

SOSA District Competitive Rules & Regulations 2017
As approved by the SOSA Operations Committee

Article 1. Categories and Divisions

- 1) Subject to OSA Published Rules, the SOSA League may operate a district competitive competition for U13 to U18 teams located within the Southern Ontario District of the Ontario Soccer Association, based on the TOLO approved by the SOSA.

Article 2. General

- 1) A copy of the current Rules and Regulations shall be posted on the SOSA League web site.
- 2) The current Laws of the Game applicable in the Province of Ontario as described by OSA will be used, except as noted in the SOSA League Rules Summary as published by the SOSA League.
- 3) The SOSA League Board shall inform Members of any changes to the Rules and Regulations within seven (7) days of their adoption and a consolidated copy of the amended Rules and Regulations, if any were adopted during the year, shall be provided to Members at the subsequent AGM of the SOSA League or an SGM convened to review League matters.
- 4) All fines resulting from breaches of rules identified in these Rules and Regulations, including those published in the SOSA League Fines Schedule shall be assessed against the Club.
- 5) All matters not included in these Rules and Regulations shall be dealt in accordance with the OSA Published Rules.

Article 3. Membership Applications and Fees

- 1) For the 2016 season, each member Club shall submit its Team entries by February 28th, and all team fees upon receipt of invoice for all team fees. Late entries may be accepted at the League Management Board's discretion, and only upon receipt of a late fee of \$100 per team, to a maximum of \$500.
- 2) Withdrawals must be made through the SOSA League Management system (Web site).
- 3) For each Team withdrawn after March 31st, the Club shall forfeit the full fees paid. For each team withdrawn after May 1st, the SOSA League shall assess an additional fine equal to the Team registration fee.
- 4) Any Club whose cheque is returned by the bank will be charged an administrative fee in accordance with the SOSA League Fines Schedule.

Article 4. Team Eligibility Rules

- 1) Subject to section 4.02 to 4.04, all SOSA League Clubs approved by SOSA to operate Youth teams, may enter teams in any division of the SOSA District Competitive League. Clubs will self-select into which tiers they wish to enter teams.

- 2) 4.02 Clubs may not enter under-age teams into Tier 2 divisions of the U13 division. Club decisions to move a team up to a Tier 1 division of a higher age group should generally conform to the guidelines in Appendix 6 to the OSA League Management Guide.
- 3) No Club shall enter more than 2 teams in a Tier 1 division unless expressly approved by the League Management Board.

Article 5. Registration of Players

- 1) All players shall be registered with SOSA, through their respective Clubs, in accordance with the OSA Published Rules.
- 2) The deadline for placing a player on the Team roster is July 31st of each year.
- 3) Players may transfer to a Team in accordance with OSA Published Rules.

Article 6. Coaches and Other Team Officials

- 1) Each Team must appoint a Head Coach. In accordance with OSA Policies, all Coaches and Assistant
- 2) Coaches must be fully certified in any of the 2 following categories:
 - OSA Senior Community Coach and “Respect in Soccer”; or
 - OSA “Soccer for Life” and “Respect in Soccer” and “Making Ethical Decisions” courses.
- 3) All Coaches and other Team Officials shall be registered with the SOSA in accordance with the OSA Published Rules and shall be registered in the Team section of the SOSA League website.
- 4) The Head Coach is responsible for the activation of their Team on the SOSA League Management System on or before April 30 of each season. Failure to do so shall result in a fine as published in the SOSA League Fines Schedule.

Article 7. Playing Up and Temporary Registration Permits and Trial Permits

- 1) A Team may use players as “Call-ups” provided that:
 - a) The player is not registered with another Team playing in the same Division;
 - b) The player is registered with a team affiliated with one of the Clubs within the SOSA and is not currently suspended by any league or governing organization affiliated with the OSA;
 - c) Playing-up is controlled through the SOSA League Management System accessed through the SOSA League Web site. Once the player is approved by the Club, their name will appear on the game sheet with an indication they are a Play Up. In addition to being printed on the game sheet, a valid OSA Player Card for the team for which the player is registered shall be presented at the game in order for the player to be eligible to play;
 - d) All called-up players who are registered with a team in another Club must have a Temporary Registration Permit (TEP). A player called up under the TEP system can only be called up three times per season in District Competitive. In addition to the TEP, a valid OSA Player Card shall be

presented at each game in order for the player to be eligible to play. TEPs may not be used after July 31st;

- e) Players in possession of an OSA issued Trial Registration Permit are eligible to play in District Competitive games. A Trial Registration Permit is only valid for 2 games. In addition to the Trial Registration Permit, a valid OSA ID Card shall be presented at each game in order for the player to be eligible to play. A player may only be issued one trial permit to play for any one Club. A player may obtain two trial permits during one playing season. The trial period for each shall not overlap. Trial Registration Permits may not be used after July 31st;
- f) A team may not use more than three (3) players, playing as call-ups, in any one League game. Players with a TEP or Trial Registration Permit shall be included in the total of three (3) call-up players per game;
- g) A District Competitive player may be called-up to any team in a higher-tiered division or higher age group than the team for which they are registered. [Example 1: A U14 Tier 2 player could be called up a U14 Tier 1 game or to any team U15 or older.] [Example 2: If a player who is eligible by birth year to play U15 is registered to a U16 Tier 2 team, that player cannot play in a U15 Tier 1 game, but could be called up a U16 Tier 1 game or to any team U17 or older.]
- h) An ERS� District player may be called-up to any District League team in a higher age group than the team for which the player is registered. [Example 1: U14 District player may be called up to a U15 District Competitive game.]
- i) ERS� players who are registered and playing Regional (L3) are not eligible to play
- j) OYSL players may not be called up to any team in the District Competitive League;
- k) Players registered to Teams not playing in an Ontario Soccer Association league are not permitted to play in the District Competitive League;
- l) For the purposes of call-ups, Youth District Recreational League players shall be considered to be in the age group as determined by their year of birth and may be called-up to District Competitive teams in the same age classification, plus to any team in a higher age classification;
- m) A player may not play up more than 6 times per season (total number of games being called up)

Article 8. Game Sheets

- 1) The names of all players and Team Officials participating in a game must be printed on the official game sheet as generated from the SOSA League Management System. The SOSA League will manually verify the registration status of the hand written players once the game sheet is received. Players approved by their Clubs as call-ups will be automatically printed on the game sheet.
- 2) Only 18 players may be listed on the game sheet and are eligible to play in 11 aside District Competitive League 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, including call up's, whose names appear on the game sheet and are not crossed out, shall be deemed to have played, or participated in the game.

- 3) In the event that a game sheet cannot be printed from the SOSA League Management System due to technical difficulties, the team shall inform the SOSA League Office by email or voice mail that the team was unable to print the game sheet. Notice of the difficulty must be received prior to the game start time. The team shall create a hand written game sheet, modify a copy of an old game sheet or use the OSA
- 4) Team Roster Report and add the additional game information. The SOSA League will manually verify the registration status of the players once the game sheet is received. Note: If the notice is received after the game start time, the team's Club will be subject to the fine published in the SOSA League Fines Schedule. Any Team that fails to produce a game sheet will be subject to a fine as published in the SOSA League Fines Schedule.

Article 9. Player Verification (U13 to U18 divisions)

- 1) The checking of each player's valid OSA Player Book, and applicable TEP's, or Trial Registration Permits, against the game sheet is compulsory for all games, and shall be performed 15 minutes, or more, before the scheduled start-time of the game. Team Head Coaches are responsible to have each player's valid OSA Player Book, and applicable TEP's, or Trial Registration Permits, checked against the game sheet. Players not in possession of a valid OSA Player Book, and applicable TEP's, or Trial Registration Permits, are considered to be ineligible to play and Articles 9.04 and 9.05 of SOSA District Competitive League Rules and Regulations are applicable. There are no exceptions to this rule.
- 2) Each team will present its signed game sheet as well as all valid OSA Player Book and any TEPs, or Trial Registration Permits, of those players participating in the game to a representative from the opposing team, who will verify the valid OSA Player Book and any TEP's, or Trial Registration Permits, against the names on the game sheet.
- 3) After completion of this procedure, a Team Official will initial the game sheet in the appropriate box to certify that the card checking procedures were followed, and return the game sheet to the Referee, who shall retain it.
- 4) The Referee will note all questions regarding a player's eligibility, or the validity of a player's OSA Player Book and any TEP's, or Trial Registration Permits, on the game sheet, and the player concerned must sign and enter his / her date of birth on the game sheet.
- 5) A player arriving after the player verification is completed may play but must first report to the representative from the opposing team. A player arriving after the second half of the game has started is ineligible to play.
- 6) In exceptional circumstances where a team official who is in possession of valid OSA Player Book and any TEP's, or Trial Registration Permits, fails to appear for inspection prior to 20 minutes after the scheduled kick-off time, the game shall not be played. The League will review these cases and may determine that the game shall be rescheduled to a later date.
- 7) Any player whose name does not appear on the game sheet or who does not have their valid OSA Player Book, or applicable TEP, or Trial Registration Permit, is ineligible to play. Such players must change out of uniform and leave the players' bench, or the Team's technical area.

- 8) Any Team that fails to produce the required valid OSA Player Book, and any TEP's, or Trial Registration Permits, will be subject to a fine as published in the SOSA League Fines Schedule. The team Officials may also be required to attend a Discipline Hearing.
- 9) Any Team Head Coach who permits an opposing team player, who is not in possession of their valid OSA Player Book, or applicable TEP, or Trial Registration Permit, to play, without noting a protest to the players eligibility on the game sheet prior to kick off, will be subject to a fine as published in the SOSA League Fines Schedule. The Team Head Coach may also be required to attend a Discipline Hearing.

Article 10: Player Eligibility

- 1) No more than 18 players may participate in any game.
- 2) Where it comes to the attention of the District the SOSA League, through any means, that one or more unregistered or ineligible players have allegedly participated in a game, the SOSA League may investigate and take appropriate disciplinary action.
- 3) Any team playing an unregistered player, or a player who is not registered with the team (excluding players playing with a valid TEP, or Trial Registration Permit), or not eligible to play in that age division, or a player who is currently under suspension shall forfeit all the games in which such player participates and the game points shall be awarded to the opposing team(s). If both teams participating in a game fail to comply with this rule, no points shall be awarded to either team and each team will have one (1) loss added to its record.
- 4) Any Team playing an unregistered or ineligible player will be subject to a disciplinary hearing. The Team and its Officials will be assessed penalties that the Discipline Committee imposes in accordance with OSA Published Rules as well as any applicable fines as published in the SOSA League Fines Schedule.
- 5) Any team playing an unregistered or ineligible or suspended player under the name of one of its other registered players shall forfeit any games where the unregistered or ineligible or suspended player participated using the assumed identity. Any person aiding or abetting such action shall be subject to a disciplinary hearing. The Team, its Officials or players will be assessed penalties that the Discipline Committee imposes in accordance with OSA Published Rules as well as any applicable fines as published in the SOSA League Fines Schedule.

Article 11. Submission of Game Reports and Scores

- 1) Each Coach shall be responsible for entering the game report, including the score, cards issued by the Referee as well as the game feedback on the SOSA League website within twenty-four (24) hours of completion of the game. If the game report is not entered within seven (7) days, the League will utilize the game sheet received from the Referee to complete the game report.
- 2) The Referee must enter the game report electronically on the designated system within twenty-four (24) hours of completion of the game as well as mail, fax or deliver to the SOSA League Office the paper copy of all game sheets and permits as well as any player documentation retained in accordance with Article 9.04 within forty-eight (48) hours of the completion of the game. A Referee, who fails to submit the required documents and/or complete the game report electronically within 72 hours of the date of the game, shall be reported to SOSA for discipline.

Article 12. Equipment

- 1) At each District Competitive League game, the home team shall put up two sets of nets and four corner flags whose height above ground must be at least five (5) feet. The home team shall also provide two game balls that are acceptable to the Referee. Failure of the home team to provide the required equipment shall result in fines as published in the SOSA League Fines Schedule.
- 2) The game balls size shall be size 5.
- 3) All Teams must register their regular team colours with the League prior to the start of the League schedule. Where the Referee decides that the team colours conflict, the home team is required to change to an alternate jersey, providing that the visiting team's colours are as filed with the League and if not, the visiting Team shall change its shirts. The goalkeepers' jersey colour must be different from that of either team. It is the responsibility of the Coach of the Team that is required to change, to have alternate shirts available at each game and failure to do so shall result in fines as published in the SOSA League Fines Schedule.
- 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 may wear the same number. Player's numbers must be recorded on the game sheet and cannot be changed after the start of the game without the referee's permission.
- 5) Safety or protective equipment may be worn after inspection by the Referee and only if the Referee deems that the wearing of such equipment will not constitute a danger to other players.
- 6) All teams will have a First Aid Kit at every game.
- 7) All teams will have a copy of the District Competitive League Rules and Regulations at every game.

Article 13. Duration of Games

- 1) 13.01 Games shall be of the following duration:
 - U13: Two x 40 minutes halves; and
 - U14 to U18: Two x 45 minutes halves.

Article 14. Responsibilities of Coaches and Team Officials

- 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 field. The bench or designated technical area shall start at a distance of five (5) meters and end (10) metres on either side of the centre line. If the technical area is not painted on the field, each team shall use cones to designate the technical area.
- 2) Only the eighteen (18) players listed on the gamesheet and a maximum of four (4) 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 as defined in Article 14.01 of the District Competitive League Rules and Regulations.
- 3) The District Competitive League does not require an OSA Community Senior certified coach to be in the technical area at all times.

- 4) A Club Head Coach or Technical Director may sit on the Team bench or within designated technical area providing that the limit of four (4) Coaches and Team Officials specified in Article 14.02 of the District Competitive League Rules and Regulations is not exceeded at any time during the game.
- 5) No Coach or Team Official may enter the field of play at any time without the prior approval of the Referee.
- 6) 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.
- 7) Each Team shall ensure that its spectators sit on the side of the field opposite from the side where the players and Team Officials are located.
- 8) Clubs and Team Officials are fully responsible, at all times, for the conduct of their players, other Team Officials and spectators, at and in the vicinity of any game in which their Team participates.
- 9) 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 severe disciplinary action. The Team and its Officials will be assessed penalties that the SOSA League Discipline Committee imposes in accordance with OSA Published Rules, as well as any applicable League fines and bonds as published in the SOSA League Fines Schedule.
- 10) In the event of an altercation on the field of play, anyone from the bench entering the field of play during the altercation, for whatever reasons, shall be subject to severe disciplinary action. The players and the Team Officials will be assessed penalties that the SOSA League Discipline Committee imposes in accordance with OSA Published Rules, and any applicable fines as published in the SOSA League Fines Schedule.
- 11) Any suspended Team Official may not be present at or in the vicinity of the field for any League game throughout the period of his/her suspension. Failure to comply with this rule shall result in further disciplinary action and a fine as published in the SOSA League Fines Schedule.

Article 15. League Standings

- 1) In all League games, three (3) points shall be awarded for a win and one (1) point for a tie. The Team with the most points, in each Division, at the end of the regular League schedule for the outdoor season shall be the Team that places first and shall be declared the League Champion for that Division.
- 2) A Team forfeiting a game or that is found by the SOSA League Management Board to have deliberately defaulted or forfeited a game, shall lose the game by a score of 2-0, and shall be subject to any applicable fines as published in the SOSA League Fines Schedule.
- 3) If it becomes necessary to offer divisions where two age groups play an inter-locking schedule, each age group shall be deemed to be a separate Division for purposes of establishing League standings and determining the Division Champion. For greater certainty, if for example, the U14 and U15 age groups play an interlocking schedule, the U14 Team with the most points among the U14 Teams, at the end of the League schedule will be the U14 Division Champion. The same would apply to the U15 Teams where first place for the U15 Division will be decided based on the most number of points earned by a U15 Team.

- 4) If two or more teams in an Age Group are tied in points at the end of the League schedule, then the tie-breaker to determine the team standing shall be determined in the following order:
 - a) The team with the most points in the head-to-head games played between the tied teams shall be declared the winner of the tie-breaker;
 - b) The team with the highest goal differential (GF minus GA) in the head-to-head games played between the tied teams shall be declared the winner of the tie-breaker;
 - c) The team with the most wins in all regular season games shall be declared the winner of the tie-breaker;
 - d) The team with the least goals against in all regular season games shall be declared the winner of the tie-breaker;
 - e) If the position is relevant for determining the division champion or the team's eligibility for promotion to a higher level league or division, and if steps a), b), c) and d) do not break the tie, a playoff shall be required between the tied teams, to be played at a neutral site under the direction of the SOSA League (e.g. referee and assistant referees appointed by SOSA League). The game duration shall be the same as specified in these Rules and Regulations for the Age Group of those teams. If the game is tied at the end of regular time, then the game shall be decided by penalty kicks.
- 5) In cases where the process above has decided the winner of a tie between three or more teams, then the process shall be repeated to break the tie between the remaining teams. As an example, if three teams are tied for first place, the process above shall determine the champion, and then the process above shall be repeated to determine which of the remaining two teams receives the second place position.

Article 16. Game Start Times and Abandoned Games

- 1) Teams are required to present themselves at the game field at least 30 minutes before the scheduled kick-off time and the home team shall ensure that the nets, corner flags and other necessary equipment are installed and ready before the scheduled kick-off.
- 2) Any Team that causes a game to be delayed beyond the scheduled kick-off time shall be subject to a fine as published in the SOSA League Fines Schedule.
- 3) Any team that fails to present itself at the game field within 20 minutes after the scheduled kick-off time or fails to field the minimum seven (7) players within 20 minutes after the scheduled kick-off time shall be considered to have failed to appear for a scheduled game. The Team must start the game immediately upon arrival of the minimum number of players if the said players arrive within the prescribed 20-minute grace period.
- 4) At the end of the grace period, the Team shall forfeit the game to the opposing Team by a score of 2-0, and be subject to a fine and costs as published in the SOSA League Fines Schedule.
- 5) If both Teams fail to appear for a scheduled game, both teams will be fined as per Article 16.04 of the SOSA District Competitive League Rules and Regulations. There shall be no points and no score for the game but each team will have one (1) loss added to its record.

- 6) The SOSA League Management Board may order a defaulted or abandoned game rescheduled where, in its opinion:
 - a) the defaulting Team(s) benefits from having defaulted or abandoned the game; or
 - b) a team other than the defaulting Team is adversely affected by the default.
- 7) If in the opinion of the Referee, a game should be abandoned due to adverse or dangerous weather such as in the case of electrical storms, unplayable field conditions or bad visibility, before the completion of $\frac{3}{4}$ of the total regular playing time as specified in Article 13.01 of the District Competitive League Rules and Regulations, the game shall be rescheduled. Games abandoned in the last $\frac{1}{4}$ of the regular playing time shall be deemed as complete.
 - a) If the score at the time of abandonment has a goal spread of 5 goals or more, then game will be considered complete at the time the game was abandoned.
- 8) If a Referee 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 be deemed to have forfeited the game. The game shall be automatically awarded to the opposing Team by the score of 2-0 or the actual score at that time whichever is more advantageous to the opposing Team. The players and the Team Officials will be subject to a disciplinary hearing and will be assessed penalties that the SOSA League Discipline Committee imposes in accordance with OSA Published Rules as well as any applicable fines as published in the SOSA League Fines Schedule.
- 9) If a game has to be abandoned by the Referee 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 game shall be automatically awarded to the opposing Team by the score of 2-0 or the actual score at that time whichever is more advantageous to the opposing Team. The Club shall also be assessed any applicable fines as published in the SOSA League Fines Schedule.
- 10) If a game has to be abandoned by the Referee at any time because a team removes itself from the field, and said team is found by the SOSA League Discipline Committee to have abandoned the game without valid justification, the said Team shall be deemed to have forfeited the game. The game shall be automatically awarded to the opposing Team by the score of 2-0 or the actual score at that time whichever is more advantageous to the opposing Team. Any applicable fines as published in the SOSA League Fines Schedule shall also be assessed. The Team Head Coach or the next most senior Team Official whose name and signature appears on the game shall be deemed to have acted in a manner detrimental to the game and the applicable penalties as per the OSA Published Rules shall apply.
- 11) If a game is abandoned by the Referee before the completion of two halves for any reasons other than those published in Articles 16.07 to 16.10 of the SOSA District Competitive League Rules and Regulations, the SOSA League Management Board shall rule on the status of the game.
- 12) In the event of a game postponement or abandonment due to a Referee no show, an official of the home team shall be responsible for advising the League within twenty-four (24) hours of the scheduled start of the game.

Article 17. Schedules

- 1) The season shall begin in May on a date to be determined by the SOSA League Management Board. Notice of the season start date will be provided to member clubs no later than May 1st.
- 2) The End of Season date for all SOSA League District Competitive divisions shall be 11:59 P.M. of the first Sunday after the Labour Day long weekend. All games must be completed by this date, except where the SOSA League Management Board extends the season for any/all SOSA League divisions. The reasons for any such extension, and the period of the extension, will be communicated to affected clubs and teams at the earliest opportunity.
- 3) The rescheduling of games shall be in accordance with the SOSA League Reschedule Policy. In the event teams agree to an unauthorized game reschedule, team officials from both teams will be assessed any applicable fines as published in the SOSA League Fines Schedule.

Article 18. Substitutions

- 1) Player substitutions shall be permitted with the consent of the Referee during stoppages of play for the following reasons:
 - a) Goal Kicks;
 - b) Scoring of a goal;
 - c) At half time;
 - d) To replace an injured player; and
 - e) For U13 to U14 substitutions are allowed on your own throw-ins.
- 2) No substitution is permitted for a player who is ejected by the Referee.

Article 19. Referees

- 1) Referees shall be appointed in accordance with the SOSA League Terms of League Operations.
- 2) Referees are required to be at the assigned game field a minimum of thirty (30) minutes before the scheduled kick-off time to complete the standard field check and other pre-game procedures, including facilitation of the compulsory checking of valid player OSA Player Book and any applicable TEP's, or Trial Registration Permits. Failure to do so will result in disciplinary action by the appropriate District Association.
- 3) Referee and assistant referees assigned for District Competitive League games, shall be paid for their services in accordance with the fee schedule detailed in the SOSA League Terms of League Operations.
- 4) If one of the Teams raises objections as to field conditions, goalposts, balls or team colours, the Referee may, at his discretion, require the responsible Team to correct the cause of the objection, if this is possible without unduly delaying progress of the game. The Referee shall be the sole judge as to whether the matters that gave rise to the objection by one of the Teams, is sufficient cause to abandon the game.
- 5) In the event that the appointed Referee(s) fail to appear by the appointed kick-off time, the Home Team will make every attempt to contact a Class 3 or Class 4 Referee as required for the level of match or one of the Assistant Referees may assume the duties of the Referee, if he/she meets the minimum requirement of being an OSA registered Class 3 or Class 4 Referee as required for the level of match.

- 6) The Referee shall ensure that the well-being of the players is given priority over the progress of the game. Consequently, the Referee must suspend play or abandon the game, if necessary, where weather conditions, and more particularly thunderstorms, or field conditions place the safety of players at risk.

Article 20. Protests

- 1) Where a game is played under protest, such fact must be noted on the game sheet. Confirmation of the protest shall be a protest fee of one hundred and fifty dollars (\$150) in the form of a certified cheque or money order payable to the SOSA League, which must be delivered by registered mail, recognized courier service or hand delivered to the League Office within 48 hours, not including weekends or statutory holidays, of the completion of the game. A date stamped receipt must be retained as proof of the date of mailing or delivery of the protest.
- 2) In dealing with any Protest, the SOSA League or its Discipline Committee shall take into consideration the possession by the protesting Club or Team of any prior knowledge of the facts or allegations contained in the Protest, which if properly used, might have prevented the Protest.
- 3) Game points may be adjusted based on the decision of the SOSA League on the said protest.
- 4) The \$150 protest fee shall be refunded if the protest is upheld.
- 5) Correctly submitted protests, delivered within the specified deadlines, shall be heard by the SOSA League Discipline Committee. All other protests will be ruled out of order and will not be heard.
- 6) No protests pertaining to the decision of the game official shall be entertained.
- 7) Objections to field conditions, goalposts, balls or team colours, shall not be considered as grounds for a protest. Objections of this nature shall be brought to the attention of the Referee and noted in writing on the Game sheet. If in the opinion of the Referee, the objections do not constitute a valid reason for abandoning the game, no further action will be considered by the League. In all other cases, the league may take appropriate action based on a review of the Referee's written report.

Article 21. Discipline

- 1) Disciplinary action shall be taken in accordance with the OSA Published Rules and the SOSA League Discipline Procedures. The following guidelines will apply:
 - a) In cases where OSA Published Rules provide for Discipline by Review (DBR), the accused player or Team/Club Official does not have to appear for a hearing. If the accused person does not request a hearing or does not file an appeal within seventy-two (72) hours of the game where the offence occurred, not including weekends or statutory holidays, he/she may be found guilty and the applicable penalties and/or fines, established by the OSA for the offence for which he/she has been charged shall apply.
 - b) Any request for a hearing shall be submitted by email to the SOSA League Administrator within 48 hours of the game where the offence occurred. A Hearing Fee of fifty dollars (\$50) in the form of a certified cheque or money order payable to the SOSA League, must be delivered by registered mail, recognized courier service or hand delivered to the League Office within 48 hours, not including weekends or statutory holidays, of the completion of the game. The hearing

fee shall be reimbursed only if the Discipline Panel finds the accused not guilty. An accused who has requested a hearing and fails to appear for the hearing shall forfeit the Hearing Fee.

- 2) Where the OSA Published Rules provide for Discipline by Hearing (DBH), and where the SOSA League Management Board has delegated to the SOSA League the authority to handle all discipline pertaining to league activities, except where the offence was directed at a game official, the SOSA League Management Board shall appoint a Discipline Committee or Panel to hold a hearing and deal with the alleged infractions.
- 3) Where disciplinary action results in a suspension, the suspension shall not commence prior to seven (7) calendar days from the issue of the notice of discipline. For example, a player issued with a suspension notice on Friday would serve the suspension for the game(s) scheduled on or after the following Friday.
 - a) Where a player is suspended for a game(s), and the game is cancelled, or not played, the suspension will carry over to the next scheduled game(s); and
 - b) If a game is started, then abandoned, based on a decision of the referee, the player's suspension is deemed to have been served.
- 4) All players attending a Disciplinary Hearing must be accompanied by an adult who shall act as an advisor, failing which, the hearing will not proceed, and the player shall be suspended until the hearing is held.
- 5) Clubs shall ensure that accused players and Team/Club Officials appear for their Disciplinary Hearing. If, upon being advised of the failure of the accused to appear for their hearing, the Club fails in meeting its responsibility within 30 days of the date of the original hearing, the fine published in the SOSA League Fines Schedule, shall be assessed against the Club.

Article 22. Appeals

- 1) Appeals of any decisions by the SOSA League Management Board, a Disciplinary Panel of the League or one of the District Associations shall be dealt with by the OSA in accordance with its Published Rules. Information concerning Appeals can be found on the SOSA League website.

Article 23. Club Representatives

- 1) A Club that is accepted into membership shall designate up to three individuals as its Club Representative(s). The Club Representative(s) shall be the official point of contact in dealings with the SOSA League and will be available for duties in the operation of the League that may be assigned from time to time by the SOSA League Management Board.

Article 24. Communications

- 1) The SOSA League shall mainly use its web-based league management system for all communications with its member Clubs, and their team officials. Communications shall be by e-mail. Clubs shall ensure they have valid email addresses in the league management system at all times for the following positions, as a minimum:
 - a) President;
 - b) Club Administrator;

- c) Club Representative;
 - d) Treasurer;
 - e) Discipline Representative; and
 - f) Scheduler.
- 2) Unless specified otherwise in these rules and regulations (e.g. rescheduling of games), communication with the SOSA League by players, parents, or team officials is not permitted. Questions, complaints, concerns, and other matters must be communicated to the appropriate Club representative. If, in the opinion of the Club, the matter should be addressed by the SOSA League, then the Club shall forward the communication to the SOSA League, requesting league action. Failure to follow this process will result in the communication being discarded by the SOSA League without further notice to the originator, and may result in a fine to the Club as specified in the published SOSA League Fines Schedule.
- 3) Teams shall ensure they have valid email addresses in the league management from April 30 until October 1 of each season for the following positions, as a minimum:
- a) Head Coach; and
 - b) Manager.
- 4) At a minimum, the Club President, Club Administrator and Club Representative shall be notified by e-mail, of all new general notices or notices that pertain to their Club teams that are posted from time to time on the SOSA League Web site.
- 5) At a minimum, the Team Head Coach and Manager shall be notified by e-mail, of all new general notices or notices that pertain to their teams that are posted from time to time on the SOSA League Web site.
- 6) Notices of suspensions, penalties or fines levied on a Club, Club Administrator, Team Staff or Player as a result of discipline hearings shall be communicated to the Club.
- 7) The e-mail shall be deemed to have been received by Clubs:
- a) March 2 to September 30 - 72 hours after transmittal of the e-mail; and
 - b) October 1 to March 1 - 7 days after transmittal of the e-mail.
- 8) The e-mail shall be deemed to have been received by Teams:
- a) May 1 to October 1 - 72 hours after transmittal of the e-mail; and
 - b) October 2 to April - no e-mails will usually be sent to teams other than for informational purposes.

Article 25. Pre-Season Meetings

- 1) Administrators Pre-season Meeting - In March or April of each season there will be a mandatory pre-season meeting for a minimum of one (1) Administrator from each member Club. Clubs failing to send a representative to the Administrator pre-season meeting shall be assessed a fine as published in the SOSA League Fines Schedule.
- 2) Team Pre-season Meeting - In May of each season there will be a mandatory pre-season meeting for a minimum of one (1) team staff from each team. Clubs failing to send one (1) representative per team

to the Team pre-season meeting shall be assessed a fine as published in the SOSA League Fines Schedule.