

# OUTDOOR SOCCER RULES



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## 1.0 General Rules

- 1.1 A copy of the current Outdoor Rules and Constitution shall be posted on the Kingston Women's Soccer Club website and made accessible to its Members whose teams are participating in the KWSC, hereafter referred to as the Club. The Club's Board of Directors shall inform the Members of any changes to the Rules, and Constitution within seven (7) days of their adoption. A copy of the amended Rules, and Constitution, shall be made available to Members at the subsequent Annual General Meeting (AGM).
- 1.2 Games will be played in accordance with the International Federation of Association Football (FIFA) Laws of the Game unless specifically stated by the Club rules. These rules are not all inclusive. Please refer to FIFA Laws of the Game at [www.FIFA.com](http://www.FIFA.com) for further information if needed.
- 1.3 Game sheets shall be given to the referee prior to kick off. Each team must provide three (3) Club game sheets for each game; one game sheet for the referee, one for the home team and one for the visiting team. A team representative must sign the game sheets. Only the names of players (*including loan players marked LP*) playing in the game shall appear on the game sheet. All players not present at the game shall be crossed off the game sheet no later than the end of the game. Game sheets can be printed from the website at [www.kwsc.info.com](http://www.kwsc.info.com)
- 1.4 Players who are serving suspension(s) must be recorded on the game sheet as '*Suspended*'. Where a suspended player's name appears on the game sheet without the above notation the player will not be able to claim that they sat out the game (s) of their suspension. Any team playing a suspended player will be subject to corrective action in addition to the forfeiture of points and subject to a fine as per the Schedule of Fees, Fines, Bonds and Penalties (see Appendix B) and further, may be subject to District Association fines.
- 1.5 Both teams shall be responsible for reporting the outcome of a scheduled game within forty-eight (48) hours of the scheduled game by entering all game information electronically on to the Club website *with the exception of a playoff game outcome which must be reported within twenty-four {24} hours of the scheduled playoff game*. Cautions and / or dismissal card(s) received throughout the game must also be entered on the game report by the team receiving the card(s). Referees not showing for the game must be reported on the game report. Failure to report the outcome of a scheduled game as above will result in a fine as per the Schedule of Fees, Fines, Bonds and Penalties (see Appendix B).
- 1.6 A team found to have used any ineligible players shall forfeit the game(s) to its opponent(s). In the event that both teams are guilty of using ineligible players, no points shall be awarded. A team found guilty of using the ineligible player(s) shall be fined as per the Schedule of Fees, Fines, Bonds, and Penalties (see Appendix B) and the team may face suspension from the Club.

- 1.7 Teams shall only play Ontario Soccer Association (OSA) sanctioned teams.
- 1.8 The Treasurer shall report delinquent Members or Teams to the Club's Board of Directors. The Board of Directors shall revoke the membership of those Members and/or Teams if registration fees are not paid in accordance with the payment schedule outlined in the budget or for other outstanding fees, fines, bonds, and penalties not paid in accordance with Club rules and in accordance with the direction provided by the Board of Directors.

## 2.0 Registration Rules

- 2.1 Teams must adhere to and abide to the "*Registration Process*" procedures (see Appendix A).
- 2.2 Teams who have played in the previous Club outdoor session, who are in good standing, and who have their Club fees paid in full by the registration deadline of the respective fall or winter session in the current year, will be given priority over new teams requesting entry into the league for that session.
- 2.3 Each team must register a team name with the Board of Directors.
- 2.4 Teams must supply the Club with a minimum of two Team Contacts or Representatives. Individuals must be registered on the Club website (i.e. *coach, assistant coach, manager*).
- 2.5 The deadline for registering additional players to the roster is stipulated at the time of budget presentation. After this date, the Board of Directors may approve a team's request to register additional players due to extenuating circumstances. The request must be forwarded to the Club in writing, by mail, email, or Club website.
- 2.6 A deposit is required to secure each team's registration with the Club. This amount will be outlined in the budget and will be nonrefundable after the date outlined in the budget.
- 2.7 The final team payment must be paid by the date stipulated on the budget. Failure to meet the final deadline will result in teams forfeiting future games until payment is received in full and will be subject to a fine as per the Schedule of Fees, Fines, Bonds, and Penalties (see Appendix B).
- 2.8 The maximum number of registered players allowed per team in outdoor play is 25, however teams may only field 21 players per game.
- 2.9 Each team is limited to registering no more than four (4) competitive players per team; a competitive player is defined as a player who has played on a Post Secondary team or played in a competitive league in the last twelve months.
- 2.10 The Treasurer shall report delinquent members to the Board of Directors. The Board shall forfeit their membership if the member is "not in good standing" with the club.
- 2.11 Women's Over 35 Masters division players must exceed the stipulated age before January 1 preceding the current outdoor playing season. A player found to not meet the age requirements of play would be considered an ineligible player. A team found guilty of using the ineligible player(s) shall be fined as per the Schedule of Fees, Fines, Bonds, and Penalties (Appendix B) and the team may face suspension from the Club.

- 2.12 Tier division players must be 16 years of age or older as of the first game the player participates in. A player found to not meet the age requirements of play would be considered an ineligible player. A team found guilty of using the ineligible player(s) shall be fined as per the Schedule of Fees, Fines, Bonds, and Penalties (Appendix B) and the team may face suspension from the Club.
- 2.13 All members must complete an online player registrations form on the club website. Any player under the age of eighteen (18) must submit a signed hardcopy of the "Waiver and Release of Liability" form to the Disciplinary Chair.

### **3.0 Team Rules**

- 3.1 Players, team officials, administrators, and supporters/spectators may only take part in, or attend games on condition that they observe the OSA's published rules.
- 3.2 Each team is responsible for the conduct of their players, team officials, and supporters/spectators.
- 3.3 Discipline action for misconduct may be taken against registered players, team officials listed on a team game sheet or any person acting as a team official. Further disciplinary management details are provided in Section 8.0 Disciplinary Rules, of this document and OSA Section 9 Disciplinary Rules.

## 4.0 Player Rules

- 4.1 Players are prohibited from registering with more than one team *with the exception of a player who registers as a Goalkeeper*. A player registering as a Goalkeeper on one team may be permitted to play a field position on another team provided the teams are in different Tiers.
- 4.1.1 Players may register for both a Tier team and a Women's Masters team provided they are eligible (ie. minimum age requirement met).
- 4.1.2 A player registering in the Women's Masters division may register as a Goalkeeper for one team and a field position on another team in the same Masters Division. The player registered as a Goalkeeper must only play as a Goalkeeper for that registered team. The player registered as a field position must only play in a field position for that registered team.
- 4.1.3 Players registered on two teams, one as a Goalkeeper, and one as a field position, the player must indicate at registration the team in which they have registered as a Goalkeeper by using "GK" after the player's last name (ie. Jess Black "GK").
- 4.2 Teams are permitted up to a maximum of three (3) loan players per game per team. Loan players are permitted for regular season games only. Loan players are not permitted for playoffs games. **A Loan Goalkeeper counts as one (1) Loan Player.**
- 4.2.1 A Loan Player is defined as any player who is not registered on the team scheduled to play, including a 'Loan' Goalkeeper. A Loan Player must be registered with the Club, and must be from a team in a lower Tier than the team for which they will play as a Loan Player. An exception will be made for teams in the lowest Tier. In this case only (as there is no lower tier to draw from) players from the same tier may be used as Loan Players. *{i.e. if Tier 4 is the lowest tier, teams in this Tier may only call upon players from Tier 4 as Loan Players, including a Loan Goalkeeper}.*
- 4.2.2 Loan Players may only be used to supplement a 'short bench'. The team requesting **Loan Players must not exceed a maximum of fourteen (14) players dressed, including loan players. An exception will be made for Loan Goalkeepers. In the case of Loan Goalkeepers, teams are not required to have a 'short bench' in order to play a Loan Goalkeeper.**
- 4.2.3 A registered player can play a maximum of three (3) games in total as a loan player **per season**. An exception will be made for Loan Goalkeepers. There is no maximum number of games where a Loan Goalkeeper can play. Loan Goalkeepers must be identified on game sheets as "Loan GK". A player found to exceed this maximum of play would be considered an



ineligible player. A team found guilty of using the ineligible player(s) shall be fined as per the Schedule of Fees, Fines, Bonds, and Penalties (Appendix B) and the team may face suspension from the Club.

- 4.2.4 Women's Master division teams are permitted to draw loan players only from the other Women's Master division teams. Sections 4.2, 4.2.1, 4.2.2, and 4.2.3 of Player Rules outlining loan player maximums are not applicable to the Master division.
- 4.2.5 Loan Players' names must be included on the game sheets for that particular game and must be marked **LP for Loan Player**.
- 4.2.6 If a permanent team player arrives dressed to play, the team must make a decision as to who will play, as the team is not permitted to have more than thirteen (13) players in total when using Loan Players.
- 4.2.7 A Loan Player is defined as any player who is not registered on the team scheduled to play, including a 'Loan' Goalkeeper.
- 4.2.8 A player who has been suspended for one or more games in league play shall not play in any game while under suspension as a Loan Player.
- 4.2.9 A player suspended that plays Goalkeeper for one team, and plays out for another team, shall not play in any game for either team while under suspension and the suspension shall be served in consecutive games.

## 5.0 Equipment Rules

- 5.1 All new teams registering with the Club must have their jersey colour approved by the Board of Directors. Existing teams must request approval from the Board of Directors prior to the registration deadline before changing the colour of their jerseys. Teams failing to obtain approval are subject to a fine as per the Schedule of Fees, Fines, Bonds and Penalties (see Appendix B).
- 5.2 The basic compulsory equipment of a player comprises of the following separate items:
  - 5.2.1 A numbered jersey with sleeves - if undergarments are worn, the colour of the sleeve must be the same main colour as the sleeve of the jersey. All jerseys must have a number printed on the back of the jersey.
  - 5.2.2 Shorts - if undershorts are worn, they must be of the same main colour as the shorts.
  - 5.2.3 Soccer socks - must cover shin guards entirely.
  - 5.2.4 Shin guards - are made of rubber, plastic or a similar suitable material and provide a reasonable degree of protection.
  - 5.2.5 Footwear - the footwear shall be appropriate to the outdoor game and the playing surface. Outdoor cleats or turf shoes or running shoes are permitted.
- 5.3 Players wearing a soft, lightweight, cast will be permitted to play if the cast does not present a danger to the individual or any other player. Casts must be adequately padded with a suitable material. Hard plaster casts are considered to pose a danger to both the wearer and other players and are thus not permitted. The practice of padding a hard plaster cast does not reduce the element of danger. The referee will make the final decision as to the acceptability of any cast.
- 5.4 Bandanas and head sweatbands are not permitted. Head protectors are allowed provided that the protector's sole purpose is to protect the player physically and it poses no danger to the individual or any other players. The referee will make the final decision as to the acceptability of any non-essential equipment.
- 5.5 Orthopedic supports such as knee braces may be permitted. Knee and arm protectors commercially manufactured and made of soft, lightweight padded material are not considered dangerous. The major concern is not the 'hardness' of the equipment alone, rather that any part of it can cut or wound another player. Any support must be safe for all players, and adequately padded and covered if necessary. The referee will make the final decision as to the acceptability of any orthopedic supports.

- 5.6 Eyeglasses are permitted if they are sports spectacles and are safe for the players themselves and for other players. Materials such as metal are not acceptable. The Referee will make the final decision as to the acceptability of any eyeglasses.
- 5.7 Jewelry will not be permitted on the field of play. Loose beaded hair is also not permitted unless tied back or covered by a net. Jewelry not permitted includes but is not limited to necklaces, rings, bracelets, earrings, FitBit (or any other health tracking bands), leather or rubber bands or visible body piercings. Exceptions to this interpretation are:
- 5.7.1 Smooth wedding bands may be permitted at the discretion of the Referee. If the Referee asks a player to remove their wedding band and the player is not able to remove the band, the band must be taped.
- 5.7.2 Medic Alert Bracelets are permitted. Where possible they should be the soft Velcro style. If the Medic-Alert bracelet is the normal, metal type it should be covered by a Medic Alert wrist sweatband or some other wrist sweatband. If these are not available, the bracelet should be taped so that it does not dangle on the wrist and present any danger to the player and others.
- 5.8 Teams are expected to provide their own game balls, goal net and two corner flags for each game. Failure to provide equipment may result in a fine as per the Schedule of Fees, Fines, Bonds, and Penalties (see Appendix B).

## 6.0 Competition Rules

- 6.1 It is at the discretion of the Board of Directors to place, promote and / or demote teams within Tiers prior to the start of the season, as well as during the season should a change be required and can be accommodated.
- 6.2 If a team finishes in first place at the end of the regular season in their Tier, they must advance to the next highest Tier, if applicable, at the start of the next season
- 6.3 If a team finishes in last place at the end of the regular season in their Tier, they must move down to the next lowest Tier, if applicable, at the start of the next season.
- 6.4 Player substitutions shall be permitted with the consent of the Referee during the following stoppages of play:
  - i) Goal Kicks
  - ii) After scoring of a goal
  - iii) Half-time
  - iv) During the teams own throw-in and/or if the team that is throwing in the ball has initiated a substitution, the other team then may as well.
  - v) To replace an injured player.
- 6.5 There will be no slide tackles or sliding of any kind permitted in women's over 35 Masters Division.
- 6.6 Games shall be played as scheduled. Once the Board of Directors approves the final schedule of games, teams will not be permitted to request game changes throughout the season.
- 6.7 A game cancelled due to, but not limited to, inclement weather, unexpected or unforeseen circumstances including absence of a referee, will NOT normally be rescheduled. In such cases the teams affected will be given a score of 3-3 and awarded one (1) point for a tie game. A game may be rescheduled depending upon the circumstance at the Discretion of the Board.
- 6.8 Requests to forfeit a game must be submitted in writing, via email to the Scheduler/Statistician and receipt of this request must be at least 48 hours prior to the game day. The fine for forfeiting a game without sufficient notice (<48 hours prior to game day) is outlined in the Schedule of Fees, Fines, Bonds, and Penalties (see Appendix B).
- 6.9 The Club will provide notification of fines being imposed on a Team in writing, by email. All fines issued to teams must be paid in full at least 48 hours prior to their next scheduled game. Teams failing to do so may result in teams forfeiting their games until payment is received in full.

- 6.10 A team must field a minimum of seven (7) players in order to proceed with the scheduled game. Teams will be provided a fifteen-minute grace period to allow the team to field 7 players. Regardless, the game clock will start at the scheduled start time. Teams not fielding a minimum of seven (7) players will forfeit the game. A team forfeiting a game due to having fewer than seven (7) players shall be fined according to the Schedule of Fees, Fines, Bonds, and Penalties (see Appendix B). The score of the forfeited game shall be entered as 3 - 0 for the opposing team. Three points will be allotted to the "winning" team. If both teams forfeit, the score shall be entered as a double forfeit 0-0 and no points will be awarded.
- 6.10 At most outdoor fields, team bench areas are provided. Substitute players, coaches and managers shall be confined to this area. At fields where there are no team benches available, it will be at the discretion of the Referee to direct players to bench areas the Referee considers appropriate and that typically will be 15 meters from the centerline and on the opposite side of the field to the spectators.
- 6.11 If a Referee decides to abandon a game at any time due to the actions of players, officials or spectators / supporters of a Team, the said Team shall be deemed to have forfeited the game. The game shall be automatically awarded to the opposing Team by the score of 3-0 or the actual score at that time whichever is more advantageous to the opposing Team. The players and / or the Team Officials will be subject to a disciplinary hearing and will be assessed penalties and / or fines that the Discipline Panel imposes in accordance with OSA Published Rules.
- 6.12 Any game abandoned by the Referee prior to the minimum completion time will have its outcome determined by the Board of Directors. The minimum completion time suggested for outdoor play is 70 minutes OR at the discretion of the Referee. The game will consist of two (2) equal halves if weather conditions permit
- 6.13 A player arriving late to a game is permitted to play regardless of whether or not the second half has started. The Team must ensure compliance with Loan Player rules with regard to this late arrival. (Refer to sub sections 4.0 Player Rules of this document)
- 6.14 In outdoor play, when an injury occurs which requires a stoppage in play for actions such as first-aid attention and removal of the player from the field, then an allowance for "injury" time may be deemed appropriate by the Referee. Injury time and length is a Referee decision. Consideration must also be given to field slot length; some games must finish by a certain time and it may not be possible to extend the game to allow for injury time.
- 6.15 In the event that the Referee scheduled for a game does not attend the game, and the game is not played, the Board of Directors will make the final decision as to whether the game will be rescheduled. If the final decision is not to reschedule the game, then the

score will be deemed a 3-3 tie, and the teams will each be awarded one (1) point for a tie in regular season.

- 6.16 In the event that playoff competitions are not held, regular season champions will be determined by:
- i) the team with the highest number of points at the end of the regular season shall be declared the tier winner.
  - ii) a tie shall be broken by goal differential + / - ; then goals against; then head to head competition.
- 6.17 Provided playoffs are stipulated in the approved budget, play-offs may be scheduled, with the format to be determined by the Board of Directors. Generally, the playoff format methodology to be used is based upon regular season standings whereby the highest standing team is matched against the lowest standing team, second highest against second lowest, and so forth. With winners advancing to subsequent rounds until an eventual playoff winner is determined. In the event of a tied outcome at the end of playoff game regulation time, teams shall play two ten minute sudden death halves. The first team scoring is declared the winner. If there is no winner after sudden death, each team will proceed to five penalty shots per team, followed by sudden death penalty shots if necessary. All teams must be in good standing to be eligible to participate in playoffs. Further, to be eligible to play, a player must have played in a minimum of five (5) regular season games.
- 6.18 Prizes, if applicable, will be awarded as outlined in the budget.
- 6.19 A team must receive "playing out" permission from the Club and the District Association before participating in any out of district games.
- 6.20 A player will play for one team only in tournament competition.

## 7.0 Protest Rules

- 7.1 All protests must be submitted in writing by the team representative to the Club's Board of Directors within 48 hours following the scheduled game. Protests must be accompanied by the fee payment as stipulated in the Schedule of Fees, Fines, Bonds, and Penalties (see Appendix B). Protests submitted without the fee will not be processed.
- 7.2 Protests will not be allowed on referee and / or linepersons judgment calls.
- 7.3 Any protests relating to the grounds, flags, goalposts, ball, colours, or other apparatus, of the game shall not be entertained unless notice of the complaint was lodged with the referee prior to the game or at the time it was discovered during the game. The referee shall record details of the complaint on the game report immediately upon being informed.
- 7.4 Protests made as a result of a team playing unregistered, illegal and / or suspended player(s) may be brought to the attention of the Board of Directors at any time during the season. An accompanying fee is NOT required for this type of protest.
- 7.5 Any protest that is not submitted in compliance with the above regulations will be ruled out of order and will not be heard.
- 7.6 Protests will be heard by a Protest Panel, within three weeks or at a later date agreed upon by the parties involved. Time-sensitive circumstances such as Playoff games may not allow for protests to be dealt with in normally accepted timeframes. Since it is in the best interest of all parties to resolve any matter in dispute as quickly as possible, all parties must sign a waiver of notice where lesser notice timeframes are required.
- 7.7 A Protest Panel shall consist of a minimum of three (3) members; The Protest Panel Chair, The Recording Secretary, and a third member. The Disciplinary Chair will be responsible for appointing the Protest Panel members unless the Disciplinary Chair is in conflict of interest. Panel members will be chosen from the Board of Directors and/or the District Association if necessary
- 7.8 A Protest Panel will deal only with the matters raised in the protest. Any other issues that arise (e.g. discipline) will be addressed at subsequent hearings as may be necessary.
- 7.9 Members of Protest Panels may NOT be members of any subsequent Discipline or Appeal Hearing Panel that deals with the same protest matter.
- 7.10 If the protest is upheld, the protest fee will be refunded. If the protest is denied, the protest fee will be forfeited.

- 7.11 The decisions made by the Club's Protest Panel shall be final and binding, subject only to appeal to the District Association in accordance with the OSA published rules and policies.
- 7.12 Decisions shall be forwarded, in writing, by email, or Club website, to all affected parties in a timely manner after the conclusion of the hearing.



## 8.0 Disciplinary Rules

- 8.1 Discipline management will be carried out in accordance with the OSA's published rules and discipline policies.
- 8.2 Misconduct must be reported, in writing or via email to the Club, by the Referee, within forty-eight (48) hours of the game ending. The Referee shall submit the offender's name and all details of the incident when reporting game outcome electronically through the District Referee website, or in writing by email, fax, or hard paper copy.
- 8.3 Discipline for misconduct by a player/team official will be rendered under the OSA's Discipline by Review system (DBR), or Discipline by Hearing system (DBH) or by the District Association. Standard Penalties for Misconduct by a Player (see Appendix C) details the first level (based on seasonal offences) misconduct types, the associated penalty, and the system under which the penalty will be administered (DBR) or (DBH) by the Club. For standard penalties for misconduct by a team official refer to the OSA's discipline rules and policies.
- 8.4 Players or team officials physically or verbally assaulting a referee will be suspended immediately until a DBH is held.
- 8.5 Fines payable to the Club may be imposed on a team in association with, and in addition to, the penalties for misconduct rendered to a player/team official registered with that team. Fines associated with misconduct are listed in the Schedule of Fees, Fines, Bonds, and Penalties (see Appendix B).
- 8.6 Review of all first level disciplinary matters (*i.e. penalties for cautions and dismissals and other league matters*) will be carried out by the Disciplinary Chair and/or designated Club Director in accordance with the Standard Penalties for Misconduct by a Player (see Appendix C).
- 8.7 For certain Player misconduct types, as stated in Appendix C, discipline will be by review (DBR) rather than by hearing (DBH). For 'Discipline by Review' (DBR) there is no discipline hearing unless the player being disciplined requests a hearing.
- 8.8 Where Discipline by Hearing (DBH) is necessary, the hearing will be conducted in accordance with published OSA rules and policies. Any decision rendered under the DBH system may be appealed to the District Association.
- 8.9 A Discipline Hearing Panel shall be appointed by the Disciplinary Chair for a DBH. A Discipline Hearing Panel shall consist of a minimum of three members; The Disciplinary Chair, The Recording Secretary, and a third member.
- 8.10 In the event that the Disciplinary Chair is in conflict of interest the Club President or Vice-President will take over as '*Acting*' Disciplinary Chair.

- 8.11 A player/team official ejected from a game may be requested to appear at a scheduled Disciplinary Hearing as stipulated by the Disciplinary Chair. All those required to attend a hearing will be given fourteen (14) calendar days notice. Exception to this notification timeframe will be considered in playoff competition
- 8.12 The decisions of the Disciplinary Hearing Panel shall be final and binding, subject only to appeal to the District Association in accordance with the OSA published rules and policies. The discipline decision shall remain in effect pending the result of the appeal.
- 8.13 The District Association is permitted to impose penalties and fines for the offenses, above and beyond what the Club imposes.
- 8.14 Disciplinary decisions shall be forwarded, in writing, by mail, email, or Club website, to the parties involved in a timely matter after the conclusion of the hearing.
- 8.15 The Club Disciplinary Chair will notify Members and the District Association of disciplinary penalties imposed as the result of a DBR or DBH.

# Appendices

## **Appendix A: Registration Process**

- A1. The registration deadline for teams will be stated when the outdoor budget is presented to the Members.
- A2. Teams returning to play in the outdoor session will be guaranteed registration for the aforementioned season up to the registration deadline and upon receipt of a non-refundable deposit. New teams will then have the opportunity to register after that date provided tier placement availability.
- A3. All Members must complete an online player registration form on the Club's website by the deadline date stated on the budget. A second opportunity may be available to add/de-register players from team rosters. This information will be stipulated within the budget.
- A4. The Registrar will inform teams via email and website notification of the final date for registering players to team rosters during the regular season. These additional players must complete the online player registration form a minimum of 48 hours prior to playing. Registration will be closed to additional players after this date. Teams wishing to add additional players to their roster after this date must obtain special permission from the Board of Directors. If permission is granted, the individual must complete the registration forms (including waiver) by hand and submit all forms and accompanying payment to the District office business hours within 48 hours of the next scheduled game day. Payment must include the OSA fee and the Club's Field Fund fee as outlined in the team outdoor budget.
- A5. The Club's Board of Directors will only accept one cheque from each team. Personal cheques from individual players will not be accepted. Teams can also make a bank email transfer payment to the Club.
- A6. Payment deadlines will be stipulated in the outdoor budget.

## Appendix B: Schedule of Fees, Fines, Bonds and Penalties

Club fine for teams playing a non-registered, suspended or ineligible player	\$100.00
Game sheets entered into the Club website late (> 48 hours) For Regular Season Games	\$25.00
Game sheets entered into the Club website late (> 24 hours) For Playoff Games	\$25.00
Failure to Report Cautions and Dismissals on Website	\$25.00
Late Payment Penalty	\$50.00
Jersey colour not approved by the Club	\$50.00
Teams failing to provide equipment (corner flags, goal net, ball)	\$15.00
Forfeiting a game without sufficient notice (<48 hours)	\$50.00
Protests (exception subsection 7.4)	\$50.00
NSF Cheques	\$25.00
<b>Caution(s) (yellow card)</b>	
First Caution	No
Second Caution	No
Third Caution	\$25.00
<b>Dismissal(s) (red card)</b>	
Dismissed for Serious foul play where in the opinion of the Discipline hearing panel there was an obvious attempt to injure or a complete disregard for the safety of an opponent.	\$50.00
Dismissed for violent conduct.	\$50.00
Dismissed or reported for "Violent Conduct" where in the opinion of the Discipline Hearing Panel there was an obvious attempt to seriously injure a registrant or non-registrant.	\$50.00
Received and found guilty of a third dismissal in a playing season within that league or competition	\$50.00

## Appendix C: Standard Penalties for Misconduct by a Player (*first level discipline*)

Type #	Description of Misconduct	1 <sup>st</sup> playing seasonal offence	2 <sup>nd</sup> playing seasonal offence	3 <sup>rd</sup> playing seasonal offence
1.1	First caution	No action		
1.2	Second caution	No action		
1.3	Third caution	1 game suspension		
1.4	Fourth caution	No action		
1.5	Fifth caution	2 game suspension		
1.6	Sixth caution & any subsequent caution	3 game suspension		
1.7	Notwithstanding misconduct types 1.1, 1.2, 1.3, 1.4, 1.5 and 1.6 above, the following suspensions will be applied to players in the Provincial Divisions of the Provincial Senior Level 1 Leagues.			
1.7.1	First caution	No action		
1.7.2	Second caution	No action		
1.7.3	Third caution	No action		
1.7.4	Fourth caution	No action		
1.7.5	Fifth caution	1 game suspension		
1.7.6	Sixth caution	No action		
1.7.7	Seventh caution	1 game suspension		
1.7.8	Eighth Caution	2 game suspension		
1.7.9	Ninth Caution	2 game suspension		
1.7.10	Tenth Caution	Suspended for the remainder of the season		
1.13	Dismissed for "Receiving a second caution in the same game" for which neither of the cautions was directed at the game official(s)	1 game suspension	3 game suspension	See misconduct 1.22
1.14	Dismissed for "Receiving a second caution in the same game" for which at least one of the cautions was directed at the game official(s)	2 game suspension	4 game suspension	See misconduct 1.22
1.15	Dismissed or reported by game official for "Using offensive, insulting or abusive language and/or gestures" directed at anyone other than the game official(s). If racist or sexual comments- please see 1.73	1 game suspension	3 game suspension	See misconduct 1.22
1.16	Dismissed or reported by game official for "Using offensive, insulting or abusive language and/or gestures" directed at the game official(s). If racist or sexual comments- please see 1.73	3 game suspension	8 game suspension	See misconduct 1.22
1.16A	Dismissed or reported by game official for "Using offensive, insulting or abusive language and/or gestures" directed at the game official(s) after previously been dismissed or reported	6 to 8 game suspension	8 to 12 game suspension	See misconduct 1.22
1.17	Dismissed for "Denying an opponent a goal or an obvious scoring opportunity by deliberately handing the ball"	1 game suspension	2 game suspension	See misconduct 1.22
1.18	Dismissed for "Denying an opponent a goal or an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick"	2 game suspension	4 game suspension	See misconduct 1.22

**Note:** As per OSA Policies, Section 9, Discipline. Additional penalties may be found on the OSA website: [ontariosoccer.net/rules/publishedrules/governancerules/osapolicies](http://ontariosoccer.net/rules/publishedrules/governancerules/osapolicies) under the discipline section.