

# THE D-LEAGUE

## Rules

### 1) Club and Team Responsibilities

- a) Member Clubs are responsible for the conduct of all players/ team officials and team supporters at all times. Players, team officials and spectators shall follow the League and Ontario Soccer published rules.
- b) Registration for the D-League is open to all Ontario Soccer sanctioned Clubs.
- c) Teams from clubs located outside of the Peel Halton Soccer Association (PHSA) district must provide playing out permission from their respective district association a minimum of five (5) days before their first scheduled league game
- d) Team officials and players for all age groups must be registered with their respective districts and in the position of an authorized player book/card at all league games.
- e) Team officials and players must appear on the game sheet and shall confine themselves to within 1 meter of the players' bench and outside of the playing area when not on the playing surface
- f) Four registered team officials are permitted to appear on the game sheet.
- g) Team officials are not permitted to enter the field of play unless they receive permission from the referee.
- h) Game balls shall be the responsibility of the home team. Size 4 for U9 - U12 and size 5 or U13+

### 2) Player Identification

- a) All players must have properly authorized Ontario Soccer player registration books/cards at all games. Players may not participate in the game without a properly authorized Player Registration book/card. At their discretion, teams may inspect a player/team's Ontario Soccer official books/cards of the opposing team. Inspection will take place before kick-

off and must not delay the start of the game. Upon request, teams may not refuse to have their books checked

b) **Game Played Under Protest**

i) If a team feels that the opposition is playing an ineligible player, they must advise the referee before the start of the 2<sup>nd</sup> half that they wish to play the game under protest. The team protesting must identify the player(s) (maximum of two) that they feel are ineligible. The referee will make a note of these players on the game sheet so that the league may investigate.

c) Failure to produce the Ontario Soccer player books/cards will result in a forfeit of the game and potential disciplinary action.

d) Only players and team officials with authorized Ontario Soccer registration books/cards may have their names entered on the game sheet and be deemed eligible to play.

3) **Player Eligibility**

a) All players shall be duly registered before playing.

b) Rules and regulations set out in Ontario Soccer's Policies and Procedures regarding the signing and transfer of players shall apply.

c) Teams found to have used an ineligible player(s) shall forfeit the game(s) to its opponents. No points will be awarded if both teams are found guilty of using an ineligible player(s). A team guilty of using an ineligible player(s) may be subject to disciplinary action.

d) Ineligible Player - Although the list below is not exhaustive, an ineligible player is a player who:

i) not registered under Ontario Soccer policies and procedures

ii) registered under a false name.

iii) under discipline suspension

iv) Played under a different name (used book/card from another player)

v) Played as a guest player without the appropriate approvals

4) **Uniforms**

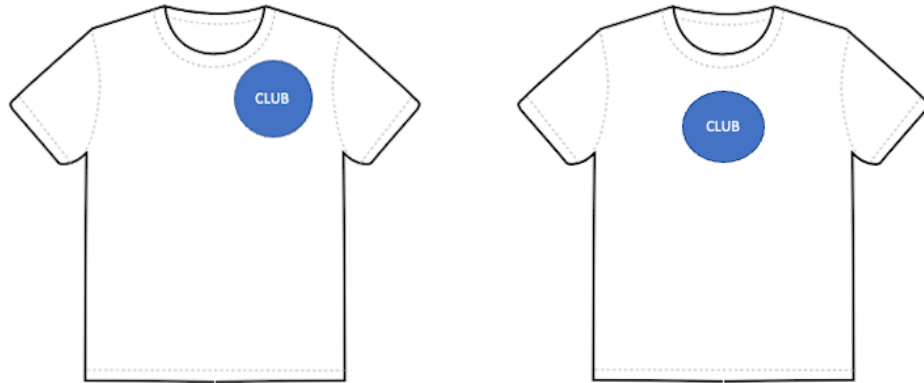
i. All players shall wear regulation soccer equipment as outlined by FIFA and **OS** Rules.

ii. All Players, including goalies, must be identified by a number, a minimum 8 inches / 204 millimetres tall on the back of their shirt and such number will be recorded against the players' name on the game sheet. All numbers must be legible. No two players on the same team may wear the same number. Every player must have a different number. No taped numbers are permitted on any player on the field.

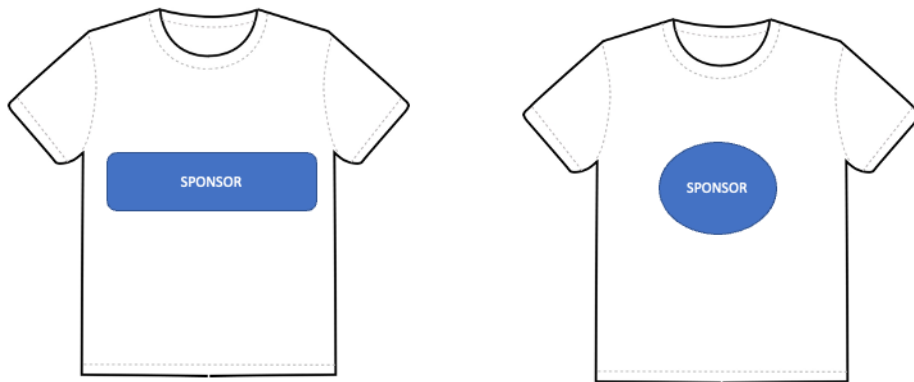
iii. Teams will wear the uniform of the club to which they are registered.

iv. The official club name/logo/crest/emblem must appear on the front of the player jerseys. The name/logo/crest/emblem should be no smaller than 5 square inches. The

name/logo/crest/emblem/symbol or initials of no other club or academy may appear on the jersey.



- v. A sponsor logo may appear on a player jersey provided it does not exceed a maximum size of 40 square inches.

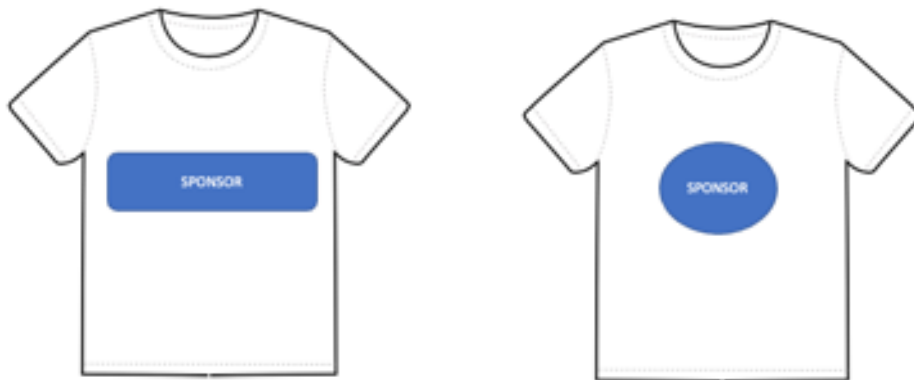


- vi. The home team will change to their registered away uniform colour if there is a conflict.
- vii. Goalkeepers' uniforms must not conflict with that of the game officials or opposing team and must be identified by a number on the back of the jersey.
- viii. If the goalie is substituted, the new goalie must have a different number than the original goalie.
- ix. All substitute players recorded on the game sheet must wear a pinny that is a different colour from the players on the field. The pinny must be worn until the player enters the field of play.

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## 5) Call Ups

- a) Call-ups only apply to the U14+ age groups
- b) Call-ups must have a valid player book/card validated for the current indoor season with their appropriate club.
- c) Call-ups are permitted (as per 4a) to be used from a younger age group, a lower-level league (L7 Indoor Club House League) or lower tiers within an age group (rostered development player can be called up to the Target team)
- d) Players cannot play more than one year above their birth year.
- e) Unlimited call-ups may be used during the season, at any time in the season.
- f) Players that are being used as a call-up must be noted/identified as such on the game sheet.

## 6) League Games

- a) The duration of all league games will be as follows
  - i) 5v5 | 2 x 20 minutes
  - ii) 7v7 | 2 x 25 minutes
  - iii) 9v9 | 2 x 35 minutes
  - iv) 11v11 | 2 x 35 minutes
- b) Half-time will be one (1) minute.
- c) Teams shall be given five (5) minutes of grace time from the scheduled kick-off time to field the minimum required number of players (4) for small-sided games, (5) for 9v9 games and (7) players for 11v11 games.
- d) If one team does not field the minimum required number of players to start a game or if a team does not show up, it will be considered to have defaulted the game and shall forfeit the points. The opposing team will be awarded the win, and a score of 3-0 will be recorded. Teams failing to field a team may also be subject to fines from the league.
- e) If both teams cannot field the minimum number of players to play the game, both teams shall be in default of the game, and no points will be awarded.
- f) Grassroots leagues will have no maximum or minimum roster for each team. There will be "game day maximums" as per Ontario Soccer Grassroots Standards.
  - i) 5v5 | game day maximum is 10
  - ii) 7v7 | game day maximum is 12
  - iii) 9v9 | game day maximum is 16
- g) 11v11 teams may register (roster) a maximum of 20 players. The minimum number of rostered players for U13+ is 11.

- h) For League standing purposes in the U13+ divisions, three points shall be awarded for a win, one point for a tie and zero points for a loss
- i) In the event of a tie in league points, the winner shall be determined as follows:
- ii) Goal Difference
  - iii) If still tied, Goals for
  - iv) If still tied, Goals against
  - v) If still tied, Most wins
  - vi) If still tied, Penalty kicks

## 7) Playing Laws

- a) For all U9 5v5 & U10-U11 7v7 games – standard Ontario Soccer rules of soccer will apply. Ontario Soccer Playing Rules are available online
- U9 – Game Leader  
<https://tinyurl.com/3jabnahb>
  - U10-U11 Small-Sided  
<https://tinyurl.com/238rdy96>
  - No standings or results will be posted for Grassroots games

- b) For U12 9v9 league games, all of Ontario Soccer's Playing Rules for Outdoor Soccer shall apply  
<https://downloads.theifab.com/downloads/laws-of-the-game-2022-23?l=en>

Exceptions are:-

- The maximum number of players on the field shall be nine players and the minimum number of players shall be five
  - Unlimited substitutions will be allowed at any time during a stoppage in play.
  - Games will be 2 x 30 minutes in length with a one (1) minute half time.
- c) For 11v11 league games, all of Ontario Soccer's Playing Rules for Outdoor Soccer shall apply  
<https://downloads.theifab.com/downloads/laws-of-the-game-2022-23?l=en>
- Unlimited substitutions will be allowed at any time during a stoppage in play.
  - Games will be 2 x 30 minutes in length with a one (1) minute half time.
- d) The U9 – U12 leagues will be played festival-style. No standings or results will be recorded. Divisions will be adjusted on ongoing bases to ensure competitive balance.
- e) The Retreat Line will be in effect for all U9 - U12 league games
- The Retreat Line is 1/2 for U9 and 1/3 for U10 to U12  
<https://tinyurl.com/mtjmmfrh>
- f) if play is interrupted due to the ball contacting the following obstacles: -
- The wires from the curtains
  - The dome structure (ceiling)
  - The curtain mesh during throw-ins
- The following procedure is taken

## **Dropped ball**

### Procedure

The ball is dropped for the defending team goalkeeper in their penalty area if when play is stopped:

- the ball was in the penalty area or
- the last touch of the ball was in the penalty area
- In all other cases, the referee drops the ball for one team player that last touched the ball at the position where it last touched a player, an outside agent or, as outlined in Law 9.1, a match official.
- All other players (of both teams) must remain at least 4 m (4.5 yds) from the ball until it is in play.

## **8) League Schedule**

- a) Games will be played as scheduled unless the game is postponed by the league or the referee.
- b) A game is deemed to be complete if one half has been played.
- c) A request for a schedule change must be submitted Thirty (30) days before the scheduled game day. The league will only consider schedule requests for Ontario Indoor Cup.

## **9) Player Equipment**

- a) The player's equipment shall consist of their club/academy uniform with a number on the back of the shirt corresponding to the number on the game sheet. All players on the team must have the same shirts with different numbers.
- b) The goalkeeper must wear a numbered shirt with colours that distinguish them from the other players on both teams and the opposing goalie.
- c) The number shall be permanently affixed to the player's jersey. Footwear shall be running shoes, indoor soccer shoes (Flat sole), Turf Shoes or outdoor cleats (Molded Stud). No metal cleats or six studs will be permitted.
- d) If the teams have the same colour shirt, the home team must change
- e) Shinpads are mandatory

## **10) Referees**

- a) All games shall have an assigned an Ontario Soccer registered referee(s).
- b) Referees must be paid in full by both teams before the start of the game
- c) The decision of the referee is final.

- d) The referee is responsible for reporting discipline that occurred in the game to the League within forty-eight (48) hours from the game's completion. In the case of an alleged referee assault, reports shall be forwarded by the referee to the district in which the game is played immediately upon completion and a copy of such report shall also be provided to the League.
- e) The Referee is responsible for sending completed game sheets and other official paperwork to the League within forty-eight (48) hours of the end of the game.
- f) Referee fees are as follows. Fees are to be paid directly to the referee before the start of each game. Referees are permitted to start a match once both teams have paid their respective fees in full. Please bring exact change.
  - i) 5v5 | \$12.00 per team, per game
  - ii) 7v7 | \$15.00 per team, per game
  - iii) 9v9 | \$25.00 per team, per game
  - iv) 11v11 | \$60.00 per team, per game

## **11) Discipline Administration**

- a) The PHSA shall administer all league discipline.
- b) The Discipline by Review (DBR) process will be used for all cases outlined in Ontario Soccer's Published Rules.
- c) In cases where Discipline by Hearing (DBH) is mandatory, the appropriate parties will be notified.
- d) All parties have the right to request a hearing (DBH), and such requests will be made in writing to the League by 48 hours after playing the game. A team/club official must send hearing requests.
- e) An Ontario Soccer player book/card must be presented at all hearings; otherwise, no hearing will be held, and the player will be considered to have missed the hearing.
- f) Failure to appear for a hearing will result in the immediate suspension of the accused until a new hearing has been requested by the accused.
- g) 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. They will be subject to further disciplinary action.
- h) Alleged referee assaults will be handled by the district association in which the player or team officials are registered. As per OS Rules, the Accused is automatically suspended from all soccer-related activity until the case has been disposed of.



## **12) PROTESTS AND APPEALS**

- a) Game protests must be made in writing to the league within 48 hours of the game being played. Protests may only be made by a team official. Team officials submitting a protest must appear on the game sheet in dispute.
- b) The League will hear game protests following Ontario Soccer's published rules. The respective district association will hear any other protest
- c) No protest about the decision of a game official will be heard.

## **13) League Communication**

- a) All league communication will be sent do [info@thedleague.ca](mailto:info@thedleague.ca)