a match due to weather. Waiting to stop play or not waiting to start play may result in a serious injury or loss of life. Match Officials are expected to act responsibly when dealing with such events during matches they are controlling.

14.14 Match Official Travel Expenses (Open Divisions Only)

Depending on distance traveled a Game Crew may be entitled to claim a travel expense through the league. SWRSA has been split into four zones for the purpose of identifying applicable set travel expenses.

Follow the link for details including the identification of zones, eligibility, and the preset amounts of the [Match Official Travel Expenses](#).

15.0 League Standings

- 15.1 The League champion shall be the team that accumulates the greatest number of points in all games provided for by the League schedule of that age group.
- 15.1.1 No points will be awarded for age divisions up to and including the U12 age group. There are no statistics or standings kept for these age groups and no League champion.
- 15.1.2 For U13 and older, points will be awarded based on the formula of three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.
- 15.2 If the League, for any reason, awards points for an un-played, postponed, or defaulted game, the team deemed to be the winner shall receive three (3) points for a win and the score shall be recorded as 3 to 0.
- 15.3 In the event that more than one (1) team is tied for first place at the end of the regular schedule the following criteria will be used in order to determine the League Champion:
1. Head to Head Record
 2. Head to Head Goal Differential
- 15.3.1 If still tied a head to head play-off game will be scheduled by the league administrator at a neutral field. Field and Match Official costs will be split equally between the teams and paid at the time of the game.
- 15.3.2 If more than two teams are tied at this point: 3 teams will be round robin, 4 teams a single knockout, with the two winners playing off against each other.
- 15.4 If teams are tied for the same position in any part of final standings except for first place, the results between the teams will be determined by:
1. Head to Head Results
 2. Goal difference – League standings
 3. Most Wins
 4. Least goals against – League standings

16.0 Promotion / Relegation

- 16.1 Youth Competitive division teams from the District League may be eligible for promotion into the Regional League (WRSL), and some Regional League teams may be relegated to the Competitive division at the District level. Promotion/Relegation Rules will be developed with the Regional League (WRSL) respecting the Ontario Soccer guidelines.
- 16.2 Winners of the Recreational Divisions in the District League will be promoted to the Districts Competitive division.
- 16.3 In open divisions the top team of each division is eligible for promotion and lowest team is subject to relegation.
- 16.4 An open division team may request to be placed in a lower level for the following year, subject to the approval of the League. Such request must be received by the registration deadline of such year.
 - 16.4.1 If a team is moved to a lower level the League may promote an additional top team to keep the levels in balance.
- 16.5 Team placement within a division is subject to league registration numbers and division offerings.

17.0 Cup Competitions

- 17.1 To be eligible to play in a cup game scheduled after June 30th, a player must have played a minimum of three regular season games with the team.
- 17.2 Only players properly registered to the team (Ontario Soccer rosters) may play in the youth cup, open cup – call ups are not permitted.
- 17.2.1 A player may only play for one team in the competition.
- 17.3 A draw will be made at the start of the season to determine the schedule.
- 17.3.1 No changes will be made to schedule without League approval.
- 17.3.2 The League Administrator or Director may make changes in venue as the need arises.
- 17.4 Game Official fees are to be handled by the event host as per the league fee schedule. Events host must submit the referee expense template to the league for reimbursement and re-distribution to participating clubs.
- 17.5 All game reports shall be submitted to the league within 48 hours of event conclusion.
- 17.6 Host clubs must submit referee expenses within 7 days of the competition date.
- 17.7 All games shall have registered officials as required for their level of play. If 3 officials are required and less than (2) two officials are present, the game shall proceed only if both coaches agree. If not a rescheduled game shall occur within (7) days.
- 17.8 If a game is tied at the end of regulation the winner shall be determine by kicks from the penalty mark as per FIFA rules.
- 17.9 Youth Cup:
- 17.9.1 Each youth team registered in the League prior to the Kick-Off Meeting will participate in the District Cup competition. Competitive and Recreational teams shall only compete amongst their own level of competition.
- 17.9.2 Cup games will be single game knock out format
- 17.9.3 Youth Cup games will be played on Saturdays or Sundays between 10:00AM and 7:00PM unless otherwise arranged by the league.

17.9.4 Youth Clubs may be required to host Preliminary Rounds for divisions in which they have a team registered.

17.10 Open Cup:

17.10.1 Each open team registered in the League prior to the Kick-Off Meeting will participate in the District Cup competition. Competitive and Recreational teams shall only compete amongst their own level of competition.

17.10.2 Open teams may opt out of the cup competition prior to the registration deadline for the current year.

17.10.3 Open cup format and fees will be determined annually at the discretion of the district league and published prior to the registration deadline.

18.0 Indoor Competitions

- 18.1 SWRSA will monitor the need for indoor soccer expansion in the District and operate such divisions if viable.

19.0 Discipline

- 19.1 All discipline will be handled by the district in accordance with Ontario Soccer Procedures under [SWRSA's Discipline System](#).
- 19.2 Discipline handled under league rules will be addressed under Appendix C.

20.0 Protests / Appeals

- 20.1 A team official must inform the referee if the game is “being played under protest” and they will record this on the game sheet prior to the beginning of the game. The game shall be played. A team refusing to play will be subject to disciplinary action.
- 20.2 Notice of “intention to protest” must be sent in to the SWDSL office via email (league@swrsa.ca) within 24 hours of the completion of the game.
- 20.3 A copy of the protest must be sent by registered mail to the opposing team’s Club and a copy of the receipt of such registered mail must be included in the protest copy sent to the League office. This must be postmarked within three (3) business days of game completion.
- 20.4 Protests must be accompanied by a protest fee of \$200 in the form of a cash or cheque. If the protest is upheld, the protest fee will be refunded. An administration fee of \$50 will be charged for each case regardless of the outcome.
- 20.5 ONLY correctly submitted protests will be heard by the Discipline Committee.
- 20.6 No protests pertaining to the decision of a match official will be heard.
- 20.7 No protests pertaining to fields, conditions, equipment, jersey colours or other appurtenances of the game will be heard.
- 20.8 Appeals against decisions made by a District League shall be submitted, in writing, to the District and a copy of the letter of appeal shall be sent to the League.
- 20.9 The letter of appeal shall be accompanied by the correct fee, in the form of a cheque or cash, along with a copy of the decision being appealed and a completed [Appeal to South-West Regional Soccer Association Form](#).

21.0 Other Provisions

- 21.1 Any matter not covered by the SWRSA Constitution and/or Rules and Regulations, shall be governed by the provisions of the Ontario Soccer Published Policies.
- 21.2 Notification of complaints; infractions; requests to the Board and other matters requiring attention from the League Director will only be considered if submitted by the Executive of a member club. Such requests from coaches, team managers, parents etc., will be referred back to the appropriate member club.



APPENDIX A: District League Game Duration and Playing Nights

Grassroots Divisions	Half Length (mins)	Playing Day / Night	Alternate Day / Night
BU9	25	Saturday	Wednesday
GU9	25	Saturday	Tuesday
BU10	25	Tuesday	Thursday
GU10	25	Wednesday	Monday
BU11	35	Wednesday	Saturday
GU11	35	Tuesday	Saturday
BU12	35	Thursday	Tuesday
GU12	35	Monday	Wednesday

Competitive Division	Half Length (mins)	Playing Day / Night	Alternate Day / Night
U13	40	Wednesday	Monday
U14	40	Thursday	Tuesday
U15	45	Wednesday	Monday
U16	45	Thursday	Tuesday
U17	45	Tuesday	Thursday
U18	45	Monday	Wednesday

Recreational Division	Half Length (mins)	Playing Day / Night	Alternate Day / Night
U14	40	Tuesday	Thursday
U16	45	Monday	Wednesday
U18	45	Tuesday	Thursday

Division	Half Length (mins)	Playing Day / Night	Alternate Day / Night
U21 Competitive	45	Friday	Sunday
Open Recreational	45	Sunday	Wednesday
Open Competitive - Women	45	Sunday	Wednesday



APPENDIX B: 2016-17 DISTRICT LEAGUE FEE SCHEDULE

OUTDOOR REGISTRATION FEES – 2017 SEASON	
U8 (First squad per gender)	\$ 150.00
U8 (Per each additional squad)	\$ 100.00
U9 – U12 (per Game Day Roster)	\$ 300.00
U13 – U18 (per Team)(Rec or Comp)	\$ 350.00
U21 Competitive (per Team)	\$ 350.00
Open Age (per Team) (Rec or Comp)	\$ 350.00
Bond - Youth Club	\$ 300.00
Bond – Senior Team	\$ 200.00
Late Team Registration	\$ 100.00

INDOOR REGISTRATION FEES – 2016 – 17 SEASON	
U9 – U12 (per game day roster)	N/A
U13 – U18 (per team)	N/A
Open Age (per team)	N/A

GAME OFFICIAL FEES	Referee	Assistant Referee
U9	\$ 20.00	N/A
U10	\$25.00	N/A
U11 – U12	\$ 30.00	\$ 20.00
U13 – U14	\$ 40.00	\$ 25.00
U15 – U16	\$ 45.00	\$ 30.00
U17 – U18	\$ 50.00	\$ 30.00
Open Age	\$ 55.00	\$ 35.00
Senior Competitive	\$65.00	\$35.00
GAME OFFICIAL Scheduling		
League scheduling game officials to a Youth Game	\$5.00 Per Game	

DISCIPLINE FEES	
Protest Submission	\$ 200.00
For a breakdown of League Discipline Fee Structure please refer to APPENDIX C	APPENDIX C



APPENDIX C: 2017 DISTRICT LEAGUE DISCIPLINE STRUCTURE

#	DESCRIPTION	FEE
1	Withdrawing a team after the registration deadline but prior to March 1 st	Team Fee
2	Withdrawing a team between March 1st and April 15 th	Team Fee, Bond, + \$300
3	Withdrawing a team after April 15 th	Team Fee, Bond, +\$1000
4	Teams not registered to play in their own age level	\$ 100.00
5	Dressing players not properly registered with the Ontario Soccer	\$ 100.00
6	Non-Grassroots teams interchanging players	\$ 200.00
8	More than 4 team officials on bench	\$ 50.00
9	Unauthorized (not validated) Team Official on bench	\$100.00
10	Team officials smoking while coaching	\$ 100.00
11	Reporting game report late on League website	\$ 50.00
12	Failing to submit online report within 14 days	\$ 100.00
13	Teams not playing game in primary team colour	\$ 50.00
14	Failing to use League official game sheets	\$ 50.00
15	Team official failing to sign game sheets	\$ 50.00
16	Team failing to complete all game sheet sections	\$ 50.00
17	Team not submitting temporary or trial permits	\$ 100.00
18	Home club failing to provide required game provisions	\$ 50.00
19	Open team failing to pay game officials	\$ 100.00
20	Youth club failing to assign required game officials	\$ 50.00
21	Youth club assigning unregistered game officials	\$ 50.00
22	Postponing game without League approval	\$ 100.00
23	Reschedule Request received within 14 days of original	\$ 50.00
24	Team Exceeds Reschedule Requests Limit of 3 games	\$50.00
25	Default with Notice (Less than 48 Hours' Notice)	\$150.00
26	Default with Notice (Less than 24 Hours' Notice)	\$200.00
27	No Show – Team does not show up for a game	\$200.00 + Opponent Expenses
28	Player playing in cup game not yet played in 3 League	\$ 100.00
29	Changing cup schedule without League approval	\$ 100.00
30	Team Accumulations: 4 dismissals; 8 cautions; or 10 discipline reports (Total through any form of league play)	\$ 50.00
31	Any club/team failing to comply with any other League policies or procedures not previously listed in Appendix C	Up to \$300