



Rules & Regulations

Last updated on January 2017

Article 1 TEAM AND PLAYER REGISTRATION

- 1.1** Team registrations must occur on an annual basis prior to the dates set by the League Administrator. All registration forms must be delivered with the appropriate fees. Once the registration is accepted by the League Administrator, confirmation of team(s) registered will forthwith be sent to all Clubs.
 - 1.1.1** The club must submit a cheque that must be dated on or before the registration dates set by the League Administrator. Post-dated cheques will result in the registration being void. The League Administrator will not accept club's bond money as registration fees; teams must provide a separate cheque for team registration purposes
- 1.2** Players must be registered through AIMS (OSA). A team must have on record an original signed roster form.
- 1.3** Subject to compliance of initial team and player registration, as outlined in Articles 1.1 and 1.2, team registration with the League will be completed after registering with the ECSA. Moreover, registrations must be completed at least 5 (five) calendar days prior to playing the team's first game of the season. Late registration will automatically result in:
 - 1.3.1** Penalties as per game default rules for each game played while being unregistered.
 - 1.3.2** Loss of any and all awarded points as a result of those games.
 - 1.3.3** A player may only register to play for one team notwithstanding their Clubs rights to call the player up to an older age team or a higher level team.

Article 2 PLAYER ELIGIBILITY

- 2.1** Before being eligible to play / participate as a team official, an Ontario Soccer Association (hereinafter termed the OSA) book must be in the player's / team official's possession.
 - 2.1.1** If the player book appears to have been altered in any way the team alleging same must notify the opposing team and referee that the game will be played under protest if the subject matter player is listed on the official game roster. The opposing team may choose to remove the subject matter player from the roster prior to the game commencing therefore negating the possibility of a protest.
 - 2.1.2** In order for a player to participate in any ECSL league game they must

be registered on an OSA player registration form duly stamped by the District Association. This includes any player being brought up to play from that clubs house league or any player on a trial permit.

- 2.1.3** If a player arrives at the game after it has commenced the team official of the opposing team may request to verify the subject matter player book for eligibility either at half-time (if the player arrived prior to half-time) or immediately after the completion of the game (if the player arrived after half-time).
- 2.1.4** No player may participate in any ECSL game if they do not have their player book to show to the opposing team official. If that player does participate in that game and the referee makes a notation on the game sheet after receiving an official complaint from the opposing team official then the game will automatically be declared forfeit by the League Administrator without the necessity of convening a discipline hearing and the club will be fined **\$100** for a **forfeited grassroots** game and **\$300** for a **forfeited competitive** game as per the published schedule of ECSL Fines
- 2.2** Players / Team official books will be deemed not valid unless signed by the player / team official and stamped by the District Association.
- 2.3** Upon request of the opposing coaching staff the burden of proof of age, lies with the player. The proof must be forwarded to the League Administrator within 24 hours.
- 2.4** Any and all matters regarding illegal / (in)eligible / suspended players / team officials will be referred to ECSA Discipline Committee. If found guilty by the ECSA, the League Administrator may choose any combination of the following additional options:
 - 2.4.1** Removal of any awarded points resulting from that game by the offending team In addition a fine as published in the league schedule of fines will also be imposed on the offending team and such fine **may** be automatically deducted from that teams performance bond.
 - 2.4.2** Removal out of the league competition or any other cup/playoff competition by the offending team.

- 2.5** A player can only participate in League Cup and/or playoff competitions for one (1) club every season. If and when a player has participated in League Cup and/or playoff competitions for a club and is subsequently released and signs for another club or transferred during the course of that same season, he/she will be deemed ineligible to play in League Cup and/or playoff competitions for that club. (Refer to Rule 12.1.1)
- 2.5.1** A player may play for a higher level team within the same club provided that the player has played the minimum of **three (3) league games** for that higher level team if required by the competition rules.
- 2.6** A player can only play for one club in the Kickoff Cup.
- 2.7** The League Administrator or his/her designate will reserve the right to execute random spot inspections at any League sanctioned game, requiring both teams at such games to present team and player eligibility documents. Failure to provide the requested documents may result in the League Administrator **acting as per Article 2.4.1 and 2.4.2**
- 2.8** When signing a new player, it will be the club's responsibility to make sure that any and all outstanding suspensions are served by this player before the player can be dressed for a League sanctioned game.
- 2.9** The League Administrator reserves the right to act upon alleged ineligibility of any player in the League and will be able to do so throughout the season. In all cases, the matter will be put before the ECSA Discipline Committee. If and when it is the decision of the ECSA Discipline Committee that a player was in fact ineligible, the League Administrator will have the same options as under 2.4.1 and 2.4.2.
- 2.10** If a member is to withdraw a team after the late registration deadline and prior to March 31st their affiliation fees shall be forfeited to the league and their performance bond shall be returned. If, however, the member withdraws a team on or after April the 1st the team affected shall forfeit both the affiliation fee and performance bond.

Article 3 DEFINITIONS AND AGE LIMITS

- 3.1** Youth player: As defined by the OSA Rules and Regulations.
- 3.1.1** Grassroots player as defined in the OSA Long Term Player Development Program.

- 3.2 Senior player: As defined by the OSA Rules and Regulations.
- 3.3 Age group qualifying date: As described by the OSA Rules and Regulations.
- 3.4 Age restrictions: The player's age shall be defined by the OSA Rules and Regulations.

Article 4 TEAM LIMIT

- 4.1 No Youth team shall be permitted to register more than eighteen (18) players, nor less than eleven (11) players at one time.
 - 4.1.1 No Grassroots age team will be permitted to register more players than the OSA Matrix **dated December 2013** for the long term player development program permits See attachment
- 4.2 No U21 or senior team shall be permitted to register more than twenty-five (25) players or less than sixteen (16) players at one time.
- 4.3 A team having reached the maximum number of players on its roster and wishing to register more, shall first release to the ECSA such number of its players so that the total number of players on the roster does not exceed the limit.

Article 5 TRANSFER OF PLAYERS

- 5.1 Once the season has started, any team which registers a player formerly belonging to any other team under the jurisdiction of the ECSL during the same playing season, must have a 24 hour (1day) waiting period after the filing date of the new player registration/transfer before the player is eligible to play.

Article 6 TRIAL PERMITS AND TEMPORARY REGISTRATION PERMITS

- 6.1 Trial Permits/Temporary Registration Permits shall be obtained from the ECSA, in accordance with the OSA's published rules.
- 6.2 A team may use a combined maximum of three (3) Trial Permits and Temporary Registration Permits per game for any or all games under the League's jurisdiction.
- 6.3 Trial Permits and Temporary Registration Permits *may only be used for regular season league games*
- 6.4 Trial Permits and Temporary Registration Permits must be submitted with the game sheet, or the guilty club will be fined.

- 6.5** Any player being used on a trial permit must also obtain an OSA registration number before being eligible to play in any league game.

Article 7 GAME PROTEST

- 7.1** All protests will be sent in writing to the League Administrator by mail, fax, e-mail and where appropriate a true copy to the opposing team, within forty eight (48) hours of the date of the match to which it relates. (Sundays and holidays are excluded from this forty-eight hours period.) The League Administrator will ensure a copy is forwarded to the opposing team.
- 7.1.1** Protests may fall into two (2) main categories
- a) A decision by the league that adversely affects a team;
 - b) A decision by the opposing team to play player(s) who may be ineligible (SEE OSA Discipline Policy 9.10.2);
- 7.2** A protest fee of \$50.00 (fifty dollars) payable to the ECSL must accompany all protests. The protest fee shall be refunded if the protest is upheld by the League Administrator.
- 7.3** A game protest must be reported to the match referee and the nature of the same noted on the official game sheet, thereafter a protest must be made in writing as stated in 7.1, and 7.2 above.
- 7.4** Protests pertaining to player eligibility will be dealt with only where there is proof that the player books have been inspected by the team lodging the complaint prior to the match kick off, at half time, or immediately after the final whistle by the referee.
- 7.5** In all instances of protest, the team against which the protest is lodged must be given an opportunity to remove the cause for protest prior to the match kick off.
- 7.6** Protests, which do not comply with regulations as stated above, will be ruled out of order and will not be heard.
- 7.7** The above pertains to protests based upon ineligibility and do not pertain to protests made as a result of playing suspended players. Those observations can be brought to the attention of the League Administrator at any time during the season.
- 7.8** During regular season play, all parties shall receive a minimum of seven (7) days' notice for protest hearings. During play-offs, all parties shall receive a minimum of seventy-two (72) hours notice for protest hearings. These notice periods may be waived if all parties sign a waiver form.

Article 8 REFEREES

- 8.1** Referees are to mail or deliver properly completed game reports to proper authority within forty-eight (48) hours of the played game. **Referees who repeatedly violate this rule may not receive any more league appointments.**

- 8.2** Fees for the officials in all League-sanctioned games will be paid as follows, unless otherwise stipulated:
 - 8.2.1** Regular season games: Home team.
 - 8.2.2** League Cup Games: 50/50 split between the two teams.
 - 8.2.3** Play-off games: 50/50 split between the two teams.

- 8.3** If the League has not received prior notice of any field closure, only the referee can determine the field conditions and if the field is playable or not with the field coordinator of the field in question.

- 8.4** The League will reserve the right to refuse or cease the services of a referee, if it is the opinion of League Administrator that the referee has conducted him/herself in a manner that is contrary to the standards and/or objective of the League.

- 8.5** Referees must properly complete and sign the game sheet following the game.
 - 8.5.1** The referee will not show any scores or goal scorers on game sheets for all Grassroots soccer games

- 8.6** Referees that fail to comply with the ECSL rules will be subject to disciplinary action.

- 8.7** Once the match has kicked off, the officials shall be paid the applicable fees in their entirety.

- 8.8** The game fees of the game officials shall be set annually with the approval of the membership.

- 8.9** In the event that none of the appointed officials for youth games are present or a carded referee is not available, both teams must agree on an acceptable substitute, and at such time the game sheet must be signed by both teams as to their acceptance of the substitute. The acceptable substitute shall only be a club official from either team. If both teams do not agree, the game shall be rescheduled.

- 8.10** Failure of an official to report to a game that he/she accepted

appointment to, shall result in a disciplinary action by the ECSA Discipline Committee, as per OSA Published Rules. ECSL League Administrator will refer the case to the ECSA Discipline Committee.

- 8.11** In situations where an official fails to report to a game, for which he/she had accepted the appointment, for the third time in one season, the official will not receive any more appointments for the remainder of that season.
- 8.12** Where a game has been canceled and the referee coordinator has not received a minimum of two (2) hours notice prior to kick-off, the officials shall be eligible for fifty percent (50%) of the regular fee. Teams will not pay the referee at this time. However the game officials must complete the request for reimbursement form available on the ECSL website providing full information on the game involved to the League Administrator.
- 8.13** Assistant Referees shall be **appointed** for all games except in the Grassroots divisions **and Recreational** divisions.

Article 9 GENERAL GAME RULES

- 9.1** All games of this league shall be conducted in accordance with the rules as stated in the F.I.F.A. rules in its most recent edition of "The Laws of the Game" with modifications of the ECSL:
- 9.2** Each **U13 to U18 competitive** team **may** dress and play no more than eighteen (18) players in a game. **Senior Women's teams may dress and play no more than twenty-five players in a game.**
 - 9.2.1** Players listed on the game sheet are deemed to have played the game.
 - 9.2.2** Teams using pre-printed game sheets will cross off that team sheet any player who is not participating in that game.
- 9.3** The game shall not commence unless each team's game sheet (line-up sheet) and the referee fees are in the possession of the referee prior to the kick-off. The team shall be given a 15 minute grace period to provide the game sheet and the referee fees.**9.3.1** Failure to properly complete the game sheet will result in a fine as per the published schedule of fines and that fine will be deducted from that team performance bond.
 - 9.3.2** Unless the players OSA registration number is shown on the Game sheet the player may not participate in the game.

- 9.3.3** All players being used on trial permits must be added to the game sheet together with their OSA registration number with a notation on the game sheet of Trial Permit against their name.
- 9.3.4** All players being brought up from their clubs house league must be added to the game sheet together with their OSA registration number and a notation on the game sheet of “playing up” against their name.
- 9.4** Unlimited substitution may be used, but players may only be substituted on the following stoppages of play:
- 9.4.1** After a goal is scored by either team.
 - 9.4.2** On a goal kick to either team.
 - 9.4.3** At half time or at the end of full time if overtime is to be played.
 - 9.4.4** For an injured player with the referee's permission. Only the injured player may be substituted.
 - 9.4.5** On a team’s own throw-in. When the team with possession makes a substitution(s), the opposing team may also make a substitution(s) up to the same number of players.
 - 9.4.6** When the league has issued a heat alert there will be unlimited substitutions at any stoppage in play the referee will use stop time during the game for water breaks for all players
- 9.5** A true copy of the signed/stamped team roster sheet from ECSA must be forwarded to the ECSL League Administrator five (5) days prior to the team's first game of the season. Should any changes occur to the roster thereafter, an updated, true copy of the team roster sheet must be forwarded to the ECSL League Administrator within twenty-four (24) hours from the date of the change.
- 9.6** Team coaches and players for both teams will be situated on the same side of the field. All spectators and individuals not on the game sheet will be situated on the opposite side of the field. Team management must stay within the technical area as defined by the FIFA Laws of the game during the game.
- 9.7** A player registered with a higher league team can play down, with the same club, on an ECSL team playing in a division at least one (1) year older than the player. No other downward movement will be allowed in the ECSL.
- 9.8** A team may bring up a maximum of five (5) players per game, providing

that the player(s) is/are registered as a competitive player on a lower/younger level team or a recreational player on a same age or lower/younger level team within the same club, notwithstanding either Article 9.7 or OSA player movement policies. Recreational players playing competitive must have a player registration book. Player movement within a club is not permitted for teams playing in the same division of the League.

9.8.1 If the local Medical Officer of Health issues a heat alert the referee will allow multiple water breaks and unlimited substitutions throughout the game

9.9 The days/dates this league does not schedule games are Victoria Day, Canada Day, and Labour Day and any other day(s) or period the League Administrator deems appropriate.

In all games, the first named team according to the official schedule will be considered the home team unless otherwise notified.

9.10 Should two teams present themselves in the same colors, it shall be the responsibility of the away team to use its alternate colors. Only the referee can determine if there is a conflict. Goalkeepers must wear a contrasting color to both of the teams and the referee. All players must be uniformly attired with the same color jersey, shorts and socks (Not for goalkeepers). All jerseys must have a unique number.

9.11 If teams are more than fifteen (15) minutes late for the scheduled kick-off, the game shall be played according to the referee's discretion.

9.12 The home team shall be responsible for providing the following at all games:

9.12.1 Corner flags

9.12.2 Two (2) suitable and appropriate size game balls:
- size 4 for divisions up to U-12,
- size 5 for divisions U-13 and older.

9.12.3 Goal Nets including games played on Multi-Use fields.

9.13 Should a team withdraw from the field of play prior to the completion of the game the team shall be penalized in accordance with the OSA rules relating to game abandonment.

9.13.1 In the event that an ejected coach decides to pull his/her team from the field of play before the completion of the game the board shall have to power to order the coach to post a bond of up to \$1,000 and

the team shall be penalized in accordance with the OSA rules relating to game abandonment.

9.13.2 In the event that the certified coach of a youth team is ejected from the game, **the game will be declared a forfeit unless a registered team official from that team's club is present and is willing to coach the team under the circumstances. The forfeit fine does not apply in this situation.**

9.13.3 A suspended team official must be at least 20 yards from the team bench. The team official must not perform any coaching duties such as warmups, preparation of game sheets, tactical instructions, etcetera.

9.14 Both home and away team must report the score and other information regarding the game as per on-line instructions to the league as soon as possible but not later than 12 midnight of *the **second day following the game***. Teams not complying with this rule will be automatically fined per the published schedule of fines and that fine will be deducted from that teams performance bond.

9.15 Game Default by a team:

9.15.1 Regular Season: Game shall be awarded to the opponents, by a score of 3-0. The guilty team shall be fined accordingly.
Cup Games: Game shall be awarded to the opponents, by a score of 3-0. The guilty team shall be removed from the remainder of the cup competition and shall be fined accordingly. Any default in the cup competition shall be considered separate from regular season competition.

9.15.2 Play-off game: Game shall be awarded to the opponents, by a score of 3-0. The guilty team shall be removed from the remainder of the playoff competition and shall be penalized accordingly.

9.15.3 The affected teams shall be reimbursed expenses as deemed appropriate by the Board of Directors.

9.16 In all situations where a game has been defaulted, the team showing up for the game shall have their game sheet filled out by the officials, and be required to report all pertinent information to the League's **Administrator** within the required timeframe.

9.17 Any team that defaults three (3) games in the regular season will

be removed from the competition for the remainder of the season unless under extraneous circumstances deemed acceptable by the League Administrator (proper documentation may be required from the team in question).

- 9.18** Teams shall play each other as scheduled. Three (3) points shall be awarded for a win, one (1) point for a draw, and no points for a loss.
- 9.19** In the event that two or more teams are tied in points at the end of the season in all League-sanctioned competitions, the tie shall be broken by:
 - 9.19.1** Best record between/among tied teams. Only games played between tied teams are used to break the deadlock.
 - 9.19.2** Best goal differential between/among teams that are still tied. Only games played between tied teams are used to break the deadlock.
 - 9.19.3** Most wins. (All games)
 - 9.19.4** Least goals conceded. (All games)
 - 9.19.5** Best goal differential (All Games)
- 9.25** If still tied, a game will be scheduled and played under knock-out rules.
- 9.26** As a general guideline, in the event that a game has to be abandoned for reasons of Mother Nature, the score at the time will be upheld as a final score if at least 2/3 of the second half of the game has been played. In the event that a game is abandoned for any other reason, only the League Administrator can make a final ruling on any situation in regard to the abandoning of a game. Without exceptions, the referee will be the sole responsible timekeeper.
- 9.27** Length of games:
 - 9.27.1** Under 8 - Two 20-minute halves
 - 9.27.2** Under 9-10- Two 25-minute halves
 - 9.27.3** Under 11 and Under 12: Two 35-minute halves.
 - 9.27.4** Under 13 and Under 14: Two 40-minute halves.
 - 9.27.5** Under 15 and older: Two 45-minute halves.
- 9.28** Home field location:

9.28.1 Home field location, as well as available days, must be provided to the League on the annual club registration forms. If a home field location has not been provided by the home games will be scheduled on City of Windsor fields or private fields as available. If a home field location is provided, but is a new venue for the League, directions to the venue are to be provided before the deadline as well. Once the March 1st has passed no change in home teams venue will be allowed, unless otherwise approved by the League Administrator.

9.28.2 Private fields that are designated as a home field location for a club/team can only be closed by a designated field manager or specified alternate. The designated field manager or specified alternate must notify the League Administrator.

9.28.3 If a private field location is closed on three (3) separate days/occasions in the same season (and no premium city fields are closed due to weather on those days/occasions) the league will have the right to investigate and/or reschedule all future games from the private field to city fields at the club's expense.

9.29 Season in all grassroots, youth senior divisions shall start on a date selected by the League Administrator.

9.30 Teams shall play each other as scheduled. Clubs whose teams are guilty of cancelling a game will be fined.

9.31 Any game that is abandoned shall be dealt with by the League Administrator. A club whose team is guilty of causing a game to be abandoned will be **fined in accordance with the published list of fines**

Article 10 GENERAL RULES GRASSROOTS

The ECSL will comply with the OSA Development Matrix (December 2014) and the League's Divisional Chart requirements. These documents replace the general grassroots rules section in the current league rules and regulations.

10.2.4 U8 through **U12** Clubs which have a team(s) which has been scheduled to participate in any Festival (including any inter-district Festival) and subsequently withdraw from a subject matter Festival less than fourteen days (14 days) from the start of said Festival shall be subject to the following fines which shall be paid prior to the subject matter teams be allowed to participate in a subsequent Festival

- i) \$100.00 per team withdrawn – 1st withdrawal by Club
- ii) \$200.00 per team withdrawn – 2nd withdrawal by Club
- iii) \$300.00 per team withdrawn – 3rd withdrawal by Club
- iv) 4th withdrawal of any team by Club – Removal of Club from all future Festival schedules

Article 11 KNOCKOUT RULES

- 11.1** Tie-breakers different from those stated in 9.23 may be used in knockout competition, based on the format of League cup and/or play- offs as announced at the pre-season coaches meeting.
- 11.2** If teams are tied after regulation time, the winner will be selected through kicks from the penalty mark, as per FIFA regulations.

Article 12 LEAGUE CUP/PLAYOFF COMPETITION

- 12.1** The league may organize cup/playoff competitions, as it deems desirable. The league administrator shall decide the rules for such competition and shall announce the format, dates, and schedules for all cup competitions at the pre-season coaches meeting. The league administrator shall also announce the format and dates for all playoff competitions at the pre-season coaches meeting.
- 12.1.1** Players are only eligible to play for one (1) club team in the League Cup and/or playoff competitions. To be eligible to play in a League Cup final or any play-off game, a player must have played a minimum of three (3) league games with the team in question. This does not exclude players from playing up in a higher division with the same club provided they meet the minimum played games requirement.
- 12.2** All U13 to Senior Men's League teams are eligible to participate in the playoffs. The format will be a one game knockout with the first place team playing the last place team and so on.
- 12.3** The Senior Divisions may have a knockout league cup competition. This competition will be run on the off weeks of Ontario Cup. This will be a one game knockout format on neutral field.
- 12.4** The Senior Men's and Women's tournament will be contested as preseason tournaments. The League will reserve the right to institute entry fee if it feels necessary.

Article 13 AWARDS

The type of awards for all League players and teams will be left to the discretion of the

League administration.

Article 14 PROMOTION/RELEGATION – SENIOR DIVISIONS

14.1 At the end of the season, the bottom two (2) teams may be relegated to the next lower division and the top two (2) teams may be promoted to the next higher division.

14.1.1 No club will have more than one (1) team in the Senior Premier division.

14.2 Youth and Senior Divisions:

14.3 If there are fewer than ten (10) teams in a division, the League's Administrator will have the option to relegate fewer than two (2) teams from that division to a lower division, and/or promote more than two (2) teams from the lower division to that division.

Article 15 APPOINTMENTS

15.1 The League Administrator of the League shall have the power to select and appoint people to positions as deemed necessary.

15.2 Any decision made by the League Administrator of the League regarding the selection and appointment to positions shall be only with the approval of the ECSA Board.

15.3 The League Administrator of the League shall have the power to revoke any appointment for good and sufficient cause. Revocation of an appointed position will require a majority vote of the Board of Directors of ECSA.

Article 16 – RESCHEDULING OF GAMES

16.1 The ECSL Scheduler must approve all changes made after the final schedule is completed. No game will be postponed or rescheduled unless the **Re-Scheduler** has received a Game Change request as submitted through the E2E website.

16.2. The two coaches must agree upon a new time, date and location before submitting a Game Change Request on the web site. The coach who submits the original request must indicate which team is requesting the change.

16.3 The second coach will confirm the new time, date and location on the web site. Once confirmed, these entries will be reviewed and approved by the Scheduler. An email will then be sent to both teams

advising them of the approved change. This entry will also update the League Schedule.

- 16.4. The Game Change Function is meant for changes to fixtures greater than five days. Any change required within this time frame must be sent to the League Scheduler for authorization and entry of the game change.
- 16.5 ALL authorized game changes made after the Start of Season shall cost the requesting team \$50.
- 16.6 The two coaches must submit entry into the ECSL score system as a cancellation. The two coaches will then reschedule this cancelled game. The rescheduling of these games must be submitted within five days of the postponed game. Failure to provide the required information will result in the game being scheduled by the League Scheduler with both teams being charged a Game Change Fee of \$50.
- 16.7 Weather and Field Closure related issues will not incur the Game Change Fee.
- 16.8 All games will be scheduled to be completed by the end of August, where possible; all rescheduled games must be completed by the 1st Friday of September.
- 16.9. Unless twenty-four (24) hours prior notice is given to the visiting team, only the referee can determine if unplayable conditions exist. Should a private club or City Parks and Recreation determine that unplayable conditions exist with (changed from within) less than twenty-four (24) hours notice. The postponed game will be rescheduled, as outlined in 16.6 above.
- 16.10 Only the ECSL Scheduler is authorized to schedule **and/or** reschedule games for the League **and the Re-scheduler is only authorized to reschedule games.**
- 16.11 Teams participating in a game not authorized by the League will default all points from the game.

Any matter not herein covered shall be judged in accordance with the Constitution of the District Association, and The OSA.

Only the Rules and Regulations dated January 2017 or later shall be effective. All older copies of the Rules and Regulations shall be considered null and void.