WOMEN'S DISTRICT SOCCER LEAGUE RULES & REGULATIONS

1.0 Laws of the Game

1.1 The TO Soccer 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 Women's District Soccer League shall be in accordance to the Laws of the Game as adapted by Ontario Soccer each year, with particular reference to Ontario Soccer 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 one (1) and maximum of four (4) team officials per team. Each registrant must complete and sign the Ontario Soccer player/team official registration form and pay the annual registration fee as set by the district each year.

2.2 WDSL players shall be 19 or older by December 31st of each playing season. Teams may have up to 4 players who are 18 by December 31st of each playing season. U18 teams who do not have a district league to play in may submit a special dispensation request to TO Soccer.

2.3 Each club must enter the player data of a minimum number equivalent to 11 players registered in the Ontario Soccer Registration system and the TO Soccer League Management software not later than May 5th in any given season.

2.4 An Ontario Soccer team roster sheet must be obtained from the Ontario Soccer registration system after the data entry process is finalized. Teams from outside the jurisdiction of the TO Soccer must submit an original copy of its official team roster by May 5th 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.

2.5 All player registration must be submitted to the District. As such, no player shall be deemed registered and therefore eligible to play in any competition unless their registration documentation is received and processed by the District Registrar prior to the date of:

a. any League competition
b. any Cup competition
c. any tournament/competition as sanctioned by OS and the data is entered in the OS registration system

2.6 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 Ontario Soccer Registration system.

2.7 No player/team official registration, or transfer of registration, will be accepted after August 31st each year.

2.8 No player from a Regional level team may play down to the WDSL. Call ups can only come from lower level leagues.

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/team official transfer of registration, will be accepted after August 31st each year, unless approved by LMC.

4.0 Club Officials Responsibilities

4.1 The first team named on the official league schedule or cup draw will be considered the home team for any game under the TO Soccer jurisdiction.

4.2 When games are played on grounds provided by the League, it is the home team's responsibility to ensure that a corner flag of at least five feet in height is posted in each corner of the field.

4.3 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 of the correct height and width
b) The field must be marked off in accordance with the Laws of the Game,
c) A corner flag of at least five feet in height is posted in each corner of the field, failure to do so will result in a $50 fine to home club

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

4.5 Prior to the beginning of the season every team must register its playing colors with the League office via the TO Soccer League Management system.

4.6 In the case of both teams wearing similar colors, the home team must change. Failure to comply will result in a $250 fine charged against the home team and the game will be defaulted. The game will only proceed if one team wears numbered pinnies to resolve the color clash.

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

4.8 Numbers shall be a minimum of eight inches in height and of contrasting color 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 4 inches in diameter and/or two-inch lettering in one line in any direction on the shirt.

4.9 Goalkeepers must wear a contrasting color to both teams and the referee.

4.10 All clubs must attend all scheduled WDSL 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 teams that are not represented at the league meetings. All team head coaches must attend the annual coaches meeting. A fine of $100/team will be charged to clubs for not being represented at this meeting.

4.11 The team coaches must be OS Registrants who are required to obtain: Respect in Soccer, Making Head Way in Soccer, Soccer for Life, Making Ethical Decisions.

4.12 Only certified registered officials (minimum of 1 and maximum of 4 – i.e., Coach, Assistant Coach) shall be permitted to be in the team's designated bench area. A female team manager is permitted to be in the team's designated bench area (registered but not certified) ONLY on a female team that does not have a female coach.

4.13 The most updated WDSL rules and regulations will be posted in the league's web page prior to the start of the season. A waiver form provided by the league is to be signed by team officials. The waiver will state that the team official has read and understood the rules of the league, and that his/her club and team officials agree to abide by the rules.

4.14 The completed original waiver form is to be submitted to the League office no later than May 5th of current year. Failure to comply with this deadline will carry a fine to the Club of $100.00 per team.

4.15 The team officials of the home team are responsible to report the completion of the game to the League Office via our League Management software within forty-eight (48) 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 with the period of time stipulated, or not reported correctly, the League will fine the club $25.00 each time

5.0 Game Administration

5.1 Each team must prepare and present to the referee 2 completed team sheets and any Trial Permits and Temporary Registration 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 by the Discipline Committee under OS Discipline Policies and Procedures.

5.2 Each player and team officials' name and O.S. number must be legibly printed on the Team Sheet, to a maximum of eighteen (18) players and a minimum of one (1) and maximum of (4) team officials, including a coach, for any given game. Players' signatures are not required; the only signatures required are from ALL team officials present at the game. By signing the Team Sheet, the team officials confirm that all players and team officials listed on the Team Sheet are registered to the team and are eligible to participate. Non-compliance with this rule will be grounds for a $25 fine and a possible discipline charge. Any player's names that are handwritten on the game sheet will be subject to a $25 disciplinary fine to the club, all players should be appropriately registered and added on the game sheet through the League Management software.

5.3 Each team must have a fully Ontario Soccer certified coach on the bench for each game. The coach must be certified by Ontario Soccer and TO Soccer. If none of the officially registered coaches are available, a fully certified coach from 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 registration book to the game. Non-compliance with this rule will be grounds for a default and all applicable fines.

5.4 Mandatory Upon Request 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 Permit and/or Temporary Registration Permit available for presentation to the opposing team official. Anyone who is unable to produce his/her registration book or Trial Permit or Temporary Registration Permit prior to any game will

NOT be allowed to play/coach.

5.5 Refusing to complete the registration check upon request 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.

5.6 Only persons listed on the Team Sheet (except team manager- refer to 8.10 and 8.11) are permitted to be in the team's designated bench area. Those not on the Team Sheet must watch from the opposite (spectator) side of the field, or a minimum of 20 ft. away from the players side of the field regardless of any other relevant boundaries - including but not limited to, perimeter fencing. The game will be forfeited if any person refuses to comply.

5.7 All games must start promptly. Referees must see that this rule is enforced, ensure that games start promptly 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.

5.8 No game shall start unless both teams can field a minimum of seven (7) players and both teams submit the 2 completed game sheets 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. Players listed on the gamesheet can enter the game at any time during the game. If they arrived after kick off, the book check must take place before entering the field. Any member of the opposing team can conduct the book check, and no delay should be manufactured.

5.9 Unlimited substitutions shall be permitted. Substitutions may be made:
a) Own Goal Kick – "piggy backing" is allowed at the referees discretion
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 referee's discretion.
Substitutions must enter and exit the field of play at the halfway line. All substituted players must leave the field without delay. Substitution of goalkeepers must be reported directly to the referee.

5.10 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 captains and/or referee 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 halves can be played. If the two captains 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 halves.

5.11 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.

5.12 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 disciplinary hearing, and will be fined as per OS discipline policies.

5.13 If the playing time in any game is not completed for any other reason, the referee must report this on the team sheets. 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 3-0.

5.14 The League Management Committee may also order that the matter and the team or teams involved in the game be referred to the TO Soccer Discipline Committee for further discipline.

6.0 Referees

6.1 All referees shall be appointed by the Chief Assigner of the TO Soccer.

6.2 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) will be paid 50% of the fees.

6.3 No game cancellation is permitted unless, in the opinion of the referee, the safety of the players is in jeopardy and /or the playing field is hazardous. If lightning is present the referee shall follow OS guidelines on adverse weather conditions.

6.4 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 received them. Game Duration: 2 x 45 minutes (5 min half- time interval)

League	Game Duration	Referee	Asst. Referees	Fee per Team
Premier	2 x 45 minutes and 5 minutes half-time interval	$60.00	$45.00	$75

7.0 Defaulted Games

7.1 In the event of a team defaulting a game (i.e. not showing up or showing up without required number of players to meet minimum requirement to field a team), the defaulting team's club will be liable to discipline from the league in the form of a fine. The club shall be issued escalating fines on each team's number of defaults; fine $250 for first occurrence/$500 for second occurrence/$750 for third occurrence/$1000 for fourth occurrence and subsequent. The defaulting club shall pay the whole of the game official's fees, field fees and any other expenses reasonably incurred. The score of any defaulted game in WDSL will be recorded as a 3-0 loss for defaulting team.

7.2 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 TO Soccer (not the team present) once the Team Sheet and game report is provided. A fine will be assessed against the "no show" team. The defaulting club shall also pay the whole of the game official's fees, field fees and any other expenses reasonably incurred. A no show team is any team that does not fulfill its Scheduled or Rescheduled games without the expressed permission of the LMC.

7.3 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. Teams with 2 or more defaults in their previous playing season will also require special dispensation from LMC in order to register for the league.

7.4 Teams withdrawing/expelled from the League after May 10th will forfeit the entire League fee, bond fee, and the club be fined $1,000.

7.5 Any team communicating a default 10 days (weekends and holidays inclusive) prior to the day of the game will not be charged the match official fees.

8.0 Changes and Re-Scheduled Games

8.1 Under no circumstances are teams allowed to postpone/change/re-schedule games without League Management Committee permission. All teams will be allowed to propose one time period of up to a total of 7 days (incl. Sat & Sun) at the time of team registration (no later than March 30th) to be a blackout week where they will not have any games scheduled. The League will not grant additional requests after the team application deadline and after the schedules have been finalized.

8.2 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 official.

8.3 Game officials will be paid only 50% of the game fees, if for any reason a game does not start due to weather conditions, field conditions or failure of the lighting system.

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

8.5 All postponed and cancelled games due to weather/field/lighting conditions will be rescheduled on a Tuesday, unless they conflict with league cup games or either of the teams is already playing 2 games in that week. Teams will be given 2 weeks notice of the reschedule date and will be expected to play the game on the rescheduled date.

8.6 Games re-scheduled to take place in less than 72 hours must have the consent of both teams.

9.0 League Standings

9.1 Within 48 hours of the completion of the game, the home team is responsible for entering the game report online in the Got Soccer system (score, scorers, red & yellow cards). Failure to comply, a $25 fine will apply.

9.2 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.

9.3 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.

b) Goal differential from games played between those teams during the season.

c) Goal differential of the overall games played by those teams during the season.

d) In the event that a tie remains after the application of items (a), (b) and (c) 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.

9.4 Should a team withdraw from, be suspended by or expelled from the League during the playing season, all records pertaining to that team for the season shall be erased and the team's name shall appear at the foot of the standings.

9.5 League Division Champions shall receive a gift certificate in the amount of $250.00 along with trophies.