

EODSA Winter Development League Rules

October 2021

Rule 1: General

1.1 A copy of the current league rules shall be posted on the league management system (LMS)

1.2 Rules may be changed at any time, with 14 days notice to affected Clubs.

1.3 Clubs and teams will be notified of any changes to these rules via email.

Rule 2: League membership applications and fees

2.1 Any EODSA Club member that is in good standing and has permission to operate youth development soccer may participate in the league.

2.2 The EODSA will publish an application form for the league each year. The application form will specify as a minimum the following

- i) The team entry fee.
- ii) The payment schedule for team fee
- iii) The date of team withdrawal without penalty
- iv) The date of team withdrawal with the forfeit of the team deposit
- v) The date of team withdrawal with the forfeit of the complete team entry fee

2.3 Team entries will only be accepted by the EODSA if they have been submitted on the team application form.

Rule 3: Age groups and divisions

3.1 The league will offer divisions in the age groups under 9 to under 12 for both boys and girls.

Rule 4: Registration of players

4.1 Each club must register all players participating in the league, in accordance with Ontario Soccer policies and published rules.

Rule 5: Coaches and other team officials

5.1 Each team must appoint a head coach.

5.2 All team coaches and assistant coaches must be certified in accordance with Ontario Soccer policies and published rules.

5.3 All coaches and other team officials must be registered in accordance with the Ontario Soccer policies and published rules.

5.4 All coaches and other team officials must be registered in the LMS

Rule 6: Playing up

6.1 Ontario Soccer underage player rules will apply to games in the league.

Rule 7: Game sheets

7.1 Each team must provide the Match Official with a game sheet prior to each game.

7.2 The game sheet should be generated from the LMS, however if this is not possible the team may provide an alternative game sheet.

7.3 Hand-written names and corresponding uniform numbers may be added to the game sheet if they were omitted when the game sheet was generated.

7.4 The names of players and team officials who are not present at the game must be crossed out on the game sheet. All players, and team officials, whose names appear on the game sheet and are not crossed out, shall be deemed to have played or participated in the game.

Rule 8: Player eligibility

8.1 The EODSA will investigate and may take the appropriate disciplinary action following any report of an ineligible player participating in the league.

Rule 9: Equipment

9.1 The home team must provide a size 4 game ball to the Match Official.

9.2 Teams must wear only a Club jersey, with no other soccer organization logo or name on the jersey. Each team must register their uniform colours with the LMS system prior to the start of the season.

9.3 When in the opinion of the Match Official there is a clash in shirt colours the home team is required to change to their alternate colours providing that the visiting team's colours are as filed with the LMS, and if not, then the visiting team shall change its shirts to their regular team colour.

9.4 The goalkeeper's shirt colour must be different from that of either team.

9.5 All players on the same team, except the goalkeeper, shall wear shirts of the same colour, which must be numbered on the back. Numbers must be at least eight inches in height. No two players on the same team may wear the same number. Players' numbers must be recorded on the game sheet and cannot be changed after the start of the game without the Match Official's permission.

Rule 10: Laws of the game

10.1 All games played in the league shall use the published laws of the game as found of the LMS.

Rule 11: Responsibilities of team officials

11.1 The home team shall designate the bench or technical areas for each of the teams which shall be on the same side of the field. The bench or designated technical area shall start 5 meters and end 10 meters on either side of the centre line.

11.2 Only people listed on the game sheet may be in the team's technical area.

11.3 A Club Head Coach or Technical Director may sit on the Team bench or within designated technical area. Their name must be hand-written onto the game sheet.

11.4 No Team Official may enter the field of play at any time without the prior approval of the Match Official.

11.5 Each team shall ensure that its spectators sit on the side of the field opposite from the technical benches. All team officials must remain in the technical area and may not sit on the spectators' side of the field.

11.6 Clubs and Team Officials are fully responsible for the conduct of their players, other Team Officials and spectators, at and in the vicinity of any game in which their team participates.

Rule 12: Game start times and abandoned games

12.1 Teams are required to present themselves at the game field at least 15 minutes before the scheduled kick-off time .

12.2 If a game's start time is delayed for any reason the Match Official will shorten the game appropriately to ensure that the following game starts at the correct time.

12.3 Any team that fails to present itself at the field within 5 minutes after the scheduled kick-off time or fails to field the minimum 5 players, within 5 minutes after the scheduled kick-off time, shall be considered to have failed to appear for a scheduled game.

12.4 If a game is abandoned it will not be rescheduled.

Rule 13: Submission of game reports and scores

13.1 Following the game each team and the Match Official must submit a game report in the LMS.

Rule 14: Match Officials

14.1 Match Officials shall be appointed by the EODSA Match Official assigner.

14.2 Match Officials are required to be at the assigned field a minimum of 15 minutes before the scheduled kickoff time.

14.3 Match Officials assigned to the league shall be paid for their services in accordance with the EODSA Match Official Fees Policy.

14.5 In the event that the appointed Match Official fails to appear by the appointed kick-off time, a substitute registered Match Official may officiate the game. If a substitute registered Match Official is not available, then the two teams may agree to a spectator to officiate the game.

14.6 The Match Official must submit completed game sheets to the league within 48 hours of the game.

Rule 15: Schedules

15.1. All schedules will be published on the LMS.

15.2 Teams may submit requests for reschedules to the League Administrator. Consideration will be given to each request however due to limited field availability approval of reschedule requests can not be guaranteed.

15.3 Postponed games will only be rescheduled if there is available field time at no additional cost to the EODSA.

Rule 16: Discipline

16.1 The EODSA will manage all discipline matters arising in the league in accordance with the Ontario Soccer discipline policies and procedures.

Rule 17: Club representatives

17.1 A club that is accepted into the league shall designate up to 2 individuals as its Club Representatives. The Club Representative shall be the official point of contact in dealings with the league.

Rule 18: Communications

18.1 The league shall mainly use its LMS for all communications with its member clubs, and their team officials. Communications shall be by e-mail. Clubs must ensure they have valid email addresses in the league management system at all times for the designated club and team positions.

Rule 19: Mid season review

19.1 At approximately the half-way point of the season there will be a review process to recommend possible team movement between tiers for the second half of the season. The review will be performed by EODSA staff and the Technical Directors with teams in that division. The group will make recommendations of movement based on the relative performance of the teams in the League through the first half of the season.

Rule 20: Other matters

20.1 All matters not included in these published rules shall be dealt with in accordance with the Ontario Soccer published rules