



South Soccer League Rules and Regulations 2026

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.

Code of Conduct

Administrators, Executive Committee Members, League 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 the league staff and both the Hamilton Soccer Association (HSA) and Niagara Soccer Association (NSA) board of directors.
- 1.2. SSL staff are not authorized to change or modify league policies or wave or adjust administrative fines or disciplinary fines.
- 1.3. The HSA and NSA Board of Directors have the sole right to modify 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.
- 1.4. All regular schedules will be maintained on the SSL website (southsoccerleague.com). The website administrators will be responsible for the preparation of these schedules. The League Scheduler will review all schedules before they are finalized. Maps to all fields, a copy of the Rules and Regulations and all other needed information for all teams will also be available on the website. At the Annual Coaches Meeting, coaches will be made aware of major changes in the Rules and Regulations.
- 1.5. A waiver form, provided by the League, will be given to all teams, stating that the team officials have read and understand these Rules and Regulations, and that they agree to abide by them. The waiver is to be signed by the Team Staff and returned to the League Administrator, prior to May 15th of the current year.
- 1.6. Coaches should contact their Home Club with all concerns they may have regarding information posted on the website. If the concern is valid, the Club will contact the appropriate SSL official about the concern.
- 1.7. Only registered team officials may contact the SSL administrator regarding game issues.
- 1.8. CLUBS ARE RESPONSIBLE FOR THE CONDUCT OF THEIR TEAM OFFICIALS, PLAYERS AND SPECTATORS, ON AND OFF THE FIELD OF PLAY, DURING ALL GAMES.

2. League Fee

- 2.1. The annual League fee will be proposed by and adopted by the HSA and NSA Board of Directors
- 2.2. The 2026 team entry fee will be determined and communicated to HSA and NSA teams prior to the season.
- 2.3. The SSL reserves the right to add additional league fees for unforeseen incurred expenses.

3. Team Registration

- 3.1. All team registrations must be fully completed and received by March 1st of the current year, along with the team registration fee.
- 3.2. For clubs residing in the Niagara District, registration fees are to be mailed to NSA 94 Dunkirk Rd Unit 6, St. Catharines, ONT L2P 3H4
- 3.3. For clubs residing in the Hamilton District, registration fees are to be e-transferred to gm@hamiltonsoccer.net
- 3.4. If payment of all outstanding fees and fines is not made, the application may be rejected.
- 3.5. Acceptance of applications received after the April 15th deadline of the current year will be at the discretion of the Executive and will be subject to a \$100.00 late fee.
- 3.6. Any team withdrawing after March 31st of the current year will forfeit their team registration fee. Clubs must send official written notification to the League.
- 3.7. Any team withdrawing after the coaches meeting will forfeit their team registration fee and be assessed an additional penalty of \$250.00
- 3.8. Each team must register players as per the Rules and Regulations of Ontario Soccer (OS).
- 3.9. Players will be allowed to register with only one SSL team.
- 3.10. 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.
- 3.11. The player registration deadline for the League will be set for July 31st of the playing year. No registration or transfer of players will be permitted after the July 31st deadline.

4. Team Regulations

- 4.1. Youth Competitive players and Team Officials must be present with their photo on an OSCAR generated official team roster which has been approved by their District.
- 4.2. Each team may dress a maximum number of players as set forth by the Rules and Regulations of Ontario Soccer (OS).
- 4.3. IT IS MANDATORY upon request that all teams will provide a valid OS official team roster to the opposing team officials, a minimum of 15 minutes prior to kick-off of the game to avoid any delays. Players (except for house league call ups) not on an official team roster ARE NOT ELIGIBLE TO PLAY and cannot sit on the bench. Any team official not on the photo roster may not sit on the bench.
- 4.4. Team refusal or inability to show a photo roster will result in a game forfeit. The match official will allow a reasonable time delay for a team to produce a photo roster prior to any forfeit. The match official will mark the game sheet accordingly if rosters are checked.
- 4.5. If no photo roster is available for the 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 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.
- 4.6. Players arriving after the game starts, can only participate if they present a valid team photo roster to the opposing team officials. Players arriving after the start of a game will be allowed the opportunity to present their photo roster during any stoppage in play. Any delayed time will be added to the game time by the match official.
- 4.7. Teams from the same Club playing in the same division may not interchange players in the U14 to U18 age groups. Teams may call up players from teams within their own club or from a lower tier team

playing in the same age group as per the Niagara Soccer Rules and Ontario Soccer Rules and Regulations.

- 4.8. Blackout dates for teams will be assessed on a case-by-case basis.
- 4.9. For Ontario Cup entrants, re-scheduling considerations will be allowed.
- 4.10. Only High School OFSSA Finals tournament re-scheduling considerations will be allowed if five (5) or more youth competitive players registered to the same team are eligible to play. The day before and after shall only be part of the re-scheduling when traveling more than 100 kms from the respective District office to the OFSSA Finals tournament. Proof of participation will be required, and all decisions will be at the League's discretion.

5. Player Eligibility

- 5.1. The Executive reserves the right to investigate any question of player eligibility and deal with it in accordance with the League Rules and Regulations.
- 5.2. Protests regarding the eligibility of players will not be acknowledged if the team photo roster has not been checked.
- 5.3. Teams may dress a maximum of 20 registered players for a game. The 11-player format will be used for the youth competitive aged groups.
- 5.4. Teams must field at least 7 eligible players for a game. Subject to the match official's approval, teams will be allowed 15 minutes after the scheduled start of the game to field the minimum number of players. Failure to do so will result in the game being forfeited. A 3-0 result will be the officially recorded score.
- 5.5. In the event that neither team can field at least 7 eligible players, the game will be forfeit by both teams. No points will be awarded to either team.
- 5.6. Any team unable to field at least 7 eligible players for a game on 3 separate occasions may, at the discretion of the Executive, be suspended from further league play.
- 5.7. A "call up" is any player who is not registered on the OSA team roster.
- 5.8. Teams may call up a maximum of 5 (five) players per game, and an individual may only be called up a maximum of 7 (seven) times to any given team per season.
- 5.9. Eligible call-up players that come from outside their own Club's respective program, may play a maximum of three games, each game requires a valid Temporary Eligibility Permit (TEP) that must be obtained from the NSA, as per Ontario Soccer Published Rules. A player must present the TEP to the opposing team officials to participate in the game.
- 5.10. IModel players from a lower age group may be used as call-ups. Players registered in the OPDL are ineligible to play in this League.

6. Team Officials

- 6.1. All team officials must be registered with their District Association through their Club.
- 6.2. All team officials must have the appropriate coaching certifications as required according to the National Coaching Certificate Program/OS certification. This is to be reviewed annually and will follow the guidelines of the OS Requirements.

POSITION	CERTIFICATIONS REQUIRED
Head Coach	Coaching Certificate (Soccer for Life), Making Ethical Decisions, Respect In Sport, Making Headway, Rule of Two, Emergency Action Plan
Assistant Coach	Coaching Certificate (Soccer for Life), Making Ethical Decisions, Respect In Sport, Making Headway, Rule of Two, Emergency Action Plan
Manager	Respect in Sport, Making Headway
Assistant Manager	Respect in Sport, Making Headway

- 6.3. All certifications must be completed prior to the start of the season.
- 6.4. If anyone on the staff has Respect in Sport (RIS) from another organization such as hockey, they only need to put in their number from that course on the RIS for soccer. This is good for 5 years.
- 6.5. All team officials must be on their official team photo roster and have a copy available at all times. If the roster is not available, the official(s) name will not be entered on the game sheet, and the official(s) will not be allowed to sit on the player's bench.
- 6.6. A head coach may only be registered to one team per age group.
- 6.7. A minimum of one certified coach must be present on the bench for a game to be played.
- 6.8. A minimum of 1, and a maximum of 4 team officials, which are rostered to the team, are permitted to sit on the bench, all of whom must be entered onto the game sheet.
- 6.9. Team officials may be added to, or changed from, the team's application by notifying the League in writing. Each team must notify the League in writing within seven (7) days of any change in team officials, or team official information. (Email address, phone numbers etc.)
- 6.10. Team officials will coach within the technical area, which is one meter from either side of the bench and 1 meter from the touchline. Team officials are not permitted to walk up and down the sideline or obstruct the view of the assistant referee.
- 6.11. Team officials are not allowed on the playing field unless summoned by the game official.
- 6.12. Teams are responsible for the conduct of their players, officials and spectators on and off the field before, during and after a scheduled game by the League.

7. Match Officials

- 7.1. All match officials must be OS certified.
- 7.2. All match officials must be aware of the rules of the League.
- 7.3. All referees should be at least 2 years older than the division they are officiating.
- 7.4. All game officials will be appointed by the NSA or HAS designated game official appointer.
- 7.5. When possible, all games will have a referee and two assistant referees assigned to them, but games will still be played with one to three match officials. A game may begin at the Referee's discretion with no Assistant Referees.
- 7.6. If the appointed Referee does not show, the senior Assistant Referee will assume the duties of the Referee.
- 7.7. All Clubs will make every reasonable attempt to ensure that no match official is directly related to any game participant.
- 7.8. All match officials must sign all game sheets and enter all the scores into the E2E system. All Caution, Dismissal, and Special Incident Reports must be recorded into the E2E System, as well as the uploading of gamesheets by the referee into E2E within 48 hours of the game.
- 7.9. 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.
- 7.10. The Referee has the authority to take disciplinary action from the time they arrive at the facility until the time they leave the facility.
- 7.11. All match officials will be notified via the E2E match official scheduling package (RefCentre) about all game changes and cancellations.
- 7.12. Referee No-Shows must be recorded on the gamesheet and reported to the League. Referee No-Shows will be disciplined as per OS policy.

8. Match Official Payment Policy

- 8.1. Match official fees schedule as per Appendix "B"
- 8.2. When a game is cancelled after the match officials have arrived, the match officials will be paid half of the published game fee by the home team. If the home team does not show up, then the

match official must contact their district for payment. The League does require the match official to complete the game sheets and include a reason why the game was cancelled.

- 8.3. 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.
- 8.4. If the match officials are notified 2 hours prior to the scheduled kick off time, the game officials will not be paid for the game.
- 8.5. If the game officials are notified less than 2 hours prior to the scheduled kick off time, the game officials will be paid half of the published fee.
- 8.6. If a game is called after having started the game, the game officials are to be paid in full.

9. Laws of the Game

- 9.1. All games will follow the current version of the IFAB Laws of the Game.

10. Game Sheets

- 10.1. Electronic game sheets must be provided for all age groups and be given to the match official prior to the start of any game. Failure to do so will result in all players ruled ineligible, the game will be forfeited, and the opposing team will win the game and be awarded the points. The score will be recorded 3-0.
- 10.2. Teams will supply the match official with three (3) copies of a completed E2E system-generated game sheet a minimum of 15 minutes prior to the start of the game. A hand-written game sheet may be used in certain cases when the E2E system-generated version is not available at game time. However, the E2E system-generated version must have been completed online prior to the game start and be available to the referee to allow game notes to be recorded. The match official will not commence the game without receiving all completed game sheets.
- 10.3. All officials' names and their OS registration numbers are to be recorded on the game sheet. No one shall be allowed on the player bench without being in possession of a team photo roster and being listed on the game sheet.
- 10.4. All team officials listed on the game sheet must sign the game sheet and will be deemed to have sat on the bench. Failure of team officials to sign the game sheet will result in an incomplete game sheet and will be subject to the applicable fine.
- 10.5. Team officials are only allowed to list themselves on the game sheet in the role (coach, manager) that they are registered for in the Ontario Soccer designated registration system. Teams will incur a \$250.00 fine for any ineligible coaches on the game sheet or bench during a game.
- 10.6. ALL PLAYERS must be listed on the game sheet to be eligible to play.
- 10.7. All players, team officials and call ups must have valid OS registration numbers on the roster listed beside their name. If not listed on the roster, they are not allowed on the team bench.
- 10.8. Player information must include the following:
- Player name
 - Player jersey number (every player must have an individual, distinct number).
 - OS registration number

Players Date of Birth

- 10.9. All players listed on the game sheet will be deemed to have played. (Players may be removed from the game sheet by stroking through the players' name and OS registration number, prior to the start of the game. Players arriving after the start of the game are to be added to the game sheet. The player cannot enter the field of play until the match official has been notified of their arrival, and they have presented their Photo Roster to the opposing coach.
- 10.10. All call up players shall be clearly identified on the game sheets through the league approval system.
- 10.11. Players under suspension shall not be entered on the game sheet and are not allowed to sit on the bench.
- 10.12. Teams found to have more than 20 players on the game sheet will forfeit the game to the opposing team by a score of 3-0. Disciplinary action will follow.
- 10.13. At the end of the game, the match official will complete the game sheets. The match official will provide the home team with one copy of each game sheet, the Away team with one copy of each game sheet and will keep the remaining game sheets for online reporting. After the online reporting is completed, the match official will be required to keep the game sheets in their possession until the end of the season.

11. Home Club & Team Responsibilities

- 11.1. Home clubs will be responsible for the provision of the following. Failure to do so will result in the home team being fined. The game official will note all inadequate field equipment on the game sheet.
 - a) Field markings (as per FIFA Rules)
 - b) Appropriately sized goals and nets (as per OS guidelines)
 - c) Corner flags – minimum of 5 feet in height
 - d) Two (2) size 5 game balls
 - e) Field lights (when required)
- 11.2. For Niagara assigned referees, for games taking place at the home fields of NSA Clubs, the home team is responsible for the payment of game officials. Payment must be made in cash and in suitable denominations at least 15 minutes prior to the start of the game and given to the match official(s). Referees will not commence the game until payment is received. Games that are not started due to failure to pay the appropriate fees will be considered abandoned. Forfeiture and fine disciplinary actions will follow.
- 11.3. For Hamilton district assigned referees, for games taking place at the home fields of HDSA clubs, the district will remit payment to the referees directly. There are to be NO cash payments at the field for games held in the Hamilton district.
- 11.4. Home teams will report all match official no-shows to the League within 24 hours.

12. Uniforms

- 12.1. All players shall wear regulation soccer equipment (including shin guards) as outlined by FIFA and OS Rules.
- 12.2. All teams must play all their games in their registered team colours.
- 12.3. 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 game sheet. All numbers must be

legible. Players wearing the same numbered jersey shall be considered ineligible, and subject to the appropriate fines and penalties.

- 12.4. The HOME team shall change to their alternate colours if, in the opinion of the match official, the colours are similar.
- 12.5. If the HOME team is unable to provide an alternate strip, then the visiting team will be consulted to determine if they can provide an alternate strip. The HOME team will be subject to the appropriate fine. If neither team can provide an alternate strip and the referee determines the game cannot be played, the game will be rescheduled with the home team providing a field and game date within 14 days of the originally scheduled game date, subject to any final week contingencies. The administrator and scheduler will be advised of the proposed rescheduled date. Failure of the Home Team to provide a date and field will be subject to fine.
- 12.6. Goalkeepers' uniforms must be distinguishable from that of the game officials and all out-field players including the opposing goalkeeper.
- 12.7. Players shall not wear anything that endangers themselves or other players at the referee's discretion.
- 12.8. 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 match official 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.
- 12.9. Sports hijabs/headscarves are permitted. The color must be black or match the main colour of the team uniform.
- 12.10. Undershorts/tights must be the same colour as the main colour of the shorts or the lowest part of the shorts and players of the same team must wear the same colour.
- 12.11. Players asked to leave the field for equipment reasons may not re-enter until the Referee is satisfied that the equipment is permissible.
- 12.12. A player can return during play after changing/correcting equipment, once equipment has been checked (by referee or assistant referee) and referee signals.
- 12.13. Match officials have the final say on the safety of equipment.

13. League Schedules

- 13.1. 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 of 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. Teams may be required to play beyond September. Failure to provide adequate fields may result in the expulsion of teams from the League.
- 13.2. The League will endeavor to schedule a minimum of one game per week. Multiple games per week may occur for other reasons. Each team will play a minimum of 12 league games.
- 13.3. Games nights schedule as per Appendix C
- 13.4. Game nights are revisited yearly.
- 13.5. Subject to field availability, games are to be played on their designated night.
- 13.6. All scheduling conflicts must be dealt with by the Club prior to the publication of the schedule for each playing season.
- 13.7. Games may be scheduled for Friday and Saturday as required.
- 13.8. The League will determine the final number of teams in each division.
- 13.9. At the discretion of the SSL Committee, and in the interest of competitive play, any division may be divided into 2 or more distinct tiers.
- 13.10. A minimum of 4 teams per tier will be allowed.

- 13.11. The League reserves the right to combine age groups if required. If two age divisions are combined, the game night for each team's home games is the game night for their age in the division due to field bookings at club level.
- 13.12. The League reserves the right to adjust tier groupings.
- 13.13. The League reserves the right to alter game schedules to balance out divisions to adjust competitive levels.
- 13.14. Teams wishing to play in a higher age bracket will require:
 - A. A statement by the Club President requesting the change.
 - B. A letter of recommendation from the Club's Technical Director.
 - C. A letter from the coach outlining the reasons for the request.
 - D. The League and the District will decide on the final Placement.

14. Game Start Time

- 14.1. The match official 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 seven (7) players for older age groups.
- 14.2. No game may start before 6:30 pm on any normal weekday.
- 14.3. Games may begin later with fields that have adequate lights. No game may start later than 9:00 pm. No games shall be played under the cover of darkness at the Referee discretion.

15. Duration of Play

- 15.1. The length of games will be: Two (2) forty-five (45) minute halves
- 15.2. All divisions will have a five (5) minute halftime break.
- 15.3. If for any reason a game is terminated/abandoned before full-time the following shall apply:
 - a) The game will be considered complete if 15 minutes in the second half have been played

16. Substitutions

- 16.1. Unlimited player substitutions shall be permitted, with the consent of the referee, during a stoppage of play for the following:
 - a) Scoring of a goal
 - b) Goal kick
 - c) Player injury
 - d) Halftime, including extra time
 - e) On one's own throw-ins, piggy backing is permitted

17. Game Postponement

- 17.1. All games shall be played as scheduled by the SSL unless:
 - a) At the discretion of the game official, postponement is necessary due to inclement weather or unplayable field conditions.
 - b) At the discretion of the League's Executive, a game may be subject to postponement.
 - c) A game is postponed at the discretion of the Municipality responsible for the field.
- 17.2. Only the League will send notice by email to both Clubs, Coaches and Match Officials confirming the game postponement or a Field/Time Change.
- 17.3. In the case of weather-related field cancellations:
The home team Club will notify the League, the opposing Club 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's club 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.

18. Game Rescheduling

- 18.1. Only the League may reschedule a game. Any special request must come from the Club. The League will not entertain requests from individual teams.
- 18.2. NO GAME WILL BE RESCHEDULED UNLESS APPROVED IN WRITING BY THE SSL, EXCEPT FOR THOSE CONDITIONS STATED BELOW.
 - a) a game being played is abandoned due to poor weather conditions, the game will be replayed if less than 15 minutes of the second half have been, 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.
 - b) In the event of extreme weather conditions, games may be cancelled by the League providing as much notice to the Clubs as possible.
 - c) A park official has declared the field unplayable and will not allow a game to start or continue.
 - d) If a field becomes unavailable for a regularly scheduled game because of the pyramid of play, the Home Club will advise the League convenor in writing and the game may be rescheduled at the discretion of the League Executive.
- 18.3. ANY GAME PLAYED ON A NIGHT OTHER THAN THE SCHEDULED NIGHT, WITHOUT THE WRITTEN PERMISSION OF THE LEAGUE, WILL BE FORFEITED BY BOTH TEAMS, SUBJECT TO THE APPROPRIATE FINES AND PENALTIES.
- 18.4. Games cancelled during the final week of the season will be rescheduled at the discretion of the League Executive.
- 18.5. 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.
- 18.6. Particulars of all rescheduled games must be forwarded to the SSL.
- 18.7. The League will notify the coaches and clubs of the date and time of any rescheduled game.
- 18.8. The League will give a minimum 48 hours' notice for any rescheduled game, unless this provision is waived by both clubs.
- 18.9. Weekends may be used for rescheduling games providing both Clubs agree to the date and time and it meets the Leagues rescheduling guidelines.
- 18.10. The original Home team shall remain responsible for all costs including match official fees and field costs, if applicable.

19. League Standings

- 19.1. Standings in each division shall be determined from game results based on the formula of three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.
- 19.2. In the event of a tie in the league standings between two or more teams at the end of regular season, the following criteria will be used to determine the League winner:
 1. Head-to-Head
 2. Goal Differential
 3. Goals For
 4. Least Number of Yellow/Red Cards
 5. Coin Toss
- 19.3. The League Champion shall be the team which accumulates the greatest number of points.

20. League Cup

- 20.1. Field costs are to be paid by the home team except for games booked by the League.
- 20.2. A player may only participate in the Cup with the team/club to which they are registered as per League and OS rules.
- 20.3. A player shall NOT play for more than one team in the competition. All players are Cup tied to their team game day roster as per the first game in the Cup.
- 20.4. If a player plays for a second team, the team will automatically lose the game (if won) and disciplinary action will be taken.
- 20.5. All types of Short-Term Registration Permits (STRP) and Temporary Eligibility Permits (TEP) shall not be permitted in the competition. Call-ups from within the Club's recognized House League program only are permitted.
- 20.6. All Cup games will be single game knockout unless otherwise noted.
- 20.7. If the game is tied at the end of regulation play, the teams will go directly to penalty kicks which will be taken as per IFAB Laws of the Game.
- 20.8. If the game is called during penalty kicks, a new date will be rescheduled and penalty kicks will be replayed. The game sheet team roster will remain the same. No new players will be allowed.
- 20.9. In all League cup games, if 10 minutes or more are played in the 2nd half the result of the game will stand.
- 20.10. All League Cup match official game fees are to be split equally between teams. For games held at the home field of NSA Clubs, the fees will be paid in cash fifteen (15) minutes prior to the start of the game. For games held at the home field of HDSA clubs, the fees will be paid by the district to referees. League Cup final match official fees will be paid for by the SSL.
- 20.11. If a game needs to be rescheduled, both teams will be responsible for the match official fees.
- 20.12. Discipline for League Cup play will not be treated separately from regular League play. Yellow cards and Red Cards in League Cup do not only apply to League Cup play. Accumulation and Suspensions in League Cup Play will apply to regular League games and vice versa, Accumulation and Suspensions in regular League play will apply to League Cup games.

21. Discipline

- 21.1. The HDSA will handle the accumulation of cards.
- 21.2. Yellow and/or red cards shall be issued to players for all divisions.
- 21.3. Yellow and/or red cards shall be issued to team officials at all age divisions.
- 21.4. Teams accumulating cards will be fined as per Appendix "A"
- 21.5. Discipline will be held under OS Policy Section 12 and 13. with the first level of discipline being held under the NSA and appeals going to Ontario Soccer.
- 21.6. All discipline reports, along with the game sheets, must be submitted by the match official, within 48 hours of game completion.
- 21.7. Discipline Reviews (DBR) and Discipline Hearings (DBR) will be held as per published dates.
- 21.8. 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).
- 21.9. Team officials and players subject to possible discipline, may continue to participate in League play, including Cup games, until their scheduled hearing date, except for alleged match official assault.
- 21.10. Discipline in the case of alleged match official assault will result in the immediate suspension of the accused until they appear before the disciplinary committee.

- 21.11. It is the responsibility of the Club to ensure any team official, and player attends their scheduled discipline hearing. Non-attendance at a discipline hearing will result in the immediate and indefinite suspension of any accused parties until they appear before the discipline committee.
- 21.12. Any team official who pulls his/her team off the field (game abandonment) is subject to a discipline hearing.
- 21.13. 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.
- 21.14. 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.
- 21.15. Appeals against any decision by the League may be made to their District Association. Any such appeal must be made in accordance with the District Association by-laws.

22. Forfeits/Fines/Penalties

- 22.1. If any team fails to appear or appears and refuses to play at a scheduled League or League Cup game, they may be fined as per Appendix "A".
- 22.2. Fines and sanctions will be assessed as per Ontario Soccer (OS) Rules and per Appendix "A".
- 22.3. Failure to submit payment of fines within 15 days will result in a late fee as per Appendix "A".
- 22.4. Clubs will be solely responsible for any and all fines incurred by their teams.
- 22.5. Clubs will be advised of the following rule infractions as soon as they are made known to the league:
 - a) Playing an ineligible player
 - b) Smoking while on the player bench
 - c) Team official sitting on player bench while suspended
 - d) Use of alcohol while on the player bench

23. Protests

- 23.1. All protests will be reviewed by the SSL Committee.
- 23.2. Any Protests resulting from the referees' interpretation of the FIFA laws of the game will not be acknowledged.
- 23.3. Protests will not be accepted unless they are received from an officer of the Club.
- 23.4. Protests are to be forwarded to the League and accompanied by a \$250.00 protest fee, within 48 hours of the occurrence. Protests must be recorded on the game sheet.
- 23.5. If the protest is upheld, the protest fee will be returned.
- 23.6. Any protest under the League Cup Weekend Tournament format must be submitted to the League immediately following the game along with the protest fee.

24. Matters Not Included

- 24.1. All matters not herein provided for affecting the conduct and operation of this League, or of an emergency nature, shall be dealt with by the Executive in accordance with the NSA, HSA and/or OSA Constitutions, Policies and Procedures.

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

LEAGUE FEES

1. Per Team:

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
- Failure of an individual to attend Discipline Hearing \$100.00
- Failure of an organization to attend Discipline Hearing \$200.00
- Appeals to the District Association \$350.00
- Appeal Hearing Administration Fee \$150.00

FINES

- Team Withdrawal Fee after March 31 (Loss of registration fee)
- Team Withdrawal after Coaches' Meeting (in addition to loss of registration fee) \$250.00
- Forfeiture (first occurrence) \$250.00
- (Second occurrence) \$500.00
- Missing field and/or game equipment \$25.00
- Failure of the Home team to provide an alternate jersey automatically fined \$50.00
- Failure to complete a Code of Conduct waiver \$50.00
- Failure of a team to update the website with game results/reports within the League mandated 48-hour time frame \$25.00
- Inaccurate or incomplete game sheet (per infraction) \$10.00
- Coach not signing game sheet (per team official) \$10.00
- Playing an ineligible player: \$250.00
 - All games in which the ineligible player participated will be forfeit
- Dressing more than the maximum number of players \$100.00
 - The Head coach will be suspended for 2 games
- Smoking while on the team bench \$500.00
- Team official removed from a game \$250.00
- Team official sitting on player bench while suspended \$250.00
 - Game will be forfeit
 - Team official will be subject to discipline
- Unregistered person sitting on bench in coach or manager capacity \$250.00
- Use of alcohol while on team bench \$500.00
- No Team representative at coach's meeting \$150.00
- Abandoned Game Fine \$250.00

ACCUMULATION OF CARDS

- Team accumulating 4 dismissals (red cards) \$50.00
- Team accumulating 8 cautions (yellow cards) \$50.00
- Team accumulating a combination of 10 red or yellow cards \$100.00

PENALTIES

- Minimum Late Fee for fines, not paid within 15 days \$25.00(per day)

Appendix B: Referee (Match Official Fees)

Age Division	Referee Fee	Assistant Referee Fee
U14	\$60.00	\$45.00
U15	\$60.00	\$45.00
U16	\$65.00	\$50.00
U17	\$70.00	\$55.00
U18	\$70.00	\$55.00

Appendix C: Proposed Game Nights

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
U14 Boys	X						
U15 Boys		X					
U16 Boys	X						
U17 Boys				X			
U18 Boys			X				
U14 Girls				X			
U15 Girls			X				
U16 Girls		X					
U17 Girls				X			
U18 Girls			X				