



WOMEN'S DISTRICT SOCCER LEAGUE RULES & REGULATIONS

1.0 Laws of the Game

- 1.1 The Toronto Soccer Association 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 the TSA League Management Committee via the League Manager.
- 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 TSA League Management software not later than April 15th in any given season. A fine of \$5.00 will be levied for each player fewer than the minimum number required not entered in the system by **April 15th**. Ontario Soccer Team Roster and registration books must be handed into the district office for final verification of player eligibility prior to the start of the season. The maximum number of players that can be rostered is 25.

In the event it is alleged that a team plays an ineligible or suspended player or players in any game, the culpable Head Coach and Club shall appear before the TSA Discipline Committee for further discipline action, as per Ontario Soccer discipline policies and procedures.

- 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 TSA must submit an original copy of its official team roster by May 1st 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. Failure to comply with the deadlines will result in a fine to the club of \$10.00 per day per team to a maximum of \$100.00 per team and could result in forfeiture of games played.

- 2.5 All player registration documentation must be submitted to the District Registrar. 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. At the TSA, a five (5) business day processing time is in effect for the processing of Ontario Soccer registration forms and registration books. The club, team and player may be liable for any errors or incorrect statements on the registration form. Team books submitted after **April 15th** that are required within 5 working days will be subject to a \$200 rush fee.
- 2.7 If the League Management Committee(LMC) has any doubt as to the qualification of any player, the League Management Committee shall call upon such player or/and the club for which she plays, or for which she has played, to prove to the satisfaction of the League Management Committee that she is properly qualified to take part in any game under the Women's District Soccer League jurisdiction. Failing such satisfactory proof, the League Management Committee may disqualify such player and, if necessary, remove such team and club from any or all of the competitions under the League's jurisdiction and refer the same to the Discipline Committee.
- 2.8 No player/team official registration, or transfer of registration, will be accepted after July 31st each year.
- 2.9 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 July 31st each year, unless approved by LMC.

4.0 Trial Permits (Guest Players)

- 4.1 A "TRIAL PERMIT" is a temporary registration with the OS, which shall only be used by players who are not registered with the OS or a Provincial Association affiliated to the C.S.A.
- 4.2 A "TRIAL PERMIT" entitles a non-registered player to play two games for a Registered Team during a fifteen-day period.
- 4.3 The "TRIAL PERMIT" shall be obtained from the District Association to which the team's club is affiliated.

- 4.4 The District Registrar shall issue two copies of the "TRIAL PERMIT" and when validating the "TRIAL PERMIT" shall ensure that the form has both, the starting date and the expiry date of the trial period. The player may use the "TRIAL PERMIT" to play in any two games for the team stipulated on the form and which occur during the trial period (a maximum of fifteen days).
- 4.5 A copy of the "TRIAL PERMIT" shall be affixed and the team sheet submitted to the referee at each trial game. Prior to submitting the copy of the "TRIAL PERMIT" to the referee, the team must write the date of the game on the "TRIAL PERMIT".
- 4.6 A player while using a "TRIAL PERMIT" must also obtain an "OS REGISTRANT BOOK" which must be available for presentation at the trial game in which she is playing. Failure to present the "OS REGISTRANT BOOK" shall render the player ineligible to play in that game.
- 4.7 A player may obtain two "TRIAL PERMITS" during one season. An outdoor season and an indoor season shall be considered different seasons. However, she may only be issued one "TRIAL PERMIT" to play for any one Club.
- 4.8 A maximum of 3 players on a "TRIAL PERMIT" may play in any one game.
- 4.9 If a player is issued two "TRIAL PERMITS", the trial period for each shall not overlap.
- 4.10 A "TRIAL PERMIT" shall be permitted, subject to the competition rules, at league games, exhibition games, and festival games.
- 4.11 A player playing in a registered league game or a sanctioned festival by using a "TRIAL PERMIT" shall be eligible for Ontario Soccer insurance coverage and shall be subject to Ontario Soccer discipline.
- 4.12 When making application for a "TRIAL PERMIT", a player shall: a) Complete a "TRIAL PERMIT" application form approved and obtained from the District Association to which the team's club is affiliated; b) Pay the fee as established by the District Office; c) If the player is playing on trial in the WDSL she must supply a recent (head and shoulders) passport-sized photograph (which shall be affixed to the "OS Registration Book"); and d) Indicate the starting date and the expiry date of the 15-day trial period.
- 4.13 The League Management Committee or TSA may impose limitations on the use of "TRIAL PERMITS", provided that the limitations are applied consistently.
- 4.14 No player can play under a trial permit after July 31st of each year.

5.0 Temporary Registration Permits (Guest Player)

- 5.1 Any player registered with the O.S. or another Provincial Association affiliated to the C.S.A. is eligible to obtain a "TEMPORARY REGISTRATION PERMIT", which shall entitle the player to play for a Club Team of a club other than the one with which she is registered, subject to OS Policy 14.0 and in accordance with the Published Rules.
- 5.2 "A TEMPORARY REGISTRATION PERMIT" may not be used for movement between teams within the same Club.
- 5.3 The District Association with which the player is registered with must validate a "TEMPORARY REGISTRATION PERMIT" being used to play for an amateur team. A District Association may not delegate to any other organization or individual the function of validating such document.

- 5.4 A player using a "TEMPORARY REGISTRATION PERMIT" in order to be eligible to play for the WDSL must also possess an "O.S. REGISTRANT BOOK" available for presentation at the game. Failure to present the "OS REGISTRANT BOOK" shall render the player ineligible to play in that game.
- 5.5 A player shall be entitled to three "TEMPORARY REGISTRATION PERMITS" to play for an amateur team during each season. An outdoor season and an indoor season shall be considered as different seasons.
- 5.6 The District Association with which the team, from which she is registered shall be responsible for maintaining a record of the number of "TEMPORARY REGISTRATION PERMITS" assigned to the player when playing up for an amateur team.
- 5.7 If a player is registered on more than one team, she may only play up for the team, classified as the higher-level team.
- 5.8 A maximum of 3 players on a "TEMPORARY REGISTRATION PERMIT" may play in any one game.
- 5.9 The League Management Committee may impose limitations on the use of "TEMPORARY REGISTRATION PERMITS", provided that the limitations are applied consistently.
- 5.10 The policies governing "TEMPORARY REGISTRATION PERMITS" for play on a professional team are outlined in OS League Policy 29.3.

6.0 Movement or "Playing Up" of Current Annually Registered Players

- 6.1 All Clubs fielding two or more teams in the same competition shall submit to the League on an annual basis, a list of such teams designated "First, Second, Third", etc
- 6.2 The League may permit player movement upwards (i.e. to a higher-level team) between senior teams of the same club in any one game.
- 6.3 A maximum of 5 players from within the same club may "PLAY UP" in any one game.
- 6.4 No player from a higher-level League will be allowed to participate in the WDSL.

7.0 Playing Up into a Professional Team

- 7.1 A club may enter into an "Affiliation Agreement" with a club operating a professional team providing that the Club is in the same District as the professional team's franchise territory.
- 7.2 Notwithstanding above, a club may enter into an "Affiliation Agreement" with a club in a District outside of its professional team's franchise territory as long as the District in which the club is located is not in a professional team's franchise territory assigned to another club in accordance with its professional league's franchise agreement.
- 7.3 The Affiliation Agreement must be filed with the following organizations to be in effect:
- a) The Ontario Soccer Association;
 - b) The District Association with which the club is affiliated; and
 - c) The League in which the professional team plays.
- 7.4 With the permission of her club, a player may "play up" into the "Professional Team with which the club has an Affiliation Agreement" in accordance with all the provisions of these League Rules.

- 7.5 The individual player will not register or sign an agreement with the professional team.
- 7.6 A "TEMPORARY REGISTRATION PERMIT" is not required when such a movement occurs.
- 7.7 The player's "O.S. REGISTRANT BOOK" must be available for presentation at each game in which she is playing. Failure to present the "O.S. REGISTRANT BOOK" shall render the player ineligible to play in that game.
- 7.8 The league in which the professional team plays may impose limitations on such movement provided that the limitations are applied consistently

8.0 Club Officials Responsibilities

- 8.1 The first team named on the official league schedule or cup draw will be considered the home team for any game under the Toronto Soccer Association's jurisdiction.
- 8.2 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.
- 8.3 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
- 8.4 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.
- 8.5 Prior to the beginning of the season and no later than **April 22nd**, every team must register its playing colors with the League office via the TSA League Management system. Any team failing to do so will be fine \$5/day for every team that does not have registered colors.
- 8.6 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.
- 8.7 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.
- 8.8 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.
- 8.9 Goalkeepers must wear a contrasting color to both teams and the referee.
- 8.10 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.

- 8.11 The team coaches must be OS Registrants who are required to obtain: Respect in Soccer, Making Head Way in Soccer, Soccer for Life and Making Ethical Decisions.
- 8.12 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.
- 8.13 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.
- 8.14 The completed original waiver form is to be submitted to the League office no later than April 30th of current year. Failure to comply with this deadline will carry a fine to the Club of \$100.00 per team.
- 8.15 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

9.0 Game Administration

- 9.1 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.
- 9.2 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.
- 9.3 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 TSA as stated in 8.11 including the Respect in Soccer module. 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.
- 9.4 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.

- 9.5 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.
- 9.6 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.
- 9.7 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.
- 9.8 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.
- 9.9 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.
- 9.10 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.
- 9.11 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.

- 9.12 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.
- 9.13 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.
- 9.14 The League Management Committee may also order that the matter and the team or teams involved in the game be referred to the TSA Discipline Committee for further discipline.

10.0 Referees

- 10.1 All referees shall be appointed by the Chief Assigner of the TSA.
- 10.2 Before the start of the game the referees are to be paid the full game fees, each team paying half. 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) shall reimburse the teams 50% of the game fees received. If teams do not retrieve these fees from the referee at the field the fees are considered forfeited.
- 10.3 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.
- 10.4 Immediately after the game has been played all game officials' names and O.S numbers must be legibly printed and signed on all teams' team sheets. The referee must record on all team sheets the goal scorers, any discipline cards issued and any other details that the referee deems pertinent. The referee shall then distribute a completed copy of each team's gamesheet to a representative of each team. Referees are required to submit all scores, reports, cards and gamesheets, within 48 hours of game completion. Scores are to be submitted on RefCentre; discipline cards are to be submitted on OS Caution/Dismissal/Special Incident forms to the league directly through email or mail; gamesheets are to be submitted to the league through email to specialprojects@torontosoccer.net, through mail, or dropped in at the office. Repeated failure of referees to abide by these stated timelines will directly result in the individual being removed from the league along with additional disciplinary fines/sanctions.
- 10.5 The referee must also notify the TSA office of the game's result and submit all discipline report on-line within 48 hours. The referee must then forward the team sheets to the TSA Leagues within 48 hours. Non-compliance may result in discipline action against the referee "OS Policies and Procedures".
- 10.6 Complaints against referees will only be heard/accepted if they are issued through the TSA Referee Complaint Form below and the form is fully and accurately completed:

<http://www.torontosoccerassociation.ca/Content/directors/upimg/dir25854/2017%20ref%20issue%20report.pdf>

Reports are to be sent to the TSA League Manager and the TSA will communicate a reply to the complainant within 2 weeks (except in cases with extenuating circumstances). Verbal complaints or incomplete submissions will not be considered.

Complaints by or against referees must be submitted to the League office in writing by the club rep. After the complaint has been dealt with, the parties concerned will be notified. Verbal complaints will not be considered. The referee's calls on the field are final.

10.7 The league will supply a referee report form and same is to be sent to the TSA League office following each game where there is a referee complaint. Forms that are not completed or inaccurate will not be considered.

10.8 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 and 1st Divison	2 x 45 minutes and 5 minutes half-time interval	\$55.00	\$40.00	\$67.50

11.0 Defaulted Games

11.1 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.

11.2 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 TSA (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.

11.3 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.

11.4 Teams withdrawing/expelled from the League after **April 1st** will forfeit the entire League fee, bond fee, and the club be fined \$1,000.

11.5 Any team withdrawing from the league or is suspended or expelled from the league by the LMC,

shall have its membership cancelled. The club shall be fined \$1,000. Any such team, when applying for re-admission, has to be approved by the TSA LMC and shall be considered a new team for the purpose of membership.

- 11.6 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.

12.0 Changes and Re-Scheduled Games

- 12.1 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.

- 12.2 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.

- 12.3 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.

- 12.4 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.

- 12.5 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.

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

13.0 League Standings

- 13.1 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.

- 13.2 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.

- 13.3 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.

13.4 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.

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

14.0 Promotion and Relegation

14.1 The team standing in the top position in the Premier Division of the League shall be offered promotion to the Regional Level of O.S. competition. If a team should decline promotion into the Regional League, the offer of promotion shall be extended to the next team as long as the team was within 6 points of the last eligible team to qualify for promotion.

14.2 The team finishing in the last position in the Regional Level of O.S competition shall be relegated to Premier Division of that team's home District League.

14.3 Teams shall self-identify the division they would like to enter their team in, promotion and demotion will not be enforced on any teams that do not wish it. All team registrations in a particular division are upon availability and TSA discretion. League will have final decision on team division placement.

15.0 League Cup

15.1 The League Cups will consist of: WDSL Premier and WDSL First League Cup competitions. The cup competition will be played at each division/tier. (2 cups)

15.2 Once teams have confirmed their participation, any team withdrawing from the cup will be charged default fine, 100% referee fees and 100% field fees. A team withdrawing from the cup at the Final Round will be charged \$1000, 100% referee fees and 100% field fees.

15.3 The draw for all cup competitions under the League's jurisdiction shall take place by team names being drawn in pairs. The team drawn first shall be the home team.

15.4 The cup shall consist of a "single game knock-out format".

15.5 Cup games take priority over League games and any tournaments/competition as sanctioned by OS, other than Ontario Cup

15.6 Failure to play on a designated cup week or weekend will result in a default fine plus field costs to offending team(s)

15.7 Players must be registered with their team on an official OS form submitted to the office of the district prior to the July 31st deadline.

15.8 Teams WILL be permitted to use call ups in League Cup with the following restrictions:

- a) A player is deemed to be cup tied to a team once she has played in a cup game and may not play for any other team in subsequent games of the cup competition.

- b) They cannot be Cup-Tied- i.e. have already played for another team in the 2022 WDSL League Cup
- c) They cannot be a trial or guest player
- d) They must have an approved player book

15.10 A player suspended for a specific number of games shall serve such suspension in the League Cup competitions until the player's team has concluded its participation in the League Cup competitions. After a team has concluded its participation in the League Cup competitions, the player's remaining number of suspended games shall be served in her team's regular season league games. The league shall assign the suspended games.

15.11 Generally, both clubs shall share the cost of the game officials. With regard to the final cup games, the League shall be responsible for the field costs and game officials.

15.12 The Chief Assignor shall appoint the game officials for all cup games.

15.13 Tie breaking mechanisms:

a) Only in the single game rounds ("knock out format"), if the game is tied at the end of regulation, the game shall be decided on penalty kicks. Each team shall alternately attempt five penalty kicks, each by a different player. Players must have been on the field of play at the conclusion of regular time to be eligible to attempt a penalty kick. The team scoring the most goals during this initial set of five penalty kicks shall be declared the winner.

b) Should the teams score an equal number of goals during the initial set of five penalty kicks, additional penalty kicks shall be attempted, alternately, by members of the two teams who have yet to attempt a penalty kick until one team has more goals than the other after each team has attempted an equal number of penalty kicks. If no winner has emerged after all eligible members of both teams have attempted a penalty kick, the alternating process shall continue. Each team shall attempt penalty kicks in the same sequence as was used the first time though the sequence of players used can be different (must still have been on the field at the end of the game) until one team wins.

15.14 The TSA Board of Directors shall be the legal holder, in trust, of all cups and other trophies belonging to the League/TSA.

15.15 Teams playing in the finals of the League Cup shall receive a gift certificate in the amount of \$250.00 (champions) and \$125 (runners-up) along with trophies.

15.16 All other rules not listed shall follow the WDSL League Rules & Regulations.

15.17 All cup games will use 3 referees (1 middle and 2 assistant referees) regardless of which division/tier the participating teams are in.

16.0 Discipline

16.1 The TSA will conduct all discipline on behalf of the League and it shall be chaired by the TSA Discipline Chair, or in their absence, by a Level 1 Discipline certified member and two other panel members. These individuals will be responsible for all disciplinary matters arising from games and competitions by the league, and matters pertaining to the administration, and its "Rules and Regulations".

16.2 The League will follow the Discipline By Review (DBR) process for all cases outlined in the OS Published Rules.

16.3 In cases where Discipline By Hearing (DBH) is mandatory, the appropriate parties will be notified and the administration fee of \$150 will be charged.

16.4 All parties have the right to request a hearing (DBH), and such requests must be made in writing together with a \$150 administration fee, no later than 72 hours after the event in question.

16.5 The League will follow Ontario Soccer Standard Penalties for Misconduct. This document will be posted on the TSA website for reference.

16.6 The Ontario Soccer player and/or team official registration book must be presented at all hearings, otherwise there shall be no hearing held and the player/ team official shall be considered to have missed the hearing. Failure to appear for a hearing will result in an immediate suspension from all soccer related activities along with a \$100 fine to the club. The accused must then request in writing for another hearing date to be confirmed.

16.7 The Ontario Soccer registration book must be stamped at the TSA office for all suspensions as per the deadlines which are stated in the Discipline By Review system.

16.8 All time related suspensions will commence at 2.01am following the notification of the decision. All game suspensions will commence as communicated in the notification of decision.

16.9 Players, team coaches and officials whose names appear on game sheets after a suspension has been imposed are deemed to have participated in the game while under suspension and will be recorded as an ineligible participant. They will be subject to further disciplinary actions which could include forfeit of game and/or a fine to the club of up to \$2000 per occurrence.

16.10 Discipline By Review/Hearing Dates for WDSL will be published and available on the TSA website.

17.0 Protests

17.1 - Any club/academy wishing to protest a game must inform the referee before the start of the 2nd half of game and have the referee record the protest on the game sheet. After game completion the protesting club/academy must complete the following requirements within 96 hours of completion of game: 1) Submit completed protest form to league manager via email, signed by club admin. 2) Complete payment of \$200 to the TSA

17.2 - Failure to meet any of the requirements above will result in the protest not being heard at the discretion of the league and full protest fee returned. If all requirements are met a copy of the protest will be provided to opponent club/academy who the protest is against prior to the protest being heard by a discipline committee.

17.3 - Protest deposits shall be in the form of a certified cheque, or Interac or Visa, MasterCard.

17.4 - In the event that any game is played under protest, that fact must be noted on the Team Sheet by the referee. A formal protest must then be lodged prior to the start of the game, unless the protest related to players arriving after that point. The club lodging the protest must, at the time the case is heard, produce evidence that the protest was noted on the Team Sheets by the referee. The game official (referee) will assume the responsibility of reporting any discrepancies including protests.

17.5 - In dealing with any protest, the TSA Discipline Committee shall take into consideration the possession by the protesting club of any prior knowledge of facts or allegations contained in the protest, which if properly used, might have prevented the protest.

17.6 – In the event that a protest is not considered the full protest fee will be returned to protesting club. In the case that a protest is heard it shall be presented to a discipline committee and the protesting club/academy will have to attend a protest hearing to present their case. If a protest is heard but not sustained the whole of the protest fee will be retained. If a protest is heard and is sustained the discipline panel will lay appropriate discipline charges towards offending club/academy which will be heard at a discipline hearing to be attended by both clubs/academies.

17.7 - If, at any time after the expiration of the prescribed period for submission of a protest, evidence is presented which could have constituted grounds for a protest, such evidence shall be considered at the discretion of the TSA Discipline Committee.

17.8 - Objection to grounds, goalposts, ball do not constitute grounds for a protest. The referee shall require the responsible team to correct the cause of the objection if this is possible without unduly delaying progress of the game. Objections of this nature, however, should be given in writing to the referee by half time and the referee must report the objections to the League. The League may take any necessary action to prevent a recurrence of these conditions including, but not limited to, fining or disciplining the offending team.

17.9 - Any protest, once lodged with the TSA may not be withdrawn, except by permission of the TSA Discipline Committee.

17.10 - Any club, team or player dissatisfied with the decision of the TSA Discipline Committee on any protest shall have the right to appeal, at its own expense, to OS.

17.11 - In the event that any decision is appealed to a higher authority, no person having previously heard the case shall be eligible to sit on the higher level of adjudication, which may hear the case.

17.12 - In the event the conditions of lodging a protest are not met, the protest will automatically be ruled inadmissible.

18.0 Appeals

18.1 Any decision of the TSA Discipline Committee with respect to the WDSL may be appealed to the Ontario Soccer Discipline Committee at the following address along with the OS appeal fee:

Ontario Soccer
Attention: OS Discipline Committee
7601 Martin Grove Rd Vaughan, Ontario, L4L 9E4

19.0 General Rules

19.1 Any club contact person changing his/her contact information or any club changing the contact person must notify the League Administrator in writing within seven (7) days. Failure to comply with this rule shall render the club subject to a fine of \$100. Each team must have at least two contacts (one team contact and one club contact). A team contact cannot be responsible for more than two teams. The League Office will inform both contacts of notices regarding the league or changes affecting the team.

19.2 In the event that the appointed referee does not attend the game and if there are assistant referees assigned, one of the appointed assistant referees or another certified referee present shall be considered the appointed referee; however, the League Office must consent to this arrangement. In the event substitute referee cannot be arranged, the game will be postponed. Under no circumstances may the concerned teams play a friendly or exhibition game.

19.3 The LMC may declare any date to be a "closed date" and no games shall be played thereon except those sanctioned and approved by the LMC. Refer to 12.1.

19.4 The TSA Discipline Committee shall have the right to deal with any player, any club official, any team official, any club or any team whose conduct, including its supporters' conduct, may be deemed objectionable or detrimental in any way to the League or to the game of soccer. The TSA Discipline Committee may, through any of their members, employees, board members, or otherwise, take notice of any player, any club official, any team official, any club or any team whose conduct, including its supporters conduct, may be deemed prejudicial to the welfare of the game, and deal with the matter in such manner as the TSA Discipline Committee may deem reasonable.

19.5 By submitting a registration form to participate in WDSL the club and team staff confirm that the team are exclusively participating in these leagues. Confirmed participation in any other league is grounds for an imposition of a \$500 fine from WDSL at any point before or during the season, without reference to the LMC. This includes teams playing under altered names but with the majority of the same players and coaching staff.

19.6 Any club in membership with this League, or any member thereof, guilty of inducing or attempting to induce a bona-fide player of another club under the jurisdiction of the league, to leave his club and join them during the same playing season, shall be deemed guilty of misconduct. The club/team or member shall be liable to expulsion or other such penalty, as the TSA Discipline Committee may consider necessary as per Ontario Soccer Policies and Procedures.

19.7 All communication must be submitted in writing and send to the league office by the club representative.

20.0 Other Rules and Regulations

20.1 The League may make such miscellaneous Rules and Regulations as may be deemed necessary to promote, develop and govern the game.

20.2 The League may impose such other regulatory measures, as it deems necessary, for the efficient administration of the playing structure of the game within its jurisdiction.

20.3 No such regulation may violate the individual's rights or freedom except as may be required to protect the rights or freedom of any other individuals and to ensure the stability of the basic structure of the game.

20.4 The League Management Committee has the right to refer to the TSA Discipline Committee or/and TSA Board of Directors, teams and/or clubs where it is deemed necessary to maintain a high degree of control over the game of soccer. Teams/Clubs may be required to post bonds for future participation in the league as required.

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20.5 Voting Structure as per TSA Constitution for General Meetings in the WDSL shall be 1 vote per first 50 players or part thereof and 1 vote for each additional 100 players or part thereof.

20.6 All written communication must be submitted to the league office by the club representative.