



***SOUTHWEST
SOCCER***

Southwest Soccer District League -Futsal Rules

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1. Categories and Divisions

- 1.1 Subject to Ontario Soccer Published Rules, the Southwest Soccer District League – Futsal is a District League of Southwest Soccer.
- 1.2 SWDSL Futsal is authorized to operate age divisions U9 and U10 for both genders for 2019-2020 season. SWDSL may combine age divisions to support meaningful competition.
- 1.3 Game days will be on Sundays between the hours of 8:00am to 6:00pm, with a 20 minutes a half set up.
- 1.4 All fines resulting from breaches of rules identified in these Futsal Rules, including those published in the SWDSL Fine Schedule shall be assessed against the Club.
- 1.5 All matters not included in these Rules and Regulations shall be dealt with in accordance with Ontario Soccer Published Rules.

2.0 League Registration

- 2.1 Membership is open to any properly constituted club in good standing as defined in SWRSA's Constitution. Club teams from other districts may apply but are subject to Southwest Soccer and ONTARIO SOCCER Policies.
- 2.2 All teams whose clubs are not members of Southwest Soccer require a signed playing out permission form from their district and a playing in form approved by Southwest Soccer.
- 2.3 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.
- 2.4 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.
- 2.5 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.
- 2.6 Ontario Recognized Academies (ORA) in good standing can apply to enter teams into the SWDSL-Futsal.

3.0 Player Identification

- 3.1 U9 and U10 futsal division participants will not need require player / team official id cards or books.
- 3.2 Squads must have a district validated list of all registered players within their player pool available at every game. If there are any player eligibility concerns the validated list will act as proof of a participant's registration.
- 3.3 Any Club/Team playing an unregistered or ineligible player will be subject to discipline. The team and its team staff will be liable for disciplinary action under League and Ontario Soccer policies which may include the imposition of fines and suspensions in accordance with Ontario Soccer Published Rules as well as any applicable fines as published in the SWDSL Fine Schedule.

4.0 Player Eligibility

4.1 Player Registration

The maximum game roster size for U9 and U10 squads is 12 players. No more than the outlined players may participate in any SWDSL futsal game.

Where it comes to the attention of the SWDSL, through any means, that one or more unregistered or ineligible players have allegedly participated in a game, the SWDSL may investigate and appropriate disciplinary action will be undertaken.

4.2 Guest Players/Temporary Eligibility/Trial Registration Permits

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

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

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

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

Definitions-

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

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

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

4.3.3 All Grassroots players Playing Up require district approval via the Fast Tracking Evaluation Forms.

4.3.4 All Southwest Soccer Grassroots Call up and Playing up limitations abide by the ONTARIO SOCCER Grassroots Procedures. Refer to the [Ontario Soccer Operational Procedures](#) (Section 7, Procedure 4.4) for details.

5. Coaches and Other Team Officials

- 5.1 “Team Official” shall mean coach, assistant coach, manager, or assistant manager who will be registered and carded by the District association. Only team officials signed on the game sheet are eligible to be on/at the team bench and are deemed to have coached.
- 5.2 All team head coaches and assistant coaches must comply with Coaching Certification Requirements including Respect in Soccer as identified in Ontario Soccer policy.
- 5.3 A maximum of four (4) carded team officials shall be permitted at the bench.
- 5.4 A club head coach may be on the bench as a 5th Team Official if recorded on the game sheet.
- 5.5 The League must be notified in writing of any change made in team officials during the season within (7) seven days of the change.
- 5.6 In all games no persons other than the players, team officials, match officials, and league conveners be allowed on the side of the field with the teams.

6. Responsibilities of Coaches and Team Officials

- 6.1 The Home Team shall designate the bench or technical areas for each of the Teams, which shall be on the same side of the pitch.
- 6.2 The game balls shall meet the requirements of Law 2 (The Ball) as stipulated in the FIFA Futsal Laws of the Game. (Game balls will be provided at each facility) U8: Size 3 U9 to Master: Size 4.
- 6.3 All Teams must register their regular team colours with the League on registration forms. Where the Referee decides that the colours of opposing teams conflict, the home team is required to change to an alternate jersey, providing that the visiting team's colours are as filed with the SWDSL and if not, the visiting Team shall change its shirts. Each goalkeeper's jersey colour must be different from that of both teams and the opposing goalkeeper. If at any point during the match a team decides to use a "power keeper" they must also be wearing a jersey or pinnie that is a different colour. It is the responsibility of the coach of the team that is required to change, to have alternate shirts available at each game.
- 6.4 All players on the same team, except the goalkeeper, shall wear shirts of the same colour, which must be numbered on the back. Numbers must be at least eight inches in height. No two players on the same team may wear the same number. Players' numbers must be recorded on the game sheet and may not be changed after the start of the game without the referee's permission.
- 6.5 Only players and Team Officials are permitted to sit on the Team bench or within the designated technical area. All substitute players and Team Officials shall confine themselves to their designated technical or bench area.
- 6.6 No Coach or Team Official may enter the field of play at any time without the prior approval of the Match Official.
- 6.7 No Coach or Team Official has the right to withdraw their Team or any of their players from the field of play without the prior approval of the Referee, except in accordance with the Substitution Procedure of Law 3 of the FIFA Futsal Laws of the Game.
- 6.8 Each Team shall ensure that its spectators remain in the designated spectator seating of the gym facility side of the pitch opposite from the side where the players and team staff are located.
- 6.9 Clubs and Team Officials are fully responsible, at all times, for the conduct of their players, other team staff and spectators in the vicinity of the pitch which includes the building and parking areas.

- 6.10 A player, Coach or other Team Official who tries or does impede, harass or otherwise intimidate a game official or opposing Team Officials, shall be subject to disciplinary action. Published Rules, as well as any applicable League fines and bonds as published in the SWDSL Fine Schedule.
- 6.11 Suspended Team Officials may not be present at or in the vicinity of the pitch for any SWDSL game throughout the period of his/her suspension. Failure to comply with this rule shall result in further disciplinary action and fines as per published rules.
- 6.12 Safety or protective equipment may be worn after inspection by the Referee and only if the Match Official deems that the wearing of such equipment will not constitute a danger.
- 6.13 All teams must have a First Aid Kit on their bench at every game.

7. Schedules

- 7.1 Clubs shall receive notice of the season start and end dates a minimum of one week prior to the season start date.
- 7.2 Games will be scheduled for Sundays between 8:00am to 6:00pm.
Teams may not adjust the schedule, change dates or start times.
- 7.3 Games cancelled due to weather conditions and school closures will not be rescheduled.

8. Game Start Times and Abandoned Games

- 8.1 Teams are required to present themselves at the game pitch at least 15 minutes before the scheduled kick-off time. The time clock begins at the scheduled time.
- 8.2 Any team that fails to present itself at the game pitch within 10 minutes after the scheduled kickoff time or fails to field the minimum three (3) players, within 10 minutes after the scheduled kick-off time shall be considered to have forfeited the game. The team that forfeited will be subject to a fine and costs as published in SWDSL fine schedule.
- 8.3 If both Teams fail to appear for a scheduled game, both teams will be fined.
- 8.4 If in the opinion of the Match Official abandons due to unplayable pitch conditions, power failure, or some other unforeseen circumstance, the game shall be deemed as complete.
- 8.5 If a Match Official decides to abandon a game at any time due to the actions of players, officials or Spectators/supporters of a Team, the said Team shall face disciplinary action.
- 8.6 If a game is abandoned by the Match Official at any time because a team is unable to field the minimum number of players, the said Team shall be deemed to have forfeited the game. The Club may also be assessed any applicable fines as published in the SWDSL Fine Schedule.

9.0 Game Sheets/ Reporting

- 9.1 Official game sheets, must be completed by all teams for every game.
 - 9.1.1 The game sheets shall consist of 3 printed copies, and the template can be found on the league website.
- 9.2 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.
 - 9.2.1 Players are not required to sign the game sheet.
 - 9.2.2 A team official(s) must sign all team sheets; the signature shall verify the eligibility of players on his/her team.
- 9.3 Completed game sheets must be turned over to the referee 15 minutes prior to the start of the game.
- 9.4 It is the responsibility of both coaches to assure that the game number, date, time, referee names, player names and numbers, goal scorers and cards are correctly marked on the game sheets.
- 9.5 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.
- 9.6 The names of all players and Team Staff complete with the Ontario Soccer registration numbers of all individuals participating in a game must be on the official game sheet.
- 9.7 The maximum game roster size is 12. Only the maximum number of players are allowed on the game sheet and are eligible to play in SWDSL Futsal games. Only four (4) Team Officials may be listed on the game sheet, and one Team Official must sign the Team's Game sheet; the signature shall certify the eligibility of all players and officials whose names appear on the game sheet, to participate in that game. The names of players and Team Officials not present at the game should be crossed out on the game sheet. All players, and team officials whose names appear on the game sheet and are not crossed out, shall be deemed to have played, or participated in the game.
- 9.8 The completed game sheet will be retained by the Match Official or League Convener.

10.0 Discipline

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

11.0 Protests / Appeals

- 11.1 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.
- 11.2 Notice of “intention to protest” must be sent in to Southwest Soccer office via email (league@swrsa.ca) within 24 hours of the completion of the game.
- 11.3 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.
- 11.4 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.
- 11.5 ONLY correctly submitted protests will be heard by the Discipline Committee.
- 11.6 No protests pertaining to the decision of a match official will be heard.
- 11.7 No protests pertaining to fields, conditions, equipment, jersey colours or other appurtenances of the game will be heard.
- 11.8 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.
- 11.9 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 Southwest Soccer Form.

12. General Rules

12.1.1 There are 4 field players and a Goal Keeper (GK)

12.1.2 GK can only handle the ball (by feet or hands) for 4 seconds in their own half. If they are in opponents half, they have no time-handling restrictions.

12.1.3 Youth Divisions:

U8-U12: 2x20 minute halves (running clock) for league play.

12.1.4 One 1 minute time out per half per team.

12.1.5 12.1.5 If the period has ended (half time or full time) and a free kick, corner kick, or kick-in was previously awarded, the period ends and the team is not allowed to take the kick. The only exceptions to this area Penalty Kick (6m) or a direct free kick starting with the 6th or more accumulated foul. Only in both these instances is the period extended to allow the kicks to take place.

12.2 Substitutions

12.2.1 Free substitutions are made “on the fly”.

12.2.2 All substitute players must wear a pinnie when on their team bench

12.2.3 Player can only enter or leave the game in the substitution areas marked by their respective benches, and a player may only enter a game after the player they are replacing has left the field and the pinnie has been handed off. Failure to do so results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped to caution the player.

12.3 Kick off

12.3.1 Opposing players must be outside the center circle (3m) until ball is in play.

12.3.2 At a Kickoff, the ball must be kicked forward.

12.4 Ball Out of Play Kick-in:

12.4.1 A ball kicked out over the touch line (side line) by one team becomes the other team’s ball.

12.4.2 The team kicking in has 4 seconds to get the ball back in play or it becomes opponent’s kick in.

12.4.3 Defense must give 5 meter distance.

12.4.4 The referee will give a visual count with his hand.

12.4.5 The ball is placed on the touch line, or no more than 25cm outside the touch line.

12.4.6 The non-kicking foot must be on, or behind the touchline. If the players non-kicking foot is fully the pitch, the kick-in is awarded to the opposing team.

12.4.7 If at a kick-in, the ball is kicked directly outside the pitch (i.e. The ball does not touch, cross, or enter the pitch/touchline), a kick-in is awarded to the opposing team.

12.4.8 Goals cannot be scored from kick-ins unless it makes contact with another player before it crosses the goal line.

12.4.9 If the ball hits the ceiling, a kick in is taken at the closest point on the nearest touchline, running parallel to the goal line.

12.5 Goal Clearance

- When the attacking team puts the ball over the goal line (end line), the other team gets the ball for a goal clearance.
- The goalkeeper must throw the ball directly outside his own penalty area within 4 seconds of retrieving it and put it back into play by throwing it. This is up to the referee's discretion as to when the count starts.
- The throw must leave the penalty area before it is in play.
- Opposing team must stay out of penalty area during a goal clearance.
- If opposing players touches ball before it leaves penalty area, GK retakes the throw. The 4 second count is reset and the offending play must be cautioned at the referee's discretion.
- Once the GK plays the ball into play he cannot touch the ball again until the opponent touches the ball or it goes out of play

12.6 Corner Kick

- Ball must be on, or in the corner arc
- Kick is taken from the corner closest to where the ball left the pitch
- Opponents must give 5 meter distance from the corner arc
- If the player taking the corner kick fails to put the ball into play within 4 Seconds, a goal clearance is awarded to the opposing team
- If a corner kick is not placed properly, or for any other infringement, the corner Kick is retaken

12.7 Fouls and Misconduct

12.7.1 Indirect Free Kick Offences:

- *An indirect free kick is awarded to the opposing team if a goalkeeper commits any of the following*

12.7.2 Four offences:

- The GK touches or controls the ball with his hands after it has been deliberately passed to him by a teammate.
- The GK touches or controls the ball with his hands after he has received it directly from a kick-in taken by a teammate.
- Controls the ball with his hands or feet in his own half of the court for more than four seconds
- After playing the ball, he touches it again in his own half of the court after it has been deliberately played to him by a team-mate without an opponent playing or touching it (See Rule 22h)

12.7.3 *An indirect free kick is also awarded to the opposing team is, in the opinion of the referee, if a player:*

- Plays in a dangerous manner.
- Impedes the progress of an opponent
- A player prevents the goalkeeper from releasing the ball from his hands.
- Commits against a team-mate, any of the offences penalized by a direct free kick
- Commits any other offense, not previously mentioned above for which play is stopped to caution or dismiss a player.
- The indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred. All opponents must be 5 meters from the ball to set up a wall, and ball is in play after it has been touched. If the kicking team

takes more time than 4 seconds to play the ball, an indirect free kick is awarded to the opposing team.

12.8 Direct Free Kick Offences:

- Kicking or attempting to kick an opponent.
- Tripping an opponent.
- Jumping at an opponent.
- Charges an opponent.
- Strikes or attempts to strike an opponent.
- Pushing an opponent.
- Tackles an opponent in a careless, reckless, or excessive force manner.
- Holding an opponent.
- Spits at an opponent.
- Handles the ball deliberately (except for the goalkeeper in his own penalty area).

12.9 6th Accumulated Foul:

- Accumulated fouls are those sanctioned by a direct free kick
- Upon a team's 6th accumulated foul in each half, the defending team cannot build a wall to block the kick
- If a 6th accumulated foul is committed within a team's own defending 3rd (from the 10m mark to their own goal line) and outside their own penalty area, the opposing team decides whether to take it from the 2nd penalty mark (10m mark) or from where the infringement occurred. In either case, the defending team is not allowed to set up a wall
- The player taking the kick must be clearly identified and the player taking the kick must make an attempt at the goal

12.10 Slide Tackling:

- Slide tackling is NOT a major foul in Futsal. It is considered a part of the game and does not go against anything written in Law 12.
- Slide tackles must be performed in a safe and fair manner. Any sliding tackle that is, in the opinion of the referees, done in a dangerous manner will be punished with an Indirect Free Kick awarded to the opposing team. An accumulated foul will not be added.

12.11 Cautionable Offenses: (Yellow Card)

- Is guilty of unsporting conduct.
- Shows dissent by word or action.

- Persistently infringes the Laws of the Game.
- Delays the restart of play.
- Fails to respect the required distance when play is restarted with a corner kick or free kick (including kick-ins and direct/indirect restarts. As the outdoor game has an unwritten rule to stand close to the ball to prevent a restart. This will not be allowed as futsal is designed for speed of play. This is an automatic yellow card).
- Enters or re-enters the playing court without the referee's permission.
- Deliberately leaves the playing court without the referee's permission.
- Player/Substitute leaves/enters the pitch in contravention of the substitution procedure (Law 3) Peel Halton District League - Futsal Page 12 21. Sending-off Offenses: (Red Card)
- Is guilty of serious foul play.
- Is guilty of violent conduct.
- Spits an opponent or any other person.
- Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball.
- Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick.
- A player is sent off and shown the red card if he commits any of the following offenses.
- Uses offensive, insulting or abusive language.
- Receives a second caution in the same game.
- Substitutes are also sent off for Denying a goal or an obvious goal scoring opportunity (team plays short for 2 minutes, or if they are score against)

Upon receiving the red card the team that the player was on will play shorthanded for 2 minutes. The player is not allowed to re-enter the game. After 2 minutes another player is allowed as a substitute or if the team with the man-advantage scores before the 2 minutes.

12.12 Penalty Kick

- A penalty kick is awarded against a team, which commits any of the offenses for which a direct free kick is awarded inside its own penalty area while the ball is in play.
- There are two penalty marks. 6 meter and 10 meter
- The penalty kick is taken at the 6 meter mark for any foul occurring in the penalty area.
- Penalty kicks are taken from the 10 meter mark for accumulated fouls starting with the 6th foul.
- Additional time is allowed for a penalty kick or a free kick beginning with the 6th or more accumulated foul, to be taken at the end of each half or at the end of each period of extra time (Youth)

- Penalty kicks from the 6 meter mark the goalkeeper must be on the goal line, in between the goal posts and must face the pitch. The goalkeeper can move side to side or up and down.
- Penalty kicks from the 10 meter mark the goalkeeper can stand anywhere within his own penalty area and is allowed to be 5 meters from the ball and can move backwards or side to side.

12.13 Summary

- There is a 4 second limit on every restart. (except penalty kicks (6m) and kick off)
- Kick-in instead of throw in.
- Goals cannot be scored directly from kick-ins, kick off, goal clearance or indirect free kick.
- Kick offs first move forward.
- No goal kick but goal clearance (must be taken by the goal keeper who must roll/throw the ball with hands – cannot be kicked)
- After making a save, the goalkeeper cannot score a goal
- Goalkeeper can throw the ball anywhere on the court.
- Substitutions are made “on the fly” from within the team’s own substitution zone (player has to leave field and hand off the pinnie before substitute enters)
- Upon a team’s 6th accumulated foul in each half, the defending team cannot build a wall to block the kick.
- No offside rule.
- Games are 2 equal periods of:
Youth
U8-U12: 2x20 minutes (running clock) for league play
- Switching of benches between halves.
- Free kicks and corner kicks – opponents have to be at least 5 meters away from the ball. For kick-ins opponents have to be at least 5 meters away. Not adhering to the required distance is an automatic yellow card in Futsal.
- In a goal clearance players should be on the pitch and outside the penalty area of the team taking the goal clearance until the ball is in play.
- In a penalty kick all players other than the player taking the kick must be 5m from the ball.
- Flat indoor shoes only, no cleats or turf shoes of any kind.
- Referee’s decisions are final, please respect their decision.
- Fighting is not tolerated in result in the player’s immediate removal from the league and the Director will make a decision regarding the team.

13. Codes of Conduct

13.1.1 The Code of Conduct must be followed by all players, coaches, officials, and parents.

Failure to follow the code of conduct may result in the dismissal of the individual from the league and premises without refund.

13.2 Officials' Code of Conduct

13.2.1 Apply the Laws of the Game and competition rules fairly and consistently. Be honest and completely impartial at all times.

13.2.2 Never tolerate offensive, insulting or abusive language or behavior from players and officials.

13.2.3 Set a positive personal example by promoting good behavior and showing respect to everyone involved in the game.

13.2.4 Manage the game in a positive, calm and confident manner.

13.2.5 Deal with all instances of violence, aggression, unsporting behavior, foul play and other misconduct.

Do not accept an appointment for a match in which the perception of bias or conflict of interest may be seen.

13.3 Player's Code of Conduct

Always play fair and to the best of your ability.

Play by the rules.

Listen and follow the commands as directed by the referee.

Shake hands with the other team and referee at the end of the game.

Respect your teammates, the other team, referees, coaches, and parents.

Wear the appropriate required equipment.

13.4 Coach's Code of Conduct

Promote Fair Play and high standards of behavior.

Adhere to the laws and spirit of the game and always respect the officials' decisions.

Respect officials, opposition players, coaches and parents.

Never enter the field of play without the referee's permission.

Never engage in public criticism of the match officials.

Never engage in, or tolerate from your players, offensive, insulting or abusive language or behavior.

Safety for player, coaches, parents and officials are a top priority.

13.5 Parent's Code of Conduct

Respect member, players, parents, referees and coaches.

Always respect the match official's decision.

Remember that children play for fun.

Let the coach do their job and not confuse the players by coaching from the sideline.

Encourage the players to respect the opposition, referee, and match officials

14. Communications

- 14.1 The SWDSL shall use e-mail to the registered Club and team contacts. General notices may also be posted on the SWDSL website or via twitter and other social media for updates such as weather conditions and facility.

15. SWDSL FUTSAL FEES/FINES SCHEDULE

2019-2020 - ENTRY FEES

- 15.1 U9 to U10- \$600/team
- 15.2 Referee Fees are included in the entry fees.
- 15.3 Non-Southwest Soccer Members will be required to submit a Club Bond of \$500.00
- 15.4 The bond is payable to SWRSA by separate cheque along with the team registration fee.
- 15.5 At the end of each 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.

APPENDIX 2019 DISTRICT FUTSAL DISCIPLINE STRUCTURE

#	DESCRIPTION	FEE
1	Withdrawing a team after the registration deadline but prior to Nov 1st	Team Fee
2	Withdrawing a team between Nov 1 st and Nov 17 th	Team Fee, Bond, + \$300
3	Withdrawing a team anytime after first week of games	Team Fee, Bond, +\$1000
4	Teams not registered to play in their own age level	\$ 100.00
5	Dressing players not properly registered with Ontario Soccer	\$ 100.00
6	More than 4 team officials on bench	\$ 50.00
7	Unauthorized (not validated) Team Official on bench	\$100.00
8	Team officials smoking while coaching	\$ 100.00
9	Teams not playing game in primary team colour	\$ 50.00
10	Failing to use League official game sheets	\$ 50.00
11	Team official failing to sign game sheets	\$ 50.00
12	Team failing to complete all game sheet sections	\$ 50.00
13	Team not submitting temporary or trial permits	\$ 100.00
14	Youth club assigning unregistered game officials	\$ 50.00
15	Default with Notice (Less than 72 Hours' Notice)	\$200.00
16	Default with Notice (Less than 24 Hours' Notice)	\$250.00
17	No Show – Team does not show up for a game	\$250.00
18	Team Accumulations: 4 dismissals; 8 cautions; or 10 discipline reports (Total through any form of league play)	\$ 50.00
19	Any club/team failing to comply with any other League policies or procedures not previously listed in Appendix C	Up to \$300