



## Durham Soccer League

### Rights and Responsibilities

Changes made at the 2011 AGM are identified in Bold Italic print

#### Section I – Name

- 1) This League shall be known as the Durham Soccer League (hereinafter referred to as the DSL or the League).
- 2) The DSL shall be affiliated with the Durham Region Soccer Association (hereinafter referred to as the DRSA).
- 3) The DSL shall act as a subcommittee of the DRSA.
- 4) And be under the control of the DRSA League Representative.

#### Section II – Membership

- 1) Approximate dates for submission of applications by Club Teams to play in the DSL each year shall be as stated below. Actual dates will be determined by the League Executive published by January 31st of said year.
  - a) Club Information Sheets – 3<sup>rd</sup> Friday of March
  - b) Applications and Team Fees & Bonds – 3<sup>rd</sup> Friday of April
  - c) Team placement in division will be determined by the executive
  - d) For teams playing from other districts – Playing out Permits – 3<sup>rd</sup> Friday of April
- 2) Teams withdrawing prior to May 1 will be issued a 100% refund. Teams withdrawing after May 1 will receive no refund. Teams withdrawing after the start of the season will forfeit all fees paid and their Club will be subject to additional fines per team.
- 3) League entry fees, membership or any other fees deemed necessary for the responsible operation of the league by the Executive shall be determined and set prior to each playing season by the Executive.
- 4) Team registration shall be made annually with a form provided by the league Secretary. The application must be accompanied by the team fee.
- 5) Application for membership may be accepted any time subject to approval of the AGM or the Executive.
- 6) All team members shall comply with the rules and regulations contained in the Constitution and the Rights and Responsibilities of the DSL.
- 7) Failure of a club representative to attend a scheduled meeting could result in the Club being fined.
  - a) For list of fines see Appendix A.
- 8) Failure to participate in the Year End Tournament or Fun Day **after committing to it** could result in Disciplinary action.
  - a) For list of fines see Appendix A.

#### Section III – Meetings

- 1) Club Meetings:
  - a) There will be a minimum of 1 Club Meetings scheduled each year, mid-March.
- 2) Coach's Meetings:
  - a) There will be a minimum of 1 Coach Meeting scheduled just prior to the start of the season. At this meeting, each team will receive game sheets, envelopes, league rules as well as any other information required.
- 3) Executive Meetings:
  - a) Executive meetings shall be held as required to properly and effectively conduct the affairs of the DSL or at the request of the President.
  - b) The secretary shall present an agenda at each meeting.

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- c) The Chairperson shall have no vote, but in the event of a tie vote, shall cast the deciding vote.
- 4) Special General Meeting
  - a) A Special General Meeting may be called if deemed necessary by the Board of Directors. It must be called if a majority of the members request such a meeting. The meeting must be called within 21 days of the Secretary receiving such a requisition in writing. Only the business for which the meeting was called shall be dealt with at such a meeting.
  - b) At any General Meeting, a minimum of 50% + 1 of the membership must be present to constitute a quorum.
  - c) All members of the DSL shall have at least 14 days notice of the date, time and location of the Special General Meeting.
  - d) Amendments to the Constitution shall require a two-thirds majority of votes cast
  - e) All other matters require a decision of 50% + 1
- 5) Annual General Meeting (AGM)
  - a) The Annual General Meeting of the DSL shall be held not later than December 31 each year.
  - b) All members of the DSL shall have at least 14 days notice of the date, time and location of the AGM.
  - c) The order of business for the AGM shall be:
    - i) Roll Call
    - ii) Credentials Report
    - iii) Minutes of Previous Annual General Meeting
    - iv) President's Address
    - v) Officers' Reports
    - vi) Treasurer's Report
    - vii) Auditor's Report
    - viii) Appointment of Auditors
    - ix) Other Reports
    - x) Unfinished Business
    - xi) Amendments to the By-Laws
    - xii) Roll Call
    - xiii) Election of Officers and Directors
    - xiv) Any Other Business
    - xv) Adjournment
- 6) Amendments (Constitution)
  - a) Amendments to the Constitution may only be made at the AGM.
  - b) All proposed amendments shall be forwarded to the Secretary of the DSL not less than 31 days prior to the meeting and copies shall be sent to all members not less than 14 days prior to the AGM by the Secretary of the DSL. Amendments to the Constitution shall require a two-thirds majority of votes cast.
  - c) Amendments to the Rights & Responsibilities require a minimum of 50% + 1
- 7) Delegates and Voting Rights
  - a) All duly registered Clubs shall be represented at all general meetings of the DSL.
  - b) At any general meeting a minimum of 50% + 1 voting members represented by accredited delegates shall constitute a quorum.
- 8) Voting
  - a) Executive Meeting: Each officer or director shall have 1 (one) vote at an Executive Meeting.
  - b) General Meeting: At all General Meetings a Club shall have 1 (one) vote.
  - c) Only accredited delegates from member clubs may vote at General Meetings on behalf of their club (as in b above).

## **Section IV - Players**

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- 1) To be eligible, a Player must be registered at least twenty-four (24) hours before the scheduled start time of any League game. A Player must be in possession of their OSA Registrant Book to play.
- 2) The last date on which a player can be added to a team roster is July 31<sup>st</sup>.
  - a) A player must be –
    - i) registered with a member club of the DSL
    - ii) must have a player book which
      - (1) displays their likeness in the form a picture (e.g. passport)
      - (2) displays a sample of their signature
      - (3) is stamped for the current playing season by the District
    - iii) must be able to present their player book upon demand of
      - (1) their own coach
      - (2) the opposing coach
      - (3) any league official
    - iv) added to the team roster not later than 24 hours in advance of playing their first game
  - b) No players registered to a Competitive team in the current year can be registered to a Senior Recreational team or be used as a call up within the DSL in the same year.

- 3) The maximum roster size and limits on Underage Players are set out below.

| Division                    | Maximum Roster Size | Maximum number of players named for any One Game | Maximum number of Underage Players for any One Game |
|-----------------------------|---------------------|--|---|
| U8 or U9 (7v7)              | 14                  | 14   | 3   |
| U12 to U18 (11v11)          | 18                  | 18   | 3   |
| U23 or Men's / Women's Open | 25                  | 25   | 3   |

- 4) Any player whose name appears on the games sheet is deemed to have played in that game.
- 5) All rules and regulations set out in the OSA Administration Guide and OSA Published Rules regarding the signing and transferring of Players shall apply.
- 6) A Player may not move, by means of transfer or de-registration, from one DSL Team to another DSL Team after the season starts. This rule applies only to games played in the DSL.
- 7) A Team may use Players as 'Call-Ups' provided:
  - a) The player is a recreational player and is registered within the same Club as the Team requesting the called up player.
  - b) An OSA registrant book shall be presented at the game in order for the Call-Up Player to play.
  - c) The Player has not played in the maximum allowable six (6) games in the current season for this and all other teams.
  - d) The total number of Players entered on the Game Sheet shall total no more than the total number of Players on the Team Roster submitted to the League. For example, if the number of Players on the Team Roster sheet submitted to the League totals fourteen (14), then the number of Players entered on the Game Sheet shall total no more than fourteen (14) Players, included registered Players and Call-Up players.
  - e) Call-Up Players shall not be used in a Cup game.
  - f) A player may only play for one team per age group in the DSL
- 8) Failure to comply with any of the above shall result in the offending Team forfeiting the game and the points being awarded to the opposing Team. If both Teams fail to comply, no points shall be awarded. In addition a fine may be levied against each Club, which forfeits a game, and the Team and Team Officials may be subject to further discipline.
- 9) Every Team shall submit a completed Team Roster Sheet validated by the Club and District Registrar no later than May 15<sup>th</sup> of each year. Failure to submit a properly completed Roster Sheet shall result in forfeiture of all games played before and after 15<sup>th</sup> May until the Roster is received by the League. Failure to submit a Team Roster Sheet by 15<sup>th</sup> May shall result in a fine per game.

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- 10) Every team shall submit to their Match Secretary an updated copy of their team roster stamped by their applicable regional office each time there is a change to the player list by either deletion or addition. Roster updates must be received within twenty-four (24) hours of a change being made.
- 11) All players shall be registered to the team and appear on a stamped copy of the team roster at least twenty four (24) hours prior to participating (including sitting on team bench) in a league game.

### **Section V – Team Officials**

- 1) **A minimum of one (1)** to a maximum of four (4) Team Officials (e.g. coach, manager, and assistant coach) shall be registered on Team Official registration forms as supplied to Team Officials by the League.
  - a) Team Officials must have an Officials book which
    - i) displays their likeness in the form a picture (e.g. passport)
    - ii) displays a sample of their signature
    - iii) is stamped for the current playing season by the District
  - b) Only those team officials with properly stamped books and appearing on the stamped copy of the team roster may participate in the game from the player's bench area.
  - c) All team officials shall be registered to the team and appear on a stamped copy of the team roster prior to participating (incl. sitting on team bench) in a league or cup game
- 2) Any Team Official whose name appears on a game sheet is deemed to have participated in that game.
- 3) Any Coach associated with a Select and or Development Team shall have the minimum of Community Coaching Senior Level certification as required by the OSA.
- 4) A Team Official can only be registered to one team per division.
- 5) One Club Head Coach or Club Technical Director per Club may also be carded and may participate in games from the Player's side of the field.

### **Section VI – Division of Ages Divisions and Duration of Matches**

- 1) The age divisions formed by the League. Ages are to be computed as of January 1 of the current year. Age Divisions and durations are as follows:
  - a) U8 (7 v 7) – 25 min / half
  - b) U9 (7 v 7) – 25 min / half
  - c) U12 (11 v 11) – 35 min / half
  - d) U14 (11 v 11) – 40 min / half
  - e) U16 (11 v 11) – 45 min / half
  - f) U18 (11 v 11) – 45 min / half
  - g) U23 (11 v 11) – 45 min / half
  - h) Men's or Women's Open (11 v 11) – 45 min / half.

### **Section VII – Submission of Game Sheets**

- 1) Each coach is to provide the referee with their own team's game sheet 15 minutes prior to the scheduled kick-off. The Home Team coach is responsible for providing a stamped addressed envelope to the referee to mail in the game sheets and any other reports back to the League Office. It is the referee's responsibility to mail game sheets and any other reports to the League Office within 48 hours of the completion of the match. The winning coach shall also be responsible for phoning or e-mailing the game score to the League Office within twenty-four (24) hours of completion of the match. In the event of a tie, the home coach shall be responsible for phoning or e-mailing the game score to the League Office. The League shall publish this phone number and e-mail address at the beginning of each season. Failure to report the game score could result in a team being fined. See Appendix A for a list of fines.
- 2) In the Development League, Game Sheets are to be handled in the same manner as above only Scores are not recorded. The game sheets are used to verify the eligibility of all players and to track any discipline or comments made by the coaches or game official.
- 3) All games sheets must be mailed or delivered to the League office with postmark within one week (7 days) of the completion of the game.

**Section VIII – Rescheduling of Games**

- 1) All games shall be played as scheduled unless:
  - a) At the discretion of the Referee, postponement is necessary due to inclement weather or unplayable field conditions. A Team Official from the home Team shall be responsible for notifying the Match Secretary within twenty-four (24) hours of the scheduled start of the game. Failure to comply shall result in a fine to the Club for each offence.
  - b) A game is postponed at the discretion of the League, no less than forty-eight (48) hours prior to the scheduled game.
  - c) A game is postponed at the discretion of an official responsible for the operation and maintenance of the field with the authority to close the field to soccer use. A Team Official from the Home Team shall be responsible for notifying the Match Secretary within twenty-four (24) hours of the scheduled start of the game. Failure to comply shall result in a fine to the Club for each offence.
- 2) A request for rescheduling may be brought to the League within fourteen (14) days of the preliminary publication of the schedules. Valid reasons for such a request are:
  - a) conflict with a proven tournament commitment (proof in the form of a travel permission form signed by the appropriate District);
  - b) A number of players will be unavailable during the week in question with no possible call ups available.
- 3) Steps to be taken to Reschedule a game due to weather or Field conditions:
  - a) A Team Official from the home team will inform the Match Secretary of the need to reschedule the game within 24 hours of the scheduled start time.
  - b) The Home Team has 4 business days to provide the Match Secretary with up to 3 alternative dates, time and places to make up the postponed game.
  - c) The Match Secretary will then inform the Visiting Coach with the proposed dates.
  - d) The Visiting Team has 4 Business Days to accept one of the dates offered.
  - e) The Match Secretary will inform the Home Team and the District Referee Coordinator of the new date, time and place of the game.
- 4) Steps to be taken to Reschedule a future game. This can only be done within 14 days of issuing the official schedule.
  - a) The team requiring a postponement will contact the Match Secretary, informing him/her of their request for a reschedule game. The request should also include the reason for the requested change.
  - b) If the League agrees to the request, the Match Secretary will inform the both teams of the need to reschedule the match.
  - c) The Home Team coach has 4 business days to provide the Match Secretary with up to 3 alternative dates, time and places for the rescheduled game.
  - d) The Match Secretary will then inform the Visiting Coach of the tentative dates.
  - e) The Visiting Team coach then has 4 Business Days to accept one of the dates offered.
  - f) The Match Secretary will inform the Home Team and the District Referee Coordinator of the new date, time and place of the rescheduled game.
- 5) Failure to meet these deadlines could result in the League declaring the game as forfeited with the team responsible for the delay losing the match 1 – 0.

**Section IX – Protests**

- 1) Any and all protests shall be in writing and shall be received by the League Secretary within forty-eight (48) hours from the scheduled start time of the game, not including weekends or statutory holidays. Game points will be withheld until the resolution of the protest.
- 2) Any and all protests shall be accompanied by the appropriate fee in the form of a certified cheque or money order payable to the League.
- 3) The protest fee shall be refunded if the protest is upheld.
- 4) Correctly submitted protests shall be heard by the Discipline Committee.
- 5) No protests pertaining to the decision of the game official shall be entertained.

**Section X – Appeals**

- 1) Appeals shall be in accordance with the Constitution of the League, Durham Region Soccer Association and the Ontario Soccer Association

**Section XI – Age Specific Rules**

- 1) See Appendix B for Age Specific Rules

**Section XII – General Rules**

- 1) Game Sheets and Player/Team Official Identification
  - a) Each Team shall provide a Game Sheet, as supplied by the League. Failure to comply shall result in a fine to the Club for each offence.
  - b) All Teams shall furnish a complete list of Players and Team Officials on the game sheet provided, showing the full names of all Players and Team Officials participating in the game along with their OSA registrant number and Player's sweater number. Failure to fully and accurately complete the game sheet shall result in a fine to the Club per game sheet.
  - c) The game sheet bearing the names and signatures of the Team Officials shall be handed to the Referee before the start of the game.
  - d) Only Players and Team Officials participating in the game may have their names entered on the game sheet. Any Player or Team Official whose name appears on a game sheet is deemed to have participated in that game.
- 2) OSA Player Books
  - a) Team Officials shall carry the OSA Player registrant books to all League and Cup games and make them available to the opposing Team Officials or a League Official upon request, at least fifteen (15) minutes prior to the start of the game.
  - b) Players for whom the books are not produced are deemed ineligible to play. Once a book is produced for the player they are eligible to play in the remainder of the game.
  - c) A Team without Player books at the scheduled start time shall forfeit the game and the points are awarded to the opposing Team. The game officials are still entitled to their game fees. In the event that it is the Visiting Team that caused the forfeiture then the Home Team may apply to the league for reimbursement of the game fees from the Visiting Team. The League shall collect and transfer these fees. If neither Team has Player books at the scheduled start time both teams shall forfeit the game and no points will be awarded.
  - d) A Team found to have used an ineligible Player shall forfeit the game(s) to its opponent(s). In the event that both Teams are found guilty of using ineligible Players, both teams shall forfeit the game and no points shall be awarded. The incident(s) shall be reported to the Discipline Chairperson. The Team, Team Official(s) involved and their Club shall be subject to discipline in accordance with OSA Discipline Policies and Procedures.
- 3) Team Uniforms and Player Equipment
  - a) Teams shall provide each Player with an identical sweater with a different number on the back and shall declare the uniform colours on the Team registration form.
  - b) The goalkeeper shall wear a contrasting sweater, which also shall be different from the opposing Team and the Referee.
  - c) The first Team named on the schedule shall be the home Team. When uniforms are similar, the home Team shall change to a colour distinct from the opposing Team and the Referee.
  - d) The use of shin guards is mandatory in all age divisions.
- 4) Field Preparation
  - a) The home Team shall be responsible for providing corner flags, nets and game ball.
- 5) Referees
  - a) All League games shall be officiated by a properly qualified Referee and assistants, if applicable. If the assigned game official(s) do not show up, and a properly carded official(s) is available, the game shall be played. If the assigned game official(s) do not show up and a properly carded official(s) is not available, the Team Officials shall

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- mutually agree upon a game official or officials and the game shall be played. Failure to play the game may result in both teams forfeiting the game, at the discretion of the League.
- b) The Home Team is responsible for the Referee fees. Clubs that pay the Referee Fees in cash should do so before the start of the game. In the event that one team does not show the Official(s) will be paid by the Defaulting team through the Referee Assignor.
  - c) In the case of inclement weather, where the game does not start, the referees should not be paid.
- 6) Team Officials Responsible for Players and Spectators
- a) Team Officials are responsible for their Players and spectators at all times and shall conduct themselves in a proper manner, in accordance with the Laws of the Game. All Team Officials and Players shall confine themselves to the bench area, which shall be deemed to be an area ten (10) metres long commencing five (5) meters and finishing fifteen (15) metres from the centre line. Both team's bench area shall be on the same side of the field.
  - b) All spectators shall be confined to the opposite side of the field from the Players and Team Officials. No Players, Team Officials or spectators shall stand behind either Goal Line. Where there are team benches and viewing stands on the same side of the field, spectators shall remain in those viewing stands and may not stand along that sideline during the Game.
  - c) Any Player or Team Official impeding, harassing or otherwise intimidating a game official(s), Player(s) or Team Officials, shall be subject to severe disciplinary action.
- 7) Games Abandoned
- a) Any game abandoned by a game official, except for weather or field conditions, shall be dealt with by the League Discipline Committee. A Team found guilty of causing abandonment shall forfeit the game and shall be subject to discipline in accordance with OSA Discipline Policies and Procedures. In the event that both Teams are found guilty, no points shall be awarded, and both Teams shall be subject to discipline in accordance with OSA Discipline Policies and Procedures.
  - b) A game is deemed complete if 25% or less remains un-played when called by a game official due to weather or playing conditions.
- 8) Game Points and League Standings (excluding Development League)
- a) A Team shall be awarded three points for a win (including a win by forfeit) and one point for a tie in League and Cup play.
  - b) In the event of a tie in the League standings at the end of the season, the following shall apply, in the following order:
    - i) The Team with the most points from head to head competition;
    - ii) The Team with the most wins;
    - iii) The Team with the greatest goal differential (goals for minus goals against)
    - iv) The Team with the fewest goals against.
  - c) A win by forfeit shall be recorded as a score of 1 - 0.
  - d) If both teams forfeit then both will be assessed a loss by a score of 1 – 0.
- 9) League Cup Day
- a) The League Cup Draw will be made at a place and time of the League's choosing after the deadline for voluntary withdrawal from the Cup Day activities.
  - b) All teams are expected to participate in the League Cup Day Tournament (Fun Day for the Development League).
  - c) Rules for Cup Day will be made available to each team by August 1.
- 10) Discipline
- a) Any Player receiving one or more red cards; or three (3) or more yellow cards during the season shall be subject to the Discipline by Review system as outlined in the OSA Policies and Procedures.
  - b) Any coach who is cited by a game official for inappropriate conduct shall be subject Discipline by Review as outlined in the OSA Policies and Procedures.

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- c) Any Player or Team Official has the right to request a hearing from the Discipline Chairperson. A request for a hearing must be submitted in writing within two (2) days of the incident and must be accompanied by a Hearing fee.
- d) The League shall publish a list of regularly scheduled dates to review all the discipline reports and to hold any requested hearings.
- e) All suspensions shall be based on games within the League. The District Association and Club of the suspended Player or Team Official shall be notified and the District is required to record the suspension in the Player Book of the Player or Team Official, respectively.
- f) The player's club is responsible for submitting the disciplined player's book to the district for updating within 5 days of a suspension being issued. Failure to submit a player book for updating within the timeframe will result in a fine to the club and the player is deemed to be ineligible to play until the book is updated (See Appendix A)
- g) A Player or Team Official may be represented at a hearing, when a hearing is requested, by a Club Representative.
- h) All Players, under the age of majority, must be accompanied at any hearing by an adult.
- i) The OSA Player book or Team Official identification card shall be presented at the hearing.
- j) All suspensions shall be for a specific game(s) as determined by the Discipline Committee at the review hearing.
- k) In all cases of Referee assault, the Discipline Hearing shall be heard by the District Association of the Player or Team Official accused of the assault.

### **Section XIII - Other Matters**

- a) All matters not included in these Rights and Responsibilities shall be judged in accordance with the Constitution of the League and the Constitution and By-Laws of the OSA.