

## **North Durham Soccer League**

### **Rules and Responsibilities**

#### **Section I – Name and Membership**

- 1) This League shall be known as the North Durham Soccer League (hereinafter referred to as the NDSL or the League).
- 2) The NDSL shall only be affiliated with the Uxbridge Soccer Club and the Scugog Soccer Association.
- 3) The NDSL shall act as a subcommittee of the Uxbridge Soccer Club and the Scugog Soccer Association.
- 4) Players consist of Scugog and Uxbridge registered houseleague players

#### **Section II – Purpose of the North Durham Soccer League**

- 1) To have fun and to enjoy the game of Soccer at the houseleague level, not competitive or representative. We want to see and hear enjoyable games in a friendly atmosphere and fair play between evenly matched Teams. Teams will win some games and lose some but it will all be a fun experience. We want to ensure that all coaches, parents and players are aiming for the victory of SPORTSMANSHIP, RESPECT, FRIENDSHIP and the notion of GOOD PLAY. The tone of the competitiveness should be to just enjoy the game, which will improve our soccer skills and also our social skills.

#### **Section III – Meetings**

- 1) Club Meetings:
  - a) Club Meetings will be scheduled as per club policies.
- 2) NDSL Coach's Meetings:
  - a) There will be a minimum of 1 NDSL Coach Meeting scheduled just prior to the start of the season. At this meeting, all teams will be represented, each team will receive game sheets, rules and responsibilities, league rules as well as any other information required. Parents are also welcome.
- 3) NDSL Committee Meetings:
  - a) NDSL Committee meetings shall be held as required to properly and effectively conduct the affairs of the NDSL or at the request of the committee.

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- 4) NDSL Special General Meeting
  - a) A Special General Meeting may be called if deemed necessary by the Committee.
- 5) Annual General Meeting (AGM)
  - a) There is no requirement for an Annual General Meeting of the NDSL. The participating clubs shall address any items at their own AGM's.

### **Section IV - Players**

- 1) All Players must be registered through approved OSA registration procedures in the Association of which their Club is a member.
- 2) A Player must be registered at least twenty-four (24) hours before the scheduled start time of any League game, this is for insurance purposes.
- 3) The maximum roster size is deemed by clubs to accommodate the registration count, suggested 18 player rosters.
- 4) All players' names from the roster may appear on the game sheets and scratch those not in attendance for that specific game.
- 5) Every Team shall have a completed Team Roster Sheet, as printed out from ITSoccerNet supplied to them by the clubs.
- 6) The clubs reserve the right to move players amongst teams to ensure teams are balanced as possible up to 5 weeks into the season.

### **Section V – Team Officials**

- 1) A recommendation of four (4) Team Officials (e.g. coach, assistant coach, manager, and assistant manager) shall be registered on Team roster.

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

- 1) The age divisions formed by the League. Ages are to be computed as of January 1 of the current year. Age Divisions and durations are as follows:
  - a) U12 division (11 v 11) – 35 min / half
  - b) U13 to U15 divisions (11 v 11) – 40 min / half
  - c) U16 and above (11 v 11) – 45 min / half

**Section VII – Submission of Game Sheets**

- 1) All games sheet submissions will be the responsibility of the center referee and shall be dropped in the appropriate referee submission box for each club.

**Section VIII – Rescheduling of Games**

- 1) All games shall be played as scheduled unless:
  - a) At the discretion of the Referee, postponement is necessary due to inclement weather or unplayable field conditions.
  - b) A game is postponed at the discretion of an official responsible for the operation and maintenance of the field with the authority to close the field to soccer use.
- 2) The new game time may be proposed by the teams involved immediately following the originally scheduled game but it will have to be approved by the league and the club hosting the game. The Teams involved in the reschedule should target to have game completed within 7 days of the original scheduled game.

**Section IX – Protests**

- 1) Not applicable in this league, have fun.

**Section X – Appeals**

- 1) Not applicable in this league, have fun.

**Section XI – Age Group Specific Rules**

- 1) All Age Divisions
  - a) Law 1 - The Field of Play
    - i) The field and goal dimensions as outlined below shall be considered as desirable guidelines. Failure to conform to the recommended field and goal dimensions shall not be the subject of protest.
    - ii) Dimensions: The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line. The size of the field should be representative of the age group. Recommended field dimensions are as follows:  
Length: 100 to 130 yards Width: 50 to 100 yards
    - iii) Field Markings: Conform to FIFA.
    - iv) The Goal Area: Conform to FIFA.
    - v) Penalty Area: Conform to FIFA.
    - vi) Flagposts: Conform to FIFA.
    - vii) The Corner Arc: Conform to FIFA
    - viii) Goal: Conform to FIFA.

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- b) Law 2 - The Ball: Size four for U12, Size five for all other age groups.
- c) Law 3 - The Number of Players:
  - i) A match is played by two teams, each consisting of not more than eleven players on the field at one time, one of whom is the goalkeeper. A maximum of the official roster size can be dressed for a game.
  - ii) Substitutions: Substitution shall be allowed only at kick-off, goal kicks, goal, stoppage for injury, and on a Team's own Throw-in (piggy backing is allowed). The Referee shall be advised of all substitutions.
  - iii) Number of Players to Start or Continue a Game: A grace period of fifteen (15) minutes shall be allowed in the event that a Team has less than seven (7) Players at the appointed kick-off time. Defaulting Team shall forfeit the game and the points shall be awarded to the opposing Team. In the event that both Teams have less than seven (7) Players, no points shall be awarded.
  - iv) If at any time during the game the number of Players available to play for a Team drops below seven (7), the game shall be stopped and that team shall forfeit the game.
  - v) Replacement of Ejected Players: Players ejected by the Referee may be replaced by a team mate (it is house league).
  - vi) Teams may only play 1 player up on Teams with players less than 11. (example: if one team has 9 players, the opposing team may play 10 players)
- d) Law 4 - The Player's Equipment:
  - i) Conform to FIFA. The referees have been instructed to not allow any player to participate if they are wearing any sort of jewellery (religious items excluded). Refer to the OSA website for the definition of jewellery.
- e) Law 5 - The Referee:
  - i) Appointed by the home clubs Referee Coordinator.
- f) Law 6 - The Assistant Referee:
  - i) Pending on the availability.
- g) Law 7 - The Duration of the Match:
  - (1) See Section VI
- d) Law 8 - The Start and Restart of Play:
  - i) Conform to FIFA.
- e) Law 9 – Ball in and Out of Play
  - i) Conform to FIFA.
- f) Law 10 – Method of Scoring
  - i) Conform to FIFA.
- g) Law 11 – Offside
  - i) Conform to FIFA.
- h) Law 12 – Fouls and Misconducts
  - i) Conform to FIFA.
- i) Law 13 – Free Kicks
  - i) Conform to FIFA.
- j) Law 14 – Penalty Kicks
  - i) Conform to FIFA.
- k) Law 15 – Throw-Ins.
  - i) Conform to FIFA.
- l) Law 16 – Goal Kicks

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- i) Conform to FIFA.
- m) Law 17 – Corner Kicks
  - i) Conform to FIFA.
- n) Law 18 – Common Sense – THE UNWRITTEN RULE
  - i) We all need to use it.

Note: Laws of the game can be found here -  
<http://www.fifa.com/worldfootball/lawsofthegame.html>

### **Section XII – General Rules**

- 1) Game Sheets and Player/Team Official Identification
  - a) All Teams shall furnish a complete list of Players and Team Officials on the game sheet provided, showing the names of all Players and Team Officials participating in the game along with their OSA registrant number and Player's sweater number. Here's a hint, make multiple copies of a populated sheet, except for the game specific information.
  - b) Only Players and Team Officials participating in the game may have their names entered on the game sheet. Any Player or Team Official whose name appears on a game sheet is deemed to have participated in that game. So scratch the players off that didn't show up.
  - c) The completed game sheet shall be handed to the Referee before the start of the game.
- 2) Team Uniforms and Player Equipment
  - a) Teams shall provide each Player with an identical sweater with a different number on the back and shall declare the uniform colours on the Team registration form.
  - b) The goalkeeper shall wear a contrasting sweater, which also shall be different from the opposing Team and the Referee.
  - c) The first Team named on the schedule shall be the home Team. When uniforms are similar, the home Team shall change to a colour distinct from the opposing Team and the Referee.
  - d) The use of shin guards is mandatory in all age divisions.
- 3) Field Preparation
  - a) The home Team shall be responsible for providing corner flags (if available), nets (if available) and game ball (age group appropriate).

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- 4) Referees
  - a) All League games shall be officiated by a properly qualified Referee and assistants, if applicable. If the assigned game official(s) do not show up, and a properly carded official(s) is available, the game shall be played. If the assigned game official(s) do not show up and a properly carded official(s) is not available, the Team Officials shall mutually agree upon a game official or officials and the game shall be played. Failure to play the game may result in both teams forfeiting the game, at the discretion of the League.
- 5) Team Officials Responsible for Players and Spectators
  - a) Team Officials are responsible for their Players and spectators at all times and shall conduct themselves in a proper manner, in accordance with the Laws of the Game. All Team Officials and Players shall confine themselves to the bench area, which shall be deemed to be an area ten (10) metres long commencing five (5) meters and finishing fifteen (15) metres from the centre line. Both team's bench area shall be on the same side of the field.
  - b) All spectators shall be confined to the opposite side of the field from the Players and Team Officials. No Players, Team Officials or spectators shall stand behind either Goal Line. Where there are team benches and viewing stands on the same side of the field, spectators shall remain in those viewing stands and may not stand along that sideline during the Game.
- 6) Games Abandoned
  - a) Any game abandoned by a game official, except for weather or field conditions, shall be dealt with by the League Committee. A Team found guilty of causing abandonment shall forfeit the game and shall be subject to discipline in accordance with OSA Discipline Policies and Procedures. In the event that both Teams are found guilty, no points shall be awarded, and both Teams shall be subject to discipline in accordance with OSA Discipline Policies and Procedures.
  - b) A game is deemed complete if 25% or less remains un-played when called by a game official due to weather or playing conditions.
- 7) Game Points and League Standings (if applicable)
  - a) A Team shall be awarded three points for a win (including a win by forfeit) and one point for a tie in League and Cup play.
  - b) In the event of a tie in the League standings at the end of the season, the following shall apply, in the following order:
  - c) The Team with the most points from head to head competition shall be declared the winner; The Team with the most wins shall be declared the winner; or
  - d) A win by forfeit shall be recorded as a score of 2 - 0.
  - e) If both teams forfeit then both will be assessed a loss by a score of 2 – 0.

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### 8) League Cup

- a) The League Cup draw shall be an open draw made at the coaches' meeting prior to the start of League play at a time and place determined by the League.
- b) Participation in the Cup is mandatory for all Teams registered with the League. Players may only play for one team in the League Cup in any given season. After appearing for a Team, the Player is Cup-tied to that team for that season.
- c) Teams may not use Call-Up or trial Players for any League Cup games.
- d) In semi and final rounds of the Cup, if the game is tied at the end of regulation time, two Overtime halves (10 minutes in length for each half) will be played in their entirety. If still tied, penalty kicks will be taken in accordance with FIFA law (Procedures to Determine the Winner of a Match).
- e) Complete Cup rules will be provided with the published schedule of the Cup minimum five weeks prior to the Cup weekend

### 9) Discipline

- a) Any Player receiving one or more red cards; or three (3) or more yellow cards during the season shall be subject to the Discipline by Review system as outlined in the OSA Policies and Procedures.
- b) Any coach who is cited by a game official for inappropriate conduct shall be subject Discipline by Review as outlined in the OSA Policies and Procedures.
- c) Players, coaches, team officials, parents are governed by their own clubs by-laws, constitution, policies and procedures and codes of conduct. Discipline by Review (DBR) and Discipline by Hearing (DBH) will be conducted as per each clubs own published schedule for there own club members.
- d) Appeals may be made to the DRSA according to their policies and procedures.
- e) Let it be known that both clubs follow a policy of zero tolerance towards games officials by anyone.

### 10) Other Matters

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