



Hamilton Soccer League (HSL) Rules and Regulations

Operational Policies Preamble

Ontario Soccer (OS) is governing body for soccer in Ontario and is responsible for the sanctioning and oversight for Leagues in Ontario. Within these Operational policies any time the masculine is used it is deemed and understood to be the feminine as well.

1. Code of Conduct

Administrators, Executive Committee Members, League Officials, Club Officials, Match Officials, Match Assignors, and registered Team Officials must conduct themselves on and off the field (at all times when dealing with soccer related activities) in such a manner as to set an example when followed, would enable every player to be a credit to the game. Executives and League Officials shall investigate all reports and any noncompliance that they directly observe and advise Team Officials and Club Administrators of any non-compliance with the League's Rules & Regulations as soon as possible.

2. Management

- 2.1 The affairs of the League(s) will be overseen by Hamilton Soccer, Board of Directors.
- 2.2 The League office staff, are not authorized to change or modify league policies or wave or adjust administrative fines or disciplinary fines.
- 2.3 The Hamilton Soccer Board of Directors has the sole rights to modify, change, add, modify, or delete League Operational Policies. Changes to Operational Policies made by the League will be communicated to the participating Clubs at least 14 days before adoption of the changes.
- 2.4 The proposed playing nights will be as made available by Club.

3. League Fee

- 3.1 The annual League fee will be proposed by the League office staff adopted by the Hamilton Soccer Board of Directors.
- 3.2 The 2022 team entry fee is \$325.00.

4. League Registration

Clubs will register teams into HaDmin. Teams must be registered with the League by April 15th. It is the Club's responsibility to keep the league up to date on any contact changes for the Club or team(s). With registration the Club and team contacts agree to receive contact from the league.

5. Team Regulations

- 5.1 All players must be registered in accordance with OS Registration Policy and be in the Ontario Soccer Member Management System (MMRS) known as "OSCAR" Ontario Soccer Club & Academy Registry.
- 5.2 A team may register a maximum of 25 players. A minimum of 11 players must be registered by April 15th of each year.
- 5.3 Each team must play in its own age level unless otherwise approved by the District and League In accordance with OS Policies and Procedures.
- 5.4 All Team Coaches, Assistant Coaches and Managers must be registered in the OS registration system.
- 5.5 A photo of all players and team officials must be uploaded into the OS registration system. All teams must have a District stamped Ontario Soccer Roster with player photos. A physical copy of the stamped Roster must be present at every game.



- 5.6 Players may be called-up from the following teams:
- The player is registered to youth recreational
 - The player is registered to youth competitive
 - The player is registered to a senior team of a lower league level
 - The player is registered to a senior team of a lower division of the League
- 5.7 Call-ups must be identified on the gamesheet as a call-up with their OS number. Call-ups will need to provide a piece of photo identification at the game.
- 5.8 Guest players must obtain a TEP or STRP which must accompany the gamesheet. Guest players must be identified on the gamesheet with their OS number. Guest players will need to provide a piece of photo identification at the game.
- 5.9 Stamped photo rosters and game sheets must be available and checked by the opposing team official(s) fifteen (15) minutes prior to kick-off.
- 5.10 If any players and/or team officials are not on the stamped photo roster they may not participate in the game or sit on the bench.
- 5.11 If a team does not have a stamped photo roster at the game it will not be played, and the team will forfeit the game. The opposing team will win the game by a score of 3-0 and will be awarded the points for the game. In the event, that the game is played despite one team not having a stamped roster, the result of the game will be void and the team without a stamped photo roster will forfeit the game; the Club will be fined as per Appendix B.
- 5.12 A player or team official arriving late will be allowed to participate in the game. It is the responsibility of the team officials to ask the match official to make the gamesheet available for late arriving players. There is no time limit on when a late arriving player or team official may join the game.
- 5.13 Teams who are participating in the League will abide by OS Rules, Policies and Procedures regarding players except as noted in the League Rules and Regulations.
- 5.14 As per District regulation, after July 31st no player(s) will be permitted to transfer or re-register from another team in the League, or any other league, to play for a team in the league in the current playing season.
- 5.15 A player may play a maximum of nine (9) games in total per season as a call-up. It is the responsibility of the team officials calling up the player to be aware of how many times the player has played as a call up in the current season.
- 5.16 If a player is found to have played in more than nine (9) games in the League as a call up in the current season the team shall forfeit the 10(+) game(s) and be fined as per Appendix A. The opposing team will win the game 3-0 and will be awarded the points for the game.
- 5.17 A player may play a maximum of three (3) games in total per season as a guest player. A TEP must be issued for each game played. An STRP may be used under the Ontario Soccer policies.
- 5.18 No player registered in a higher league may be used as a call-up or guest player in the League. If a team is found to have used a player registered in a higher league as a call-up or guest player, the team shall forfeit the game and will be disciplined accordingly. The opposing team will win the game 3-0 and will be awarded the points for the game.
- 5.19 Teams from the same Club playing in the same division shall not interchange players in the League.

6. Team Officials

- 6.1 "Team Official" shall mean coach, assistant coach, manager or assistant manager, who will be registered with the OS Registration System.
- 6.2 A maximum of 4 team officials, shall be permitted to sit on the bench.



- 6.3 Team officials will coach within the marked technical area or within one (1) meter of their bench. Team officials are not permitted to walk up and down the sideline or obstruct the view or passage of the assistant referee.

7. Team Responsibilities

- 7.1 Register their player and team officials with OS and have the players and team officials listed in the HaDmin system.
- 7.2 Anyone on the bench entering the field of play without consent of the match official during an altercation will be subject to disciplinary action depending on League Discipline Chair.
- 7.3 Teams failing to comply with League Rules and Regulations are subject to fines and/or disciplinary action. Team and Club officials will be notified in writing of any fines levied and/or disciplinary action.
- 7.4 A team must field a minimum of seven (7) registered players for games and if not, the team shall forfeit the game and be fined as per Appendix B.
- 7.5 If minimum number of players required in Rule 7.4 is at the field by the scheduled game time, the match official will start the game at the scheduled time.
- 7.6 If any team fails to appear or appears and refuses to play at a scheduled League game or League Cup game, they shall be fined as per Appendix B and the team will forfeit the game. Forfeits will be recorded as 3-0 loss by default.
- 7.7 Clubs/Teams are responsible for the conduct of their players, officials, and spectators on and off the field of play during a game and before and after a game scheduled by the League.
- 7.8 A maximum of twenty-five (25) registered players may sit on the bench. All players must be listed on the gamesheet, and once listed are deemed to have played. (Players under suspension shall not be entered on the gamesheet and should not be at player's bench). Teams found to have more than twenty-five (25) players on the game sheet shall forfeit the game to the opposing team by a score of 3-0. Two copies of the gamesheet must be provided to the Match Official.
- 7.9 Any team official withdrawing a team from a game shall be fined as per Appendix B and the team will forfeit the game. Forfeits will be recorded as 3-0 losses by default.

8. Home Club/Academy Responsibilities

Home Clubs will be responsible for the provision of:

- A) Field markings, as per FIFA Rules
- B) Goal nets
- C) Corner flags
- D) A minimum of two (2) size five (5) game balls
- E) Field lights (when required).

9. Uniforms

- 9.1 All players shall wear regulation soccer equipment as outlined by FIFA and OS Rules.
- 9.2 All Players, including goalies, must be identified by a number, on the back of their shirt and such number will be recorded against the players' name on the gamesheet. All numbers must be legible. No two players on the same team may wear the same number. Every player must have a different number.
- 9.3 The home team will change to their registered away uniform colour if there is a conflict.
- 9.4 The home team will be required to change shirts in the event their colours conflict with the away team. Goalkeepers' uniforms must not conflict with that of the game officials or opposing team and must be identified by a number on the back of the jersey.



- 9.5 If the goalie is substituted, the new goalie must have a different number than the original goalie.

10. Match Officials

- 10.1 The League will assign registered officials to all games.
- 10.2 Registered Match Officials must be present at the game thirty (30) minutes prior to the scheduled start to complete standard field check.
- 10.3 For League matches the home team is responsible for the payment of match officials in cash, fifteen (15) minutes prior to kick off.
- 10.4 Match Official Fees are as follows: \$60.00 for Referee, \$40.00 for AR1, \$40.00 for AR2.
- 10.5 Match Officials will be paid 50% of the Match Official Fees if the game is not started for the following situations:
- A) The field, in the Match Official's opinion, is unplayable.
 - B) The municipality's parks department closes the field prior to kick-off.
 - D) One or both teams do not show up after the grace period has lapsed.
 - E) One or both teams have less than the minimum number of players required to kick off the game.
- 10.6 For League Cup matches the match official fees will be paid by cheque through the League office.
- 10.7 The game shall be played if one official is present.
- 10.8 Officiating complaints will only be acknowledged if received in writing by the League.
- 10.9 The Match Official is responsible for completing the online game report via the HaDmin system. In addition, the Match Official must provide the "Official Gamesheet" plus pertinent paperwork to the league within twenty-four (24) hours of a game being completed. The "Official Gamesheet" must be signed by all three match officials before being submitted. Furthermore, all disciplinary forms must be signed by the Match Official. The Match Official will mail the gamesheets to the League office within twenty-four (24) hours.

11. Conflict of Interest

- 11.1 All Match Officials and Match Assignors shall comply with the OS's Code of Conduct or the OS's Match Assignors Code of Conduct, or they shall be reported to their District Association for disciplinary action.
- 11.2 Each Match Official, or Match Assignor is under an obligation to avoid a conflict of interest:
- A) To absent himself or herself from any game at any time there is the matter giving rise to the conflict.
 - B) To refrain from accepting the game or officiating the game, where involved himself or herself with that age division.
 - C) To refrain from officiating when you have a relative who is participating in the match as a player or team official.
 - D) To refrain from officiating in a game when you are a team official, executive member, and/or a player within that Club.
- 11.3 All non-compliance will be reported to their district association for disciplinary action.

12. Game Start Time

- 12.1 The Match Official will endeavor to start each game at the scheduled time designated by the League.
- 12.2 An allowance of not more than fifteen (15) minutes from the scheduled time shall be made if either team has less than seven (7) players in attendance for the game. No exceptions will be allowed by the Match Official.



- 12.3 Games scheduled for weeknight should begin no earlier than 6:30PM and no later than 9:00PM. Only the League can assign other times at their discretion or as required. Weekend games will be scheduled at the Leagues discretion to commence no earlier than 9:00AM depending on field availability. Only the League can assign other times at their discretion or as required.

13. Game Duration

- 13.1 The length of games will be Two (2) forty-five (45) minute halves.
- 13.2 A minimum break between the halves of five minutes and not more than ten minutes shall be provided. During periods of extreme heat, the Match Official may at their discretion offer water breaks.
- 13.3 Player substitution shall be permitted with the consent of the match official during a stoppage of play for the following:
- A) Goal kick
 - B) Kickoff
 - C) Injury of a player
 - D) Halftime
 - E) No substitution is allowed for any player(s) ejected from the game
 - F) Substitutions must enter and exit the field of play at the halfway line
 - G) Substituted players must leave the field without delay
 - H) Own throw in - opposing team can piggyback on that change

14. Game Sheets

- 14.1 Only HaDmin generated gamesheets as supplied by the League via the online gamesheet module are considered the official gamesheet. If the HaDmin gamesheets are not used, the Club may be fined as per Appendix B.
- 14.2 The Club/team official will enter only players who are registered to the team in the OS system. Players and team officials under suspension are not permitted to participate while under suspension and are not permitted to be on the gamesheet.
- 14.3 All players and team officials present must be identified on the gamesheet. All names and OS registrant numbers must be always legible.
- 14.4 Team Officials present at the game must sign the gamesheet. Players and Team Officials whose names and registration numbers appear on the gamesheet are deemed to have coached/played in the match.
- 14.5 Completed gamesheets accompanied by any Disciplinary Reports, Temporary Permits or Short-Term Trial Registration Permits must be provided to the League office by the game official within twenty-four (24) hours of the final whistle. Non-compliance will be reported to their district association for disciplinary action. Failure by the Match Official to provide game sheets to the league office within stipulated time frame does not make the gamesheet or any disciplinary reports null and void. The league will process discipline once received and reviewed according to Hamilton Soccer Discipline Procedures.
- 14.6 Teams using players on a Temporary Eligibility Permit or Short-Term Trial Registration Permit must submit the authorized signed copy with the gamesheet. All players playing for teams under a Trial or Temporary Permit will be governed by Policies and Procedures of OS and the League. The Match Officials must add any player's name(s) and OS number manually into the online game report that are not shown and participated in the game.
- 14.7 The suspension of players/team officials by the League for any game in which a player/team official received a game or time suspension is recorded in the HaDmin system. The system will endeavor to prevent any suspended individual from appearing on the gamesheet. It is the



responsibility of the team official(s) to ensure that no suspended player or team official participates in the game or is signed on the gamesheet. Any player or team official entered on a gamesheet for a game they are suspended for will result in disciplinary action

15. Cancellation of Games

- 15.1 The game shall begin and/or continue to be played unless, in the opinion of the Match Officials, the safety of the players and/or the quality of the field is in jeopardy.
- 15.2 The game will be replayed in full if less than fifteen (15) minutes of the second half has been played, after which time the results of the match at the time of the stoppage shall stand. The Match Official shall be the sole judge of time elapsed.
- 15.3 When fields are closed by Municipality or Club, the league will notify affected teams of any cancellations as soon as notification has been received in the league office. Rules for rescheduling will be used when rescheduling games.
- 15.4 League Games and Cup Games may be cancelled at the discretion of the League, Match Official, the municipality, or owner of the field.

16. Rescheduling of Games

- 16.1 Unless for conditions stated in section 15 no game will be rescheduled unless otherwise approved by the League. Rescheduling requests must be submitted to the League a minimum of twenty-four (24) hours prior to the originally scheduled game.
- 16.2 The Home Club must provide a date for rescheduling of a game to the League within fourteen (14) days upon request of the League. Failure to provide the required information will result in the game being scheduled at the away team's location. Or at a neutral site designated by the League.
- 16.3 All postponed games will be rescheduled by the League. The League will notify the teams a minimum of 72 hours in advance of any rescheduled game unless time does not allow the 72 hours advanced notice.
- 16.4 If game is reversed to away team's location the home Club is responsible for all field and Match Official costs.
- 16.5 If the game is set for a neutral site by the League the field cost and Match Official cost will be paid by the Home team.
- 16.6 There will be no league or league cup games scheduled for a team within twenty-four (24) hours before or after their Ontario Cup game(s). Teams must notify the League of any Ontario Cup games at least seven (7) days prior to the Ontario Cup game, or as soon as possible if they were given less than seven (7) days' notice by the OS.
- 16.7 The League shall notify the team of the rescheduled date, time and location and receive acknowledgment first by e-mail and secondly by phone (if e-mail was unsuccessful). Notification will be deemed to have occurred after acknowledgement of the change by the team. If the team does not confirm, a final notice will be sent to the Club/Academy and the team will be considered notified.
- 16.8 Only the League are authorized to schedule or reschedule games.

17. League Standings

- 17.1 The League Champion shall be the team which accumulates the greatest number of points, based on the formula of three (3) points for a win and one (1) point for a tie, in all games provided for by the League schedule of that age group.
- 17.2 In the event of a tie in points between two or more teams at the end of regular season, the following tie-break criteria will be enacted:



- 1) Goal Difference
 - 2) If still tied, Goals For
 - 3) If still tied, Most Wins
 - 4) If still tied, Head-to Head Record
- 17.3 Promotion and relegation will be implemented. Teams will have the option to opt out of promotion. In a situation that the team eligible for promotion declines the team that is to be relegated is given the choice to remain in the same division next year. Should the team to be relegated chooses to be relegated, the second place team of the lower division will be offered the promotion. In a situation that a team opts out of promotion, the League will decide team placement in the division to ensure a balanced division.

18. League Cup

- 18.1 Call-ups and guest players will not be permitted for the league cup.
- 18.2 Every player is Cup tied to the first team with which he/she played a League Cup game, in the current season. If a player plays for a second team, that team will automatically lose the game to the opposing team by default with a score of 3-0 and disciplinary action will be taken.
- 18.3 If the game is tied after regulation time, kicks from the penalty mark as per FIFA Law will apply.
- 18.4 Match Official fees are to be paid by the League for all cup games. Field costs are to be paid by the home team except when the final is booked by the League.
- 18.5 Regulation Time in the event the game is called, (i.e. adverse weather), in all league cup games, if fifteen (15) minutes or more of the 2nd half, have been played, the result of the game will stand. If the game is tied, or the suspension of play occurs during penalty kicks the cup game will be replayed in full.

19. Discipline

- 19.1 The League follows OS Discipline Policies and all discipline will be applied under OS Policies. For information regarding the OS Discipline Policies please visit section 12 of the link below:
https://cdn3.sportngin.com/attachments/document/3f18-1747732/Ontario_Soccer_2022-2023_Operational_Procedures_2022-01-27.pdf#_ga=2.255936907.1885989904.1644848947-1696682216.1643130228
- 19.2 All discipline matters (except appeals) and protests shall be handled by the League Discipline Chair.
- 19.3 Discipline in the case of alleged match official assault will be administered by the District Association in which the player or team official is registered. The accused is automatically suspended from all soccer related activity, as per OS Rules, until the case has been heard and a decision rendered.
- 19.4 All discipline reports must be provided along with the gamesheet within twenty-four (24) hours of game completion to the League office by the Match Official or assistant referee. Gamesheet reports must be completed online within twenty-four (24) hours of the final whistle. Failure by the Match Official to provide the game sheets to the league office within stipulated time frame does not make the game sheet or any disciplinary reports null and void. The league will process discipline once received and reviewed.
- 19.5 Any team official, who for whatever reason during a game withdraws his/her team from the field, will be subject to disciplinary action depending on League Discipline Committee findings.

20. Game Abandonment

Clubs will be held responsible if a game is abandoned because of the actions of its players, team officials or spectators and will be subject to disciplinary action. If the Club is found guilty, the team shall forfeit



the game and the Club will be fined as per Appendix B. Forfeits will be recorded as 3-0 losses by default and points will be awarded to the opposing team depending on the discipline committees' findings.

21. Protests

- 21.1 Protests based on decisions of the match official's interpretation of FIFA Law will not be acknowledged.
- 21.2 No protests will be entertained by the League regarding players(s)/team official(s) eligibility if the team making the protest has not checked player rosters.
- 21.3 The protest must be submitted in writing within forty-eight (48) hours of the game being completed. A fee of fifty dollars (\$50.00) by cash, e-transfer or cheque must be submitted within five (5) working days. Protests can only be heard if any rules of the League or OS have been violated. All protests must be signed by an official team representative.
- 21.4 The League will review protests and send a response within fourteen (14) days - once all relevant information is received by the League.

22. Appeals

Any discipline hearing decisions of the League may be appealed in accordance with Ontario Soccer's Appeals Policies and Procedures.

Appendix "B" - Fine/Fee Schedule

- Team withdrawal from the League after April 15th will result in a forfeiture of the team registration fee
- Failure to present an approved photo roster at a game \$100.00
- Game Forfeiture Fee \$100.00
- Failure to field a team Game Forfeiture Fee + 50% of Match Official Fees
- Administration Fee for Discipline by Review \$25.00
- Administration Fee for Discipline by Hearing \$50.00
- Request for Hearing Fee \$50.00
- Request for Hearing Postponement Fee \$50.00
- Failure to pay an administration fee by the stipulated date \$25.00