



NORTH YORK YOUTH SOCCER LEAGUE 11v11 RULES AND REGULATIONS (U13 & up)

1.0 – Laws of the Game

The North York Soccer Association (NYSA) shall support and maintain the principles of the Laws of the Game as established by the International Football Association Board and recognized by FIFA. All play in the North York Youth Soccer League (NYYSL) shall be according to the Laws of the Game as adapted by Ontario Soccer (OS) each year, with particular reference to OS Policies and Procedures.

2.0 – Registration of Players and Team Officials

2.1 – The club is responsible for registering each player and a minimum of two (2) and maximum of four (4) team officials per team. Each registrant must complete and sign the OS official player/team official registration form and pay the annual registration fee as set by the district each year.

2.2 - Each team must enter the data of at least eleven (11) players in the OS Registration system not later than April 15th in any given season. A fine of \$5.00 will be levied for each player fewer than eleven (11) not registered by this day. OS Team roster and player registration books must be handed into the district office for final verification of player eligibility prior to the start of the season. Each team U13 and up can register a maximum of eighteen (18) players at any one time. In the event it is proven that a team plays an ineligible or suspended player or players in any game, the game shall automatically be awarded to the opponent and the culpable team shall appear before the NYSA Discipline Committee for further discipline action, as per OS discipline policies and procedures.

2.3 – An OS team roster sheet must be obtained from the OS registration system after the data entry process is finalized. Teams from outside the jurisdiction of the NYSA must submit an original copy of its official team roster by May 1st each year to the league office. The League must be notified of any updates and/or changes to the original roster by no later than the effective date of the update/change. Failure to comply with the deadlines will result in a fine to the club of \$10.00 per day per team to a maximum of \$100.00 per team.

2.4 - All player registration documentation must be submitted to the District. As such, no player shall be deemed registered and therefore eligible to play in any competition unless his/her registration documentation is processed by the District and the data is entered in the OS registration system at least 24 hours prior to the date of:

- a) any League competition
- b) any Cup competition
- c) any tournament/competition as sanctioned by OS;

2.5 - It is the responsibility of each club's registrar to carefully check the accuracy of the players and team officials' data prior to presenting them to the District. Players/team officials will not be considered eligible

until their registration is processed and their data is entered in the OS Registration system. The club, team and player shall be liable for any errors or incorrect statements on the registration form.

PLEASE NOTE: a five (5) business day turnaround is in effect for the processing of OS registration forms and player registration books.

2.6 - If the League Management Committee has any doubt as to the qualification of any player, the League Management Committee shall call upon such player and/or the club for which he/she plays, or for which he/she has played, to prove to the satisfaction of the League Management Committee that he/she is properly qualified to take part in any game under the NYYSL jurisdiction. Failing such satisfactory proof, the League Management Committee may disqualify such player and, if necessary, remove such team and club from any or all of the competitions under the League's jurisdiction and refer the same to the Discipline Committee.

2.7 - No player/team official registration, or registration transfer, will be accepted after July 31st each year, unless approved by LMC.

2.8 – A female player may play on a female team, a male team or a mixed team. A male player may play on a male team or a mixed team. This rule is binding on all leagues, cup competitions, tournaments and exhibition games under the jurisdiction of Ontario Soccer.

3.0 – Transfer of Players

3.1 - All transfers shall be subject to a charge as specified by, due and payable to, the District Association.

3.2 - No player transfers will be accepted after July 31st of each year.

4.0 – Trial Registration Permits

4.1 - A "TRIAL REGISTRATION PERMIT" is a Temporary Eligibility with the OS and which shall only be used by players who are not registered with OS or a Provincial Association affiliated to the C.S.A.

4.2 - A "TRIAL REGISTRATION PERMIT" entitles a non-registered player to play two games for a Registered Team during a fifteen-day period.

4.3 - The "TRIAL REGISTRATION PERMIT" shall be obtained from the District Association to which the team's Club is affiliated.

4.4 - The District Registrar shall issue two copies of the "TRIAL REGISTRATION PERMIT" and when validating the "TRIAL REGISTRATION PERMIT" shall ensure that the form has both, the starting date and the expiry date of the trial period. The player may use the "TRIAL REGISTRATION PERMIT" to play in any two games for the team stipulated on the form and which occur during the trial period (a maximum of 15 days).

4.5 - A copy of the "TRIAL REGISTRATION PERMIT" shall be affixed to the team sheet submitted to the referee at each trial game. Prior to submitting the copy of the "TRIAL REGISTRATION PERMIT" to the referee, the team must write the date of the game on the "TRIAL REGISTRATION PERMIT".

4.6 - A player playing while using a "TRIAL REGISTRATION PERMIT" must also obtain an "OS REGISTRANT BOOK" which must be available for presentation at the trial game in which he/she is playing. Failure to present the "OS REGISTRANT BOOK" shall render the player ineligible to play in that game.

4.7 - A player may obtain **two** "TRIAL REGISTRATION PERMITS" during one season. An outdoor season and an indoor season shall be considered different seasons. However, he/she may only be issued **one** "TRIAL REGISTRATION PERMIT" to play for any one Club.

4.8 – A maximum of 3 players on a “TRIAL REGISTRATION PERMIT” may play in any one game.

4.9 - If a player is issued two "TRIAL REGISTRATION PERMITS", the trial period for each shall not overlap.

4.10 - A "TRIAL REGISTRATION PERMIT" shall be permitted, subject to the competition rules, at league games, exhibition games, and tournament games. A player shall not play in a NYSA cup game by using a "TRIAL REGISTRATION PERMIT".

4.11 - A player playing in a registered league game or a sanctioned competition by using a "TRIAL REGISTRATION PERMIT" shall be eligible for OS insurance coverage and shall be subject to OS discipline.

4.12 - When making application for a "TRIAL REGISTRATION PERMIT", a player shall:

- a) - Complete a “TRIAL REGISTRATION PERMIT” application form approved and obtained from the District Association to which the teams Club is affiliated
- b) - Pay the fee as established by the District Office;
- c) - If the player is playing on trial in the NYSSL, he/she must supply a recent (head and shoulders) passport-sized photograph which shall be affixed by the District Registrar, to the “OS Registration Book”; and
- d) - Indicate the starting date and the expiry date of the 15-day trial period.

4.13 - The League Management Committee may impose limitations on the use of “TRIAL REGISTRATION PERMITS”, provided that the limitations are applied consistently.

4.14 - No player can play under a Trial Registration Permit after July 31st of each year.

5.0 - Temporary Eligibility Permits (Guest Players)

5.1 - Any player registered with the OS or another Provincial Association affiliated to the C.S.A. is eligible to obtain a "TEMPORARY ELIGIBILITY PERMIT", which shall entitle the player to play for a Club Team of a Club other than the one with which he/she is registered, subject to OS Operational Procedure 21 and in accordance with the Published Rules.

5.2 - A "TEMPORARY ELIGIBILITY PERMIT" may not be used for movement between teams within the same Club.

5.3 - The District Association the player is registered with must validate the "TEMPORARY ELIGIBILITY PERMIT" being used to play for an amateur team. A District Association may not delegate to any other organization or individual the function of validating such document.

5.4 - A player using a "TEMPORARY ELIGIBILITY PERMIT" in order to be eligible to play for the NYSSL must also possess an "OS REGISTRANT BOOK" available for presentation at the game. Failure to present the "OS REGISTRANT BOOK" shall render the player ineligible to play in that game.

5.5 - A "TEMPORARY ELIGIBILITY PERMIT" is not valid for NYSA cup competitions.

5.6 - A player shall be entitled to three "TEMPORARY ELIGIBILITY PERMITS" to play for an amateur team during each season. An outdoor season and an indoor season shall be considered different seasons.

5.7 - The District Association with which the team, from which he/she is registered shall be responsible for maintaining a record of the number of "TEMPORARY ELIGIBILITY PERMITS" assigned to the player when playing up for another amateur team.

5.8 - If a player is registered on more than one team, he/she may only play up for the team classified as the higher-level team.

5.9 - A maximum of 3 players on a "TEMPORARY ELIGIBILITY PERMIT" may play in any one league game.

5.10 – No player can play under a Temporary Eligibility permit after July 31st each year.

6.0 – Movement or "Playing Up" of Current Annually Registered Players

6.1 - The League permits player movement upwards (i.e. to a higher age group or a higher-level team) between youth teams of the same club in any one game in divisions U14 and up, except for NYSA Cup games.

6.2 - A maximum of 3 players from within the same club may "PLAY UP" in any one game to a maximum of 6 games per player per season.

6.3 - No such movement is permitted for cup competitions.

6.4 – No player from a higher-level League will be allowed to participate in NYYSL.

7.0 – Divisions

7.1 – The LMC will decide whether an age group will be divided into two or more divisions if the # of teams registered allows it.

7.2 - The U13 and up divisions will be tiered (vertical format); therefore, only upward movement of players between teams of the same club in the same age group will be allowed.

7.3 – Team placement at the U13 Level will be based on input from the participating club. In the U14 and up age groups prior year standings will be used to determine placement.

7.4 - All clubs fielding two or more teams in the U13 age group shall inform the league office on the placement of their teams as requested.

7.5 – Teams that are new to the NYYSL at the U14+ age groups will be placed in the lowest tier. If a team is new to the NYYSL but has previous playing history in a different league/competition, special dispensation can be requested and will be subject to LMC approval.

8.0 Club Officials Responsibility

8.1 - The first team named on the official league schedule or cup draw will be considered the home team for any game under the North York Soccer Association's jurisdiction.

8.2 - All clubs on whose grounds any game is being played under the League's jurisdiction shall ensure that:

a) - Both goals are equipped with proper nets

b) - The field must be marked off in accordance with the Laws of the Game

c) - A corner flag of at least 1.5m (5ft) in height is posted in each corner of the field, or the game shall not be played as per FIFA Law #1, and the team responsible will forfeit the game and will be fined \$100.00 plus referees' fees.

8.3 - Prior to every game the home team will be responsible for providing the referee with two size 5 match balls of regulation size in satisfactory condition.

8.4 - Prior to the beginning of the season every team must register its playing colours and home field with the League office via E2E.

8.5 - In the case of both teams wearing similar colours, the home team must change and the visiting team must wear their registered declared colours. Failure to comply will result in a default charged against the home team. If the away team fails to wear their registered declared colours the game will result in a forfeit for them.

8.6 - During all games played under the League's jurisdiction all players shall wear numbered shirts and each player's number shall be recorded on the team sheet. No two players on any one team shall wear the same number in the same game. No player may change his/her number during a game, without consent of the referee who will note this change on the player's team sheet.

8.7 - Numbers shall be a minimum of 20cm (8in) in height and of contrasting colour from the body of the shirt. The number must be indicated against the player's name on the team sheet. A sponsor's name may be indicated in the form of a crest on the shirt with a maximum of 10cm (4in) in diameter and/or 5cm (2in) lettering in one line in any direction on the shirt.

8.8 - Goalkeepers must wear a contrasting colour to both of the teams and the referees.

8.9 - All clubs must attend all scheduled NYYSL league meetings. Each club shall send one delegate who has the right to cast all the votes that the team is entitled to. A club is also entitled to name a proxy to represent and vote for them in the event that the club's delegate is unable to attend or have to leave before the business is completed. A fine of \$100.00 will be charged to the clubs that are not represented at the NYYSL meetings.

8.10 - All team coaches must attend the annual coaches meeting. One coach can only represent his/her own team. If a club has an Age Group Head Coach, they may represent all the teams within that age group. An Age Group Head Coach may only represent one age group. A fine of \$100 will be charged to the clubs for each team not represented at this meeting.

8.11 - The team coaches must be OS Registrants who have attained the appropriate coaching certification. Refer to the OS Coach certification guidelines. Coaches cannot be listed as Head Coach for more than one team within the same age/gender division. Participating clubs must provide the name/email of Head Coach of all NYYSL teams no later than March 31. ALL coaches must obtain their required certification (OS, MED, and Respect) before May 10th of each year. Additionally, Coach registration books can only be stamped once certification has been completed. Clubs are responsible for ensuring Coaches comply with this requirement before submitting books for processing.

8.12 - Only certified (as in 8.11) registered officials (minimum of 2 and maximum of 4 –i.e. Coach, Assistant Coach) shall be permitted to sit on the bench

8.13 – A waiver form provided by the league is to be signed by the Head Coach of each team. The waiver will state that the team official has read and understood the rules of the League, and that his/her club and team members agree to abide by the rules. Coaches cannot be listed as Head Coach of more than one team within the same age/gender division.

8.14 – The completed original waiver form is to be delivered to the league office no later than April 30th of each year. Failure to comply with this deadline will carry a fine to the club of \$100.00 per team.

8.15 – Both team officials of the home and away team shall be responsible to report the score of the game to the League Office via E2E within twenty-four (24) hours of completion of the game. The home team is responsible for reporting any rain out, incomplete game and or referee no show to the League Office on the same night of the scheduled game. If the score or event is not reported within the period of time stipulated, or not reported correctly, the League will fine the club \$25.00 each time.

9.0 – Game Administration

9.1 - Each team must prepare and present to the referee, three completed team sheets and any Trial Registration Permits and Temporary Eligibility Permits 15 minutes prior to kick off of each game. Non-compliance with this rule will be grounds for game forfeiture and the culpable team shall be subject to discipline under OS Discipline Policies and Procedures.

9.2 – Prior to all games, each player and team officials name and OS number must be legibly printed on the team sheet, to a maximum of eighteen (18) players, a minimum of two (2) and maximum of (4) team officials. Player signatures are not required; the only signatures required are from ALL team officials present at the game. By signing the game sheet, the team officials confirm that all players and team officials listed on the game sheet are registered to the team and are eligible to participate. Non-compliance with this rule will be grounds for a \$25.00 fine and a possible discipline charge.

9.3 - Each team must have a fully OS certified coach on the bench for each game. The coach must be certified by OS as stated in 8.11. If none of the officially registered coaches are available, a fully certified coach within your club, can be manually added to the game sheet prior to the game. The coach must have the required certification for the age group or a higher certification. The replacement coach must bring their coaches book to the game. Non-compliance with this rule will be grounds for a \$25.00 fine and a possible discipline charge.

9.4 - Mandatory player/ coach book checks MUST take place at least 15 minutes prior to the start of every game (players/ coaches who show up after book check must complete this procedure at half-time), all players and team officials must have their ID Book, Trial Registration Permit and/or Temporary Eligibility Permit available for presentation to the opposing team official. Anyone who is unable to produce his/her registration book or Trial Registration Permit or Temporary Eligibility Permit prior to any game will NOT be allowed to play/coach.

9.5 – Refusing to complete the mandatory ID check will mean the game will not take place as scheduled, and the offending team will be disciplined. The Referee must report this issue on the game sheet. Once the report is received, the LMC will refer this issue to the league’s discipline committee.

a) - It shall be the responsibility of the opposing team representative to notify the referee of any discrepancies/protests not later than the commencement of the second half of play. The referee shall record such discrepancies/protest in his/her report to the League when submitting his/her completed game.

b) – Any teams failing to verify their opponents Registration Books will lose all rights of protest relating to player/coach registration. League Rule 17.0.

9.6 - Only persons listed on the Team Sheet are permitted to sit on the bench or in the designated bench area.

9.7 - All games must start promptly. Referees must see that this rule is enforced, and report any breach of the rule on the team sheet. Games cannot start later than fifteen minutes after the scheduled kick-off time, unless a previous game is late finishing, or unless agreed to by the referee. Such a game is in default by the club responsible for the delay and the defaulting club shall be subject to the provisions of League Rule 11.0.

9.8 - No game shall start unless both teams can field a minimum of seven (7) players and both teams submit the three completed Team Sheets and the game fee to the game official. A game shall be abandoned should a team be unable to continue with at least seven (7) players on the field of play. The League Management Committee shall determine the outcome of the game. After the second half has started, no new player can be added to the Team Sheet and/or enter the field of play.

9.9 - Unlimited substitutions shall be permitted. Substitutions may be made on:

- a) Goal Kick
- b) Scoring of a goal
- c) Injury of a player
- d) Halftime
- e) Own throw in, the other team may also substitute at this time at the game official's discretion

All substitutes must enter the field of play at the halfway line. Substituted players must leave the field without delay from anywhere on the field.

9.10 - All games shall be of full regulation time, conditions and time permitting. If prior to the start of the game there is any doubt on the part of the respective team officials and/or game officials as to the weather conditions or available playing time, agreement must be reached prior to the start of the game to reduce the playing time to ensure that two equal periods can be played. If the two team officials cannot agree, the referee shall decide unilaterally. If the first game of a doubleheader is so late in starting that the playing of full regulation time would cause it to encroach on the allotted time for the second game, then the playing time of the first game must be reduced to enable the second game to play normal time. The reduced playing time must be of two equal periods.

9.11 - Games that are abandoned after 75% of playing time due to weather and/or extenuating circumstances will be allowed to stand. The score at the moment the game is abandoned shall become the game's official, final score.

9.12 - Clubs will be held responsible if a game is abandoned because of the actions of its players, officials, parents or spectators and will be subject to a disciplinary hearing, and will be fined as per OS discipline policies.

9.13 - If the playing time in any game is not completed for any other reason, the referee must report this on the team sheet. The League Management Committee shall determine the outcome of the game by determining:

- a) - That the score at the moment of the game being abandoned stand; or
- b) - That the game be replayed; or
- c) - That the offending team is to default the game by a score of 1-0.

9.14 – The NYSA has, over the years, noticed that some games have been subject to unsporting and/or disruptive behavior by players, team officials or spectators, at a level that is unacceptable but not sufficient to warrant disciplinary measures. Accordingly, the NYSA has published on our website, separate “Codes of

Conduct” for players, team and club officials, spectators and referees, and sanctions may be imposed for non-compliance.

Each team is responsible for their constituencies being made aware that the codes must be read and understood by all participants.

10.0 Referees

10.1 – The District Match Officials Coordinator shall be responsible for referee appointments to all games played under the NYSA jurisdiction.

10.2 – Before the start of the game the referees are to be paid the full game fees, each team paying half. If for any reason a game does not start due to weather conditions, failure of the lightning system, or gets abandoned before the 20th minute of the game, the referee(s) shall reimburse the teams 50% of the game fees received. If teams do not retrieve these fees from the referee at the field the fees are considered forfeited.

10.3 - Immediately after the game has been played all game officials’ names and OS numbers must be legibly printed and signed on all team sheets. The referee must record on all team sheets the goal scorers, any discipline cards issued and any other details that the referee deems pertinent. The referee shall then distribute a completed copy of each team’s Team Sheet to a representative of each team. The referee must update RefCentre (E2E) immediately after the game and submit all discipline reports on-line. The referee must then forward the team sheets and all reports to the NYSA League office to arrive within 48 hours. Non-compliance will result in discipline action against the referee as per OS Policies and Procedures.

10.4 - Complaints against referees must be submitted to the NYSA League office in writing by the club representative within 72 hours. After the complaint has been dealt with, the parties concerned will be notified. Verbal complaints will not be considered.

10.5 - The league will supply a referee report form and same is to be sent to the NYSA League office following each game where there is a referee complaint. Forms that are not completed or inaccurate will not be considered.

10.6 – Before the start of the game, the referee shall be responsible to verify that all team sheets are fully completed and record the time he/she has received them.

10.7 – If there is a referee no show, the assigned official will be fined \$100-\$200 as per OS rules, and field fee if applicable.

NYYSL GAME FEES 2019

Age Division	Game Duration	Referee	Asst. Referees	Fee per Team
U-13/U-14	2 x 40 minutes and 5 minutes half-time interval	\$45.00	\$35.00	\$57.50
U-15/U-16	2 x 45 minutes and 5 minutes	\$50.00	\$35.00	\$60.00

	half-time interval			
U-17/U-18	2 x 45 minutes and 5 minutes half-time interval	\$55.00	\$35.00	\$62.50

11.0 – Defaulted Games

11.1 - In the event of a team defaulting a game, that game shall be awarded to their opponent by a of 3-0. The defaulting team’s club will also be liable to discipline from the league in the form of a \$200 fine. The defaulting club shall pay the whole of the game officials’ fees, field fees and any other expenses reasonably incurred.

11.2 - In the event of a team no-show for a game the team present must provide the Team Sheet to the referee. Referee fees will be paid by the NYSA once the Team Sheet and game report is provided. A \$200.00 fine will be assessed against the “No-Show” team in addition to League Rule 11.1.

11.3 - In the event of a team defaulting (2) two games during a given season, the defaulting team will be subject to discipline, which may include expulsion from the League.

11.4 - Teams withdrawing or expelled from the League after April 15th will forfeit the entire League fee, bond fee, and the club will be fined \$1,000.

11.5 - Any team withdrawing from the league or is suspended or expelled from the league by the League Management Committee, shall have its membership cancelled. Should a team withdraw, be suspended or expelled during the playing season all game results will stand, and all remaining games awarded to the opponent by a 3-0 margin. The team shall be fined \$1,000. The team name shall remain at the bottom of the standings for the balance of the season. Any such team, when applying for re- admission, has to be approved by the NYSA LMC and shall be considered a new team for the purpose of membership.

12.0 - Changes and Re-Scheduled Games

12.1 – Under no circumstances are teams allowed to postpone/change/re-schedule games once the final game schedule has been distributed by the League. The “black out period” dates must be submitted on the League Registration Form or no later than March 15th. The League Management Committee will not permit additional requests.

12.2 - All games will be played as scheduled unless:

- a) At the discretion of the referee, postponement is necessary due to bad weather or field conditions. The OS Adverse Weather Condition guideline must be followed.
- b) A game is postponed at the discretion of the League
- c) A game is postponed at the discretion of a Parks/ School official. In such circumstances, game officials will be paid as per rule 10.2.

12.3 – The League Administrator will notify the club contact and the team contacts of any re-scheduled game(s). If it is less than one-week notice is given, both teams must agree to change.

12.4 – Any postponed and cancelled games due to weather/field/lighting conditions must be played no more than 14 days from the original scheduled date. The home team’s club must contact the away team’s club

and offer two options of date/time for away team to choose from. If the two teams' clubs cannot reach scheduling agreement within 7 days after the postponed game, the NYSA will impose the fixture date and time. The only exceptions to this, with an appropriate extension, will be if the 14-day period coincides with the league's black out period.

12.5 – In the event that a game is to be re-scheduled and is to take place in less than 72 hours both teams must consent to the reschedule.

13.0 – League Standings

13.1 – Within 24 hours of the completion of the game, both teams are responsible for entering the game report on line (score, scorers, red & yellow cards). Failure to comply, a \$25 fine will apply.

13.2 - Three points shall be awarded for a win, one point shall be awarded for a tie and no points shall be awarded for a loss.

13.3 - In the event of two or more teams finishing the schedule with an equal number of points, their final positions in the standings will be decided by the following tie-breaking mechanisms applied in order:

- a) Total number of points from games played between those teams during the season (in the case of a 2-way tie).
- b) Goal differential from games played between those teams during the season (in the case of a 2-way tie).
- c) Goals against of the overall games played by those teams against all opponents during the season.
- d) Goal differential of the overall games played by those teams against all opponents during the season.

In the event that a tie remains after the application of items (a), (b), (c) and (d) above, a one game playoff may be played. Penalty kicks shall be used to break a tie that remains after the completion of regulation time in that playoff game.

14.0 – Promotion and Relegation

14.1 - The team and/or teams standing in the top position(s) in the top division of the League shall be promoted to the Regional Level of OS competition. Number of teams promoted to the Regional League will be decided at the OS CRLMC. If a team should decline promotion into the Regional League, the offer of promotion may be extended to the team next in line.

14.2 - In the event of a team failing to operate during the following year or in the event of divisional re-organization, the OS CRLMC may promote other teams or allow relegated teams to remain in the division for the purpose of having balanced divisions.

15.0 – ~~League Cup (Not run in 2019)~~

~~15.1 – League Cup – The competition will be played among all teams participating in the North York Youth Soccer League.~~

~~15.2 – The league cup will be played by all age divisions independently. Each Divisional tier will contend a separate League Cup.~~

~~15.3 The draw for all cup competitions under the League's jurisdiction shall take place by placing the name of all teams entered in the competition being placed in ballot and shall be drawn in pairs. The team drawn first shall be the home team.~~

~~15.4 All cup games shall be of a single knockout game format, unless specified differently by the league at the start of the season.~~

~~15.5 Cup games take priority over League games and any tournaments / competition as sanctioned by OS except Ontario Cup games.~~

~~15.6 All league cup games (with the exception of the cup final) will be played within a specified time frame for each designated round of the cup. Home teams shall coordinate with away team and club to organize the next round of games. The home team is to offer two options, for the away team to choose from, with date/time for the next game. The home team needs to communicate with the League and provide a date/time/venue for the next round's game within 7 days of the previous round having been played. The date/time/location agreed on by teams to play the cup game shall be communicated to the League a minimum of 7 days before the proposed date and a minimum of 7 days prior to the cup round deadline. Failure to do so will result in both teams being removed from the cup competition.~~

~~15.7 The cup final shall be played on a date/time/location predetermined by the League. This game will not be changed unless it conflicts directly with an Ontario Cup date.~~

~~15.8 Players must be registered with their team by the District at least one day prior to playing in a cup game. Last date of registration: July 31st.~~

~~a) A player is deemed to be cup tied to a team once he/she has played (any duration) of a cup game and may not play for any other team in subsequent games of the cup competition.~~

~~b) Teams will not be allowed to use trial/guest/call up players for any cup games~~

~~15.9 A player suspended for a specific number of games in the League Cup shall serve such suspension in the League Cup competition until the player's team has concluded its participation in the League Cup competition. After a team has concluded its participation in the League Cup competition, the player's remaining number of suspended games shall be served in his/her team's regular season league games. The league shall assign the suspended games.~~

~~15.10 Both teams shall share the game official's fee in all rounds except the Final. With regard to the final cup games, the League shall be responsible for the field costs and game official's fee.~~

~~15.11 The District Referee Coordinator shall oversee the appointment of game officials for all cup games.~~

~~15.12 Tie breaking mechanisms:~~

~~a) In all rounds of the League Cup competition, if the game is tied at the end of regulation time the game shall be decided on penalty kicks. Each team shall alternately attempt five penalty kicks, each by a different player. Players must have been on the field of play at the conclusion of the game to be eligible to attempt a penalty kick (players not on the field at this time take no part in the penalty kicks). The team scoring the most goals during this initial set of five penalty kicks shall be declared the winner.~~

~~b) Should the teams score an equal number of goals during the initial set of five penalty kicks, additional penalty kicks shall be attempted, alternately, by members of the two teams who have yet to attempt a penalty kick until one team has more goals than the other after each team has attempted an equal number of penalty kicks. If no winner has emerged after all eligible members of both teams have attempted a penalty kick, the alternating process shall continue. Each team shall attempt penalty kicks in the same~~

~~sequence as was used the first time though the sequence of players used can be different (must still have been on the field at the end of the game) until one team wins.~~

~~15.13 – The NYSA Board of Directors shall be the legal holder, in trust, of all cups and other trophies belonging to the League. Teams playing in the final of the League Cup shall receive a team trophy (champion and finalist) that they retain.~~

16.0 – Discipline

16.1 - The NYSA will conduct all discipline on behalf of the League and it shall be chaired by the NYSA Discipline Chair, or in their absence, by a Level 1 Discipline certified member and two other panel members. These individuals will be responsible for all disciplinary matters arising from games and competitions by the league, and matters pertaining to the administration, and its “Rules and Regulations”.

16.2 – The League will follow the Discipline By Review (DBR) process for all cases outlined in the OS Published Rules.

16.3 – In cases where Discipline By Hearing (DBH) is mandatory, the appropriate parties will be notified and be required to attend.

16.4 – All parties have the right to request a hearing (DBH), and such requests must be made in writing together with a \$100 administration fee, no later than 72 hours after the event in question.

16.5 – The League will follow OS Standard Penalties for Misconduct. This document will be posted on our website for reference.

16.6 – The OS player and/or team official book must be presented at all hearings, otherwise there shall be no hearing held and the player/ team official shall be considered to have missed the hearing. Failure to appear for a hearing will result in an immediate suspension from all soccer related activities along with a \$100 fine to the accused. The accused must then request in writing for another hearing date to be confirmed.

16.7 – The OS registration book must be stamped at the NYSA office for all suspensions as per the deadlines which are stated in the DBR system.

16.8 – All time related suspensions will commence at 2.01am following the notification of the decision. All game suspensions will commence as communicated in the notification of decision.

16.9 – Players, team coaches and officials whose names appear on game sheets after a suspension has been imposed are deemed to have participated in the game while under suspension and will be recorded as an ineligible player. They will be subject to further disciplinary actions which could include forfeit of game and/or a fine to the club of up to \$2000 per occurrence.

Discipline By Review/ Hearing Dates for NYYSL 2015 will be published and distributed at the Coach Kick Off meeting.

17.0 – Protests

17.1 - Notification of all protests shall be delivered in writing to the league office by Registered Mail, Fax, e-mail or hand- delivered not later than two (2) days from the date of the match in which the protest has

arisen. In the event that the notification of protest is delivered by Registered Mail it must bear a postmark not later than two (2) days from the date of the match in which the protest has arisen (Saturdays, Sundays and legal holidays excepted). A notification of protest will be deemed not to have been received unless it is accompanied by a fee deposit in the amount of three hundred dollars (\$300.00). In the event that the protest is delivered by e-mail or fax, the \$300.00 deposit fee must be delivered to the league office within four (4) days of the date of the game which gave rise to the protest.

17.2 - Protest deposits shall be in the form of a certified cheque or money order payable to NYSA, or by Interac (email:nysa@nysoccer.ca) or debit (in person at the NYSA Office during business hours), or by credit card Visa, Mastercard, American Express (by telephone or in person at the office during business hours)

17.3 - In the event that any game is played under protest, that fact must be noted on the team sheet by the referee. A formal protest must then be lodged as stipulated in the rules of the League or competition. The club lodging the protest must, at the time the case is heard, produce evidence that the protest was noted on the team sheets by the referee. The game official (referee) will assume the responsibility of reporting any discrepancies including protests.

17.4 - A true copy of the notification of protest shall be sent to the club against whom the protest is lodged by Registered Mail, Fax or e-mail using the same practices and timing as specified above regarding delivery of the protest to the league office.

17.5 - In dealing with any protest, the NYSA Discipline Committee shall take into consideration the possession by the protesting club of any prior knowledge of facts or allegations contained in the protest, which if properly used, might have prevented the protest.

17.6 - The NYSA Discipline Committee shall have the right to declare that all or part of the protest deposit be forfeited where the protest has been considered and not sustained, or where the protest has not been properly lodged, or as otherwise provided in these rules.

17.7 - If, at any time after the expiration of the prescribed period for submission of a protest, evidence is presented which could have constituted grounds for a protest, such evidence shall be considered at the discretion of the NYSA Discipline Committee.

17.8 - Objection to grounds, goalposts, ball do not constitute grounds for a protest. The referee shall require the responsible team to correct the cause of the objection if this is possible without unduly delaying progress of the game. Objections of this nature, however, should be given in writing to the referee by half time and the referee must report the objections to the League. The League may take any necessary action to prevent a recurrence of these conditions including but not limited to fining or disciplining the offending team.

17.9 - Any protest, once lodged with the League may not be withdrawn, except by permission of the NYSA Discipline Committee.

17.10 - Any club, team or player dissatisfied with the decision of the NYSA Discipline Committee on any protest shall have the right to appeal, at its own expense, to the NYSA Executive Committee.

17.11 - In the event that any decision is appealed to a higher authority, no person having previously heard the case shall be eligible to sit on the higher level of adjudication, which may hear the case.

17.12 - In the event the conditions of lodging a protest or an appeal are not met, the protest will automatically be ruled inadmissible.

17.13 – Protests on the basis of referee competence or perceived referee bias will not be accepted.

18.0 - Appeals

18.1 - All appeals against decisions made with respect to the NYSSL by the NYSA Discipline Committee shall be delivered to the NYSA Executive Committee along with a cheque for \$500.00.

18.2 - If the appeal is denied NYSA will retain the total appeal fee of \$500.00.

18.3 - Any appeal decision of the NYSA Executive Committee with respect to the NYSSL may be appealed to the OS Discipline Committee at the following address along with the OS appeal fee:

OS Discipline Committee
Ontario Soccer
7601 Martin Grove Rd Vaughan, Ontario, L4L 9E4

19.0 - General Rules

19.1 - Any club secretary or/and contact person changing his/her contact information or any club changing the secretary/contact person must notify the League Administrator in writing within seven (7) days. Failure to comply with this rule shall render the club subject to a fine of \$100.00. Each team must have at least one contact. The League Office will inform the team contact(s) of notices regarding the league or changes affecting the team.

19.2 - All game officials shall be appointed by the District Referee Coordinator or a referee assignor. In the event that an appointed referee does not attend the game and if there are assistants assigned, one of the appointed assistants or another certified referee shall be considered the appointed referee. The league must consent this new arrangement. In the event there is no substitute referee, the game must be postponed. Under no circumstances may the concerned teams play a friendly or exhibition game.

19.3 - The League Management Committee may declare any date to be a “closed date” and no games shall be played thereon except those sanctioned and approved by the League Management Committee.

19.4 - The NYSA Discipline Committee shall have the right to discipline any player, any club official, any team official, any club or any team whose conduct, including its supporters’ conduct, may be deemed objectionable or detrimental in any way to the League or to the game of soccer. The NYSA Discipline Committee may, through any of their members, employees, board members or otherwise, take notice of any player, any club official, any team official, any club or any team whose conduct, including its supporters conduct, may be deemed prejudicial to the welfare of the game, and deal with the matter in such manner as the NYSA Discipline Committee may deem reasonable.

19.5 - No team with membership in this League shall take part in any games for or against unaffiliated (to the OS or CS) teams, or in unaffiliated competition.

19.6 - All teams competing in any division of the league must become members of the NYSA or have been given playing out rights by another district.

19.7 - Any club in membership with this League, or any member thereof, guilty of inducing or attempting to induct a bona-fide player of another club under the jurisdiction of the league, to leave his club and join them, before the end of the current playing season, shall be deemed guilty of misconduct. The club/team or

member shall be liable to discipline as the League Management Committee may consider necessary as per OS Policies and Procedures.

19.8 - All written communication must be submitted to the league office by the club representative.

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Appendix A - Fees & Fines

1) Discipline by Hearing Request	\$100.00
2) Discipline by Review:	
a. 3 Yellow cards (season)	\$30.00
b. Red Card (per occurrence)	\$30.00
c. Special Incident Report Case	\$50.00
3) Failure to Attend Discipline Hearing	\$100.00
4) Game Default	\$200.00 + game officials' fees, if applicable
5) Game abandoned	\$400.00
6) Game re-schedule Fee	\$25.00
7) Game Administration	
a. Failure to Provide Team Roster	\$25.00
b. Failure to provide League's game sheet	\$25.00
c. Game sheet infractions	\$25,00
d. Failure to submit game report or results	\$25.00
e. Field markings – missing, poor or irregular	\$25.00
f. Corner flags – missing or irregular	\$25.00
g. Goal Nets – missing or irregular	\$25.00
h. Mandatory Player's Books not checked	\$25.00
8) Game Protest Fee	\$500.00
9) Missed League Meeting	\$100.00 per occurrence
10) League Fees and Fines	
a. Team Registration fee paid by March 1st	\$375.00
b. Team Registration Fee after March 1st	\$450.00
c. Team withdrawal before March 1 st	No penalty
d. Team withdrawal After March 1 st	Fee forfeited
e. Team withdrawal after May 1st	Fee forfeited and \$500.00 fine
f. Team withdrawal after season starts	Fee forfeited and \$1,000.00 fine