

2018 LAWSL (RR) Rules & Regulations

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RULE 1 - LEAGUE STRUCTURE

- 1.1.1 The League shall consist of a Premier Division, a First Division, a Second Division and Third Division if necessary of competitively registered players. As well a Recreation Division and an Over 30 Division of recreationally registered players may be added. All competitive players must be registered within their district associated with Ontario Soccer.
- 1.1.2 Each division shall consist of a minimum of sixteen (16) league games per season.
- 1.1.3 a) At the discretion of the LAWSL executive, a maximum of two (2) teams from the same Club will be allowed to play in any division or section of a division in the League.
- b) When there are two (2) teams from the same Club in any Division of the League, then the first two League games of the season for those two teams, shall be played against each other, on a home & away game basis. Should there need to be a third League game between the two teams – For instance in case of a shortage of teams in a division – then that game shall be the third game of the season for the respective team.
- c) When there are two (2) teams from the same Club in any Division, then should it ever be proven that there was or strong evidence to suggest that there appeared to be any collusion between the two teams to affect the League standing of one or both teams, then the Club shall be expelled from the League. Such decision on whether to expel the Club shall be made by EMSA Council.
- d) In accordance with Ontario Soccer Policies, when there are two (2) teams from the same Club in any Division of the League, then there shall be no player movement whatsoever between those two teams.
- 1.1.4 In all League games, three (3) points shall be awarded for a win and one (1) point for a tie. No points shall be awarded for a loss. The team obtaining the most points shall be declared Division champions.
- 1.1.5 In determining division championship, promotion and relegation where the point totals are equal, standing shall be decided on goal average. Goal average is determined by dividing goals-for by goals-against. The highest goal average shall determine division championship, and which teams will be promoted or relegated. If a tie remains, there shall be a play-off game.
- 1.1.6 At the end of the season the bottom two teams shall be relegated (at the discretions of the executive), to the next lower division.
- 1.1.7 In the event of a vacancy the league may fill the position by promoting an additional team from the next lowest division or retaining one of the teams being relegated.
- 1.2.0 Premier Division:**
- 1.2.1 The Premier Division shall be comprised of not more than ten (10) competitively registered teams.
- 1.2.2 All other regulations contained in these Rules and Regulations shall apply

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1.3.0 First, Second and Third Divisions:

- 1.3.1 These divisions shall be comprised of not more than eleven (11) competitively registered teams.
- 1.3.2 Depending on the number of teams registered, a competitive division may be divided, (at the discretion of the executive), into geographical sections.
- a) Each section or subdivision will consist of an appropriate number of teams to provide for competitive play and reasonable travel distances.
 - b) Each section or subdivision will have if possible an equal number of teams as far as the number of registered teams will permit.
 - c) At the end of the season the teams finishing first in their respective subdivision shall participate in a playoff. The team winning the playoff will be declared the champion of the division. The top two teams after the playoff will be promoted to the next level of competition.
- 1.3.3 All other regulations contained in these Rules and Regulations shall apply

1.4.0 Recreational Division:

- 1.4.1 The Recreational Division shall be comprised of recreational registered teams. All players must be registered within their district associated with Ontario Soccer.
- 1.4.2 Premier and First division registered players are NOT permitted to be play in the recreational division. Recreational teams may sign up competitive registered players, from the remaining lower LAWSL competitive divisions, however the number of registered competitive players being used by the team may not exceed three (3) per game.
- 1.4.3 Depending on the number of teams registered, the recreational division may be divided, (at the discretion of the executive), into geographical sections.
- a) Each section or subdivision will consist of an appropriate number of teams to provide for competitive play and reasonable travel distances.
 - b) Each section or subdivision will have an equal number of teams as far as the number of registered teams will permit.
 - c) At the end of the season the teams finishing first in their respective subdivision shall participate in a playoff. The team winning the playoff will be declared the champion of the division.

1.5.0 Over 30 Division:

- 1.5.1 The Over 30 Division shall be comprised of recreational registered teams. All players must be registered within their district associated with Ontario Soccer
- 1.5.2 If enough teams register to split the division, Rule 1.4.3 will apply.

1.6.0 Communications:

- 1.6.1 EMAIL is the valid and accepted method of communication of LAWSL. Including and communication of league matters and fines. It is the responsibility of each club/team official to have a valid updated email contact, address and contact phone number in E2E, EMSA district and LAWSL and must notify the league of any changes to emails etc.

1.7.0 League game changes:

- 1.7.1 Any League game postponed by club/team officials due to a commitment to the Ontario Cup must be scheduled within ten (10) days of the originally scheduled date. The home team shall be responsible for making field arrangements for playing the game within this time frame. Teams must notify the League and the opposing team, a minimum of three (3) days' that a change is required.
- 1.7.2 Teams entering the Ontario Cup competition shall notify the League at time of registration.
- 1.7.3 Any team wishing to change the date, time and/or place of a game shall obtain agreement via e-mail through the league website, from their opponent. To initiate a Game Change Request, log into the league website and go to "My Team" and select "Request" under "Coach Options" and follow the instructions. The proposed change must contain full details for the rescheduling of the game. The details and approval by both teams must reach the League ten (10) days prior to the original date or the requested date of the change (whichever is earlier). The correct fee must accompany the change request. Failure to comply with any of the foregoing will result in the requested change being denied. The proposed date must not conflict with any dates blocked off by the league or surpass the official end of the season. Changes to Divisional Cup, League Cup and Playoff Games shall be at the discretion of the League.

RULE 2 - TEAM REGISTRATION

- 2.1 Each team shall register with the League the following information:
- Club
 - Three (3) Contact Names (President, Secretary and Team Contact person)
 - Addresses
 - Telephone #
 - Email addresses
 - Name of their home playing fields and street address
 - Team colours
- 2.2 All teams are required to play in their registered colours. In the event of a colour conflict, the visiting team shall change to their alternate jersey.
- 2.3 No team or club shall use a name similar to the name of another team or club in the membership. Team names will be approved at the discretion of the executive.

RULE 3 - TEAM REGULATIONS

- 3.1 Membership – refer to Article 5.4 of constitution
- 3.2 Should a club's team be found to have allowed an ineligible/suspended player, coach and/or team official to take part in a League/Cup/Playoff game, any game points or trophies obtained from all the games in which the ineligible/suspended player, coach and/or team official participated shall be taken from them and the club shall be fined as per Rule 12 Fees, fines and bonds. Should the team not win the game, the club shall be fined as per Rule 12 Fees, fines and bonds. The game will be awarded to the opposing team with a score of 3-0. In the event both teams have been found guilty of playing an ineligible player, the game will be declared default, and the score recorded as 0-0 and no points will be awarded to either team.
- 3.3 Second and Third offences as per EMSA constitution: Ineligible Player, coach and/or team official – Discipline by EMSA. Suspended Player is one who receives a red card or three (3) yellow cards.
- 3.4 Any team who has entered the Ontario Cup and has not notified the league or the opposing team of their upcoming game will be fined as per Rule 12 Fees, fines and bonds for failing to notify the League and for failing to notify the opposing team.
- 3.5 Any club operating two (2) or more teams within the League shall submit a list of players registered with each team prior to the start of the season and again by July 1 each year.

RULE 4 - PLAYER REGULATIONS

- 4.1 For regularly scheduled league games a team is allowed to use players with valid trial or temporary registration permits; teams may include players registered with a lower level team from within the same club. The number of players being used and not directly registered with the team may not exceed three (3) per game.
- 4.2 For games designated as Cup or Play-off games, no call ups shall be permitted from within or outside of the league: (Additional cup information can be found under Rule 10 cups and tournaments.)
- 4.3 The transfer or deregistration of players surplus to a team's requirements must be completed on or before July 31 of the current season.
- 4.4 New players may not be signed after August 31 of the current season.
- 4.5 All competitive players shall have in their possession an Ontario Soccer player card authorized and validated and registered within their district associated with Ontario Soccer and/or a temporary registration permit, and/or a trial permit as per current Ontario Soccer player registration policies.
- 4.6 The deadline for player de-registration and player transfers shall be July 31st of the current outdoors season.

RULE 5 - COACH REGULATIONS

- 5.1 All Team Head Coaches and Assistant Coaches must have an Ontario Soccer Respect in sport Certification.

RULE 6 - GROUNDS

- 6.1 All teams must play at a venue as approved by the executive committee.
- 6.2 At all grounds the field of play must be clearly marked and comply with FIFA Laws of the Game. Regulation goal nets and corner flags must be provided
- 6.3 The referee or a qualified groundskeeper shall be the judge as to the playing conditions of the field. Should the referee or the groundskeeper declare the field unfit for play, the game officials present shall be paid half the game fee and the full allowable travel expense. No protest regarding the referee's decision on the fitness of the field of play will be entertained. Should there be a discrepancy between the opinion of the referee and qualified groundskeeper as to the conditions of the field, the matter will be brought to the attention of the league and could result in the game being rescheduled to the visiting teams field, with all related cost still being the responsibility of the original Home team.
- 6.4 The referee will notify the home team of any field problems, which need to be rectified before the kick-off.
- 6.5 A team reported for poor field conditions or a field that does not comply with Rule 6.2 will be fined in accordance with Rule 12 Fees, fines and bonds
- 6.6 A team wishing to relocate their home field shall submit their request in writing to the League for consideration. The move shall not become effective without the prior permission of the league.

RULE 7 - GAMES, GAME SHEETS & SCHEDULING

- 7.1 All games shall be played under the laws of the game as per LAWSL competition rules
- 7.2 The home team shall be responsible for all costs of playing the game. They shall ensure that the game officials are paid the game fee and travel expenses that are due. Such payment shall be made prior to or immediately following the game. (except for cup games where referee fees and travel expenses are shared) Any monies collected at the gate shall be the property of the home team. The away team shall be responsible for its' own expenses.
- 7.3 Each team must complete three (3) copies of the team sheets for each game. The team sheet shall contain the team registration number and the full name, number and Ontario Soccer Registration number of each player eligible to take part in the game. Not more than eighteen (18) player's names may appear on the team sheet. Only those players whose names appear on the team sheet may take part in the game. All players must have identification as authorized by the Ontario Soccer Association. Upon being completed after the game, the referee will provide a Copy to the Submitting Team and a Copy to the Opposing Team. The pink copy of the team sheet shall be given to the opposing team and may be exchanged with the opposing team at the end of the game. The referee will scan and email to be sent to the League's designated person (LAWSLinfo@gmail.com). These team sheets should be presented to the referee fifteen (15) minutes before the start of the game.
- 7.4 Any team not fulfilling a fixture shall forfeit the game and be fined an amount as set out in Rule 12 Fees, fines and bonds and at the discretion of the executive. The game forfeited shall be awarded to the opponents with a recorded score of 3 - 0.
- 7.5 Any team wishing to change game date, time and/or place, must obtain agreement in writing from their opponent. The agreement shall state the date, time and place that the game will take place and be accompanied by a change of game fee as set out in Rule 12 Fees, fines and bonds. This information must reach the League's designated person ten (10) days prior to the request being implemented. Failure to comply with the foregoing may result in the change being denied. If agreement by both opponents can't be reached and a game cannot be played within the specified time frame, both teams will be fined in accordance with Rule 12 Fees, Fines & Bonds and at the discretion of the executive and the game shown as not played.
- 7.6 Any team reported for delaying the kick-off time, shall be fined an amount as set out in Rule 12 Fees, fines and bonds and at the discretion of the executive. Maximum delay shall be fifteen (15) minutes. The referee shall report the outcome of the game.
- 7.7 The home team shall provide an approved game ball to the referee prior to kick-off time.
- 7.8 Any team awarded a throw-in may substitute a player at this time. If a substitution is made, the opposing team may also substitute a player, but only if the awarded team has done so and at the discretion of the referee.
- 7.9 Any team defaulting two (2) games in one season shall forfeit their membership and bond if applicable.

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- 7.10 Any team dropping out of the League for any reason, all games played by that team shall be declared null and void and removed from the standings.
- 7.11 Any team, if found guilty of having played an ineligible player, shall be fined an amount as set out in Rule 12 Fees, fines and bonds. The game will be awarded to their opponents. Should the same team in question persist in using players who are not properly registered or ineligible to play in this League, the team may be expelled from the League.
- 7.12 In the event of any game being abandoned for any reason before the completion of regulation time, the game must be replayed. Should the abandonment be caused by any team walking off the field without permission of the referee, the team shall be fined an amount as set out in Rule 12 Fees, fines and bonds.
- 7.13 An official of each team may check the identifications of the players and the coaches of opposing team prior to the scheduled kick-off. Any complaint regarding the eligibility of a player shall be reported to the referee prior to the start of the game. The game shall not be delayed for any reason. Players arriving at a later time must show proof of registration and approved identification to the opposing coach/manager prior to taking part in the game. If coach and player's cards were not checked prior to the match, then no protest will be considered by the league for ineligible players.
- 7.14 Any player playing under trial permits, such permits shall be attached to the game sheets handed to the referee prior to the beginning of the game. Any house league players, even from within the same club, must be identified on the team sheet with the letter "T".
- 7.15 Both home and away teams shall report the result of the game on-line at www.lawsl.ca, using their web access information no later than twelve (12:00) p.m. the day following the game. Teams must report the game outcome whether the game has been completed or not. Names of scorers must be entered at this time. The second team reporting results will confirm the game score and enter names of scorers. Failure to comply shall be dealt with as noted in Rule 12 Fees, fines and bonds.
- 7.16 Any team failing to show up for a scheduled game shall forfeit the game and be fined an amount as set out in Rule 12 Fees, fines and bonds. The game will be awarded to the opposing team with a recorded score of 3-0. The defaulting team shall be responsible for any fees payable to the game officials and any other expenses as determined by the Executive Committee.
- 7.17 The league reserves the right to refuse registration to any team not in good standing with the district.
- 7.18 All teams shall honour the gate pass as issued by the League (if applicable) and of the District Association, Ontario Soccer and C.S.A. referee pass. Referees shall be given free entrance to all games upon producing a current Referee Registration Certificate issued by the Ontario Soccer. The visiting team shall be allowed free entry for twenty (20) persons. This includes players.
- 7.19 All games must start promptly and not later than fifteen (15) minutes after the scheduled time. Any breach of this rule will result in a fine and possible forfeiture of the game by the offending team.
- 7.20 A team requiring postponement due to Ontario Cup play refer to Rule 1.7.1
- 7.21 No league games are to be scheduled within 48 hours of any presently scheduled game.
- 7.22 Failure of either team to agree on a date, time and location of a replay as in Rule 7.2 shall require the League to set the new date and time of the reschedule match. The game may be played on a neutral field in which case Rule 7.2 will come into effect.
- 7.23 The expenses that are incurred resulting from the postponement and/or the rescheduling of any game by the executive, are the responsibility of the home team.

RULE 8 - REFEREE

- 8.1 All referees appointed to games under the jurisdiction of the League shall be selected from the official list of referees as published by the Ontario Soccer and provided by the local association.
- 8.2 Referees for all games shall be appointed by the Referee Coordinator for the League. Should the appointed referee be unable to officiate or fail to arrive, the teams may agree on a certified referee present at the game, to officiate. No complaints or protests can be made against that person.
- 8.3 Games in the Premier Division shall have a referee and two (2) assistant referees. If there is a shortage of officials, assistant referees are optional. Priority shall be given to all games having a referee. Referee assistants will be appointed for any other division if requested by one of the teams. When requested, the team making the request is responsible for payment of the referee assistants' fees and travelling expenses.

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- 8.4 The home team shall be responsible for payment of the game officials' fee and traveling expenses, with exception of cup games. (Refer to Rule 10.5). This fee shall be paid prior to or immediately after the game.
- 8.5 The referee shall keep accurate records of goals scored, names of goal scorers for all regularly scheduled games, and records of all matters of misconduct incurred during the game. The referee will scan and email the completed game sheets to the League's designated person (LAWSLinfo@gmail.com) along with any game reports within forty-eight (48) hours of the completion of the match.
- 8.6 The fees payable to the referees shall be approved by the members at the Annual General meeting.
- 8.7 No referee shall ask for, nor receive, more than the set scheduled fee and travel allowance.
- 8.8 Game officials failing to carry out their assignments without giving adequate notice of their inability to do so may render them liable to a fine equal to the game fee that they would have received. The fine shall be paid to the according district by the date specified in the notice; the according district will then forward the fine payment to the League.
- 8.9 Game officials shall not exchange appointments with other officials without the permission of the Referee Coordinator.
- 8.10 Appointed referees shall not be an executive member or team player/official of either of the competing clubs/teams, regardless of the league to which they belong as this poses a conflict of interest. In the event that the appointed referee is unable to officiate or fails to arrive, Rule 8.2 comes into effect.

RULE 9 - MISCONDUCT

- 9.1 All matters requiring a hearing shall be dealt with by a Committee appointed for that purpose.
- 9.2 All member teams shall be responsible for the actions of their players, team officials and spectators. Any team failing to control players, officials or spectators may be required to attend a hearing. Team officials, club administrators or clubs found acting in a manner deemed to be detrimental to the league shall be fined, bonded and/or suspended.
- 9.3 Protests of games shall be made according to the rules of the competition in which the game is played.
- 9.4 All protests regarding the playing of a game must be made in writing and received by the League Secretary. A protest must be emailed no later than twenty-four (24) hours after the end of the game, Saturdays, Sundays and Statutory Holidays excluded. The email address of the other team's contact must be included in the 'cc line of the email sent to the League Secretary.
- 9.5 If the game in question being protested is a Cup game or play-off game, and within twenty-four (24) hours of the next round to be played, the League has the right to revise the time frame the protest must be submitted by to ensure it is heard and a decision is made in sufficient time as not to impede the competition schedule.
- 9.6 The protest fee must be delivered/couriered to the EMSA district office attention LAWSL within twenty-four (24) in correspondence to the email. A copy of the courier receipt for the protest fee must also be emailed to the opposing team's contact.
- 9.7 Any protest fee, which is not submitted in compliance with the foregoing rules, will be ruled out of order and will not be heard.
- 9.8 On receipt of a valid protest, the League Secretary will send a notice within ten (10) days of the date, time and location of the protest hearing. Such notice may be waived, in writing and by email, by all parties to the hearing.
- 9.9 All valid protests shall be heard within three (3) weeks of being received by the Secretary.
- 9.10 In the event a protest is upheld, the protest fee shall be returned in full.
- 9.11 Any party to a hearing not satisfied with the decision of the committee has the right to appeal the decision to the District Association. Conditions for lodging the appeal is as included with the decision of the committee.
- 9.12 Any team forfeiting a game that directly and immediately affects the promotion, relegation, play-off or Cup participation of any other team may pay a fine up to double the amount set out in Rule 12 Fees, fines and bonds and may be suspended from the league for the next year as deemed fit by the Executive.

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- 9.13 Should any game not be completed (abandoned) for an occurrence of any kind of misconduct such as spectator problems, fights, threatening of game official, assaults, or a team leaving the field of play without the permission of the referee, the team shall be fined in accordance with Rule 12 Fees, fines and bonds and/or at the discretion of the Executive. The Executive Committee shall decide the disposition of the game.
- 9.14 Teams may be fined, bonded or both for behavior deemed to be serious misconduct by the Executive or for multiple instances of misconduct which fails to uphold the standards of the league; such misconduct may even result in loss of membership in the league and be placed in bad standing within the according district. All parties to a discipline hearing in this regard will be given ten (10) days' notice of the date, time, and location of the hearing.
- 9.15 Decisions relating to protects and misconduct hearings shall be communicated by email to the parties concerned no later than fifteen (15) days of the conclusion of the hearing.

RULE 10 - CUPS AND TOURNAMENTS

- 10.1 The draw in the various cup competitions shall be as follows:
- Names of the teams shall be placed in a suitable container;
 - The first team drawn shall be the home team, the second team drawn shall be the opponent;
 - When a division is split into divisional sections, the sections will play for a combined Division Cup (i.e. 3rd west teams and 3rd east teams will play for the 3rd division cup).
- 10.2 For all Division Cups:
- A player is not permitted to play for more than one (1) Divisional Cup and not more than one team in any other cup competition.
 - Clubs with two (2) teams entered in the same divisional cup may not play the same player on both teams.
 - Teams shall not include players with temporary registration or trial permits;
 - Teams shall not include players registered to other clubs;
 - Teams may only "call up" players registered to a team in LAWSL within their own Club. A "call up" from outside the league, regardless of whether the player is registered in the District or plays in another league associated to their Club, is not permitted.
 - No call ups shall be permitted from any other competitive/house league or team from outside of the league for any cup play regardless of whether the player is registered or not within their league and the according district.
- 10.3 In all Division Cup games, a referee and two (2) referee assistants will be required and appointed by the Referee Coordinator, with the exception of Recreation Cup games as no referee assistants are appointed until the final game.
- 10.4 In all games prior to the final game, the home team shall pay all expenses and keep any gate receipts. The away team shall be responsible for their own expenses with the exception of the referee fees, which will be shared by both competing teams.
- 10.5 The League will pay the officials' fees and travelling expenses for the final game. The League will also cover any costs associated with securing a field for the final game. Any gate receipts for the final game shall be retained by the League.
- 10.6 Each team in games designated as final games shall provide a game ball to the game officials prior to the start of the game.
- 10.7 If a game is tied at the end of regulation time, the teams shall play two (2) fifteen (15) minute overtime halves. The first goal scored during the overtime period shall be declared the winner. (*Golden Goal Rule*) If the game is still tied at the end of overtime, the game shall be decided by taking kicks from the penalty spot as described in the FIFA Laws of the Game.
- 10.8 If, due to darkness, the referee decides there is not enough light for the regulation overtime, the referee may shorten the overtime halves or go directly to penalty kicks in order to complete the game.

RULE 11 - OTHER MATTERS

- 11.1 The Executive Committee may add to these Rules and Regulations such rules as are required to ensure that all members are treated fairly and consistently, and to uphold the standards of the league.
- 11.2 Such rules may not violate the rights of others as imbedded in this constitution and its Rules and Regulations.

