



PEEL HALTON SOCCER ASSOCIATION

YPHDL OUTDOOR LEAGUE RULES



MARCH 2026





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Overview

Ontario Soccer (OS) is the governing body for soccer in Ontario and is responsible for the sanctioning and oversight for Leagues in Ontario.

District Leagues – YPHDL

The Leagues were established under the principles of the Ontario Soccer Long Term Development Plan with the goal of providing a structured debut to competitive play, facilitating the training development of young players by our Member Clubs and providing a competitive structure in support of player development affording players, coaches and match officials to rise to the height of their abilities and aspirations.

Within these Operational policies any time the masculine is used it is deemed and understood to be the feminine as well.

1. CODE OF CONDUCT

Administrators, Executive Committee Members, League Officials, Club Officials, Match Officials, Match Assignors, and registered team officials must always conduct themselves on or off the field (when dealing with soccer related activities) in such a manner as to set an example when followed, would enable every player to be a credit to the game. The YPHDL and all its participants shall adhere to the codes of conduct found within [Ontario Soccer's Managing Risk Policies and Guides – Code of Conduct](#)

PHSA shall investigate all reports and any noncompliance that they directly observe and advise team officials and Club Administrators of any non-compliance with the League's Rules & Regulations as soon as possible.

2. DEFINITIONS

ADMINISTRATOR	<i>An Administrator is an individual who has been appointed by the Club to assist with the day-to-day administrative operations of the Club.</i>
ASSISTANT COACH	<i>means an individual who has been appointed by the Club and assigned to assist in the training and coaching of the team.</i>
ASSISTANT MANAGER	<i>means an individual who has been appointed by the Club and assigned to assist in the operation of the team.</i>
ASSISTANT MATCH OFFICIAL	<i>means an Assistant Match Official as certified by Ontario Soccer and governed under the OS Rules</i>





CLUB	<i>means a Soccer Club which is a member of the District Association sanctioned by Ontario Soccer</i>
DISCIPLINE COMMITTEE	<i>means a group of individuals, appointed by the District Association to act as the Committee to oversee the administration of judicial matters relating to procedures</i>
GAME	<i>means the scheduled match</i>
MATCH OFFICIAL	<i>means a Match Official as certified by Ontario Soccer and governed under the OS Rules</i>
GAME DURATION	<i>means the length of the game match which shall be in accordance with the OS published guidelines</i>
GOVERNING BODY	<i>means the organization to which the League shall report</i>
MANAGER	<i>means an individual who has been appointed by the Club and assigned to assist in the operation of the team</i>
ONTARIO SOCCER (OS)	<i>means the Provincial Governing Organization</i>
PLAYER	<i>means a registrant of the Member Club, District Association and Ontario Soccer. The player must be registered in the OS registration database in order to be considered eligible.</i>
SCHEDULE	<i>means the official timetable of games organized by the League</i>
TEAM	<i>means the official list of registered players and team officials as provided by the Member Club to the District Association</i>
TEAM HEAD COACH	<i>means the team official appointed by their Club who is responsible for the team</i>
TEAM OFFICIAL	<i>means coach, assistant coach, manager, assistant manager as identified by a Club and registered with the OS and PHSA to a team</i>

3. LEAGUE MANAGEMENT

- 3.1. The affairs of the District League (YPHDL) will be overseen by the Peel Halton Soccer Association
- 3.2. The District Association operating the League may from time to time make such changes to the League Operational Policies as may be deemed necessary for the efficient operation of the League. The League has the sole rights to modify, change, add, modify or delete League Operational Policies. The League shall inform Clubs of any changes to the League Operational Policies Changes at least fourteen (14) days before the adoption of the changes.
- 3.3. All fines resulting from a breach of the rules identified in these League Operational Policies,





including but not limited to those published in **Appendix A**, shall be assessed against the specific Club.

4. CATEGORIES & DIVISIONS MATRIX

2025 Peel Halton District League - U14-U18					
Age Group	U14	U15	U16	U17	U18
Match Official	Referee / AR1 / AR2	Referee / AR1 / AR2	Referee / AR1 / AR2	Referee / AR1 / AR2	Referee / AR1 / AR2
Playing Format	11 v 11	11 v 11	11 v 11	11 v 11	11 v 11
Game Duration	2 x 40 minutes	2 x 45 minutes	2 x 45 minutes	2 x 45 minutes	2 x 45 minutes
Officials Fees	\$60 / \$45 / \$45	\$60 / \$45 / \$45	\$65 / \$50 / \$50	\$70 / \$55 / \$55	\$70 / \$55 / \$55
Ball Size	Size 5				
Touchline Restart	Throw Ins				
Goal Line Restart	Goal Kicks / Corner Kicks				
Offside	Yes				
Substitutions	Before own throw in (opponents can piggy back), Before any goal kick, After goal scored, Injured player, Half time				
Playing Laws	https://tinyurl.com/5dmkexpt				

5. SUBSTITUTIONS

5.1 YPHDL

5.1.1 Unlimited player substitution shall be permitted with the consent of the match official during a stoppage of play for the following:

- a) Goal kick
- b) Kick-offs (piggy backs allowed)
- c) Injury of a player
- d) Halftime
- e) Own throw-in - the opposing team cannot piggyback on that change

5.1.2 No substitutions are permitted for any player(s) ejected from the game.

5.1.3 Substitutions must enter the field of play at the halfway line and players may exit by the nearest point on the boundary line

5.1.4 Substituted players must leave the field without delay





6. NIGHTS OF PLAY

The proposed playing schedule will be as follows:

NIGHTS OF PLAY	YPHDL	
	Premier	1st Division
Monday	U15	U16
Tuesday	U14/U16	U15
Wednesday	U17	U14
Thursday	U18	U17
Friday		
Saturday		

7. LEAGUE FEE

- 7.1 The annual League fee will be proposed by the League Executive and ratified by the members as part of the budget presented at the PHSA Annual General Meeting.
- 7.2 For the League Fee structure, please reference **Appendix A**.

8. LEAGUE REGISTRATION

8.1 YPHDL

- 8.1.1 Clubs will be advised of their positions in the YPHDL by the PHSA.
- 8.1.2 Promotion and relegation criteria or membership criteria is decided by each District as the District governs allotted spots.
- 8.1.3 Clubs will register teams in the PHSA's League Management Platform, for the positions assigned. Clubs will acknowledge the nights of play at the time of registration. Clubs will advise and supply all key contact information for the Club at registration:



Club President
Executive Director or General Manager
Rep Director
Administrator
Head Referee
Field Scheduler

- 8.1.4 It is the Clubs responsibility to keep the league up to date on any contact changes for the Club or team(s). With registration, the Club and team contacts agree to receive contact from the league.

9. TEAM REGULATIONS

9.1. YPHDL

- 9.1.1 As of the 2024 Outdoor Season, PHSA is adopting the Digital ID Registration System (**District Approved Roster with Photos**) to replace books or cards. All PHSA clubs are required to utilize the **District Approved Roster**.
- 9.1.2 All players must be registered in accordance with **OS** Registration Policy.
- 9.1.3 A team may register a maximum of 20 players. A minimum of 13 players must be registered by April 15th of each year.
- 9.1.4 Each team must play in their own age level unless otherwise approved by the District and League In accordance with **OS** Procedures.
- 9.1.5 All Team Coaches, Assistant Coaches and Managers must be registered in the **OS** registration system, and must appear on the **District Approved Roster**
- 9.1.6 All players and team officials must have an **OS** Registration **District Approved Roster** validated by the District. The **District Approved Roster** must be present at all games and discipline hearings. **The same documentation is required for all players including call-up players, as well as players being used with a TEP or STRP.**
- 9.1.7 **District Approved Roster** and game sheets must be available to be checked by the opposing team official(s) no less than fifteen (15) minutes prior to kick-off.
- 9.1.8 If any player and/or team official does not appear on their **District Approved Roster** and game sheet, they are ineligible to participate in the game or sit on the bench.





- 9.1.9 If no **District Approved Roster** is available for the entire team, the game will be played, and the team will forfeit the game. The opposing team will win the game by a score of 1:0 and will be awarded the points for the game. In the event that no game sheet is provided, Team Officials may provide an unofficial game sheet, and fines will be levied as per Appendix A.
- 9.1.10 A player or team official arriving late will be allowed to participate in the game upon verification of their registration on the **District Approved Roster** to the opposing team official(s). It is the responsibility of the team officials to ask the match official to make the game sheet available for late arriving players and/or team officials to verify the individual's registration on the **District Approved Roster**. There is no time limit on when a late arriving player or team official may join the game.
- 9.1.11 Teams who are participating in the League will abide by **OS** Rules, Policies and Procedures regarding players except as noted in League Rules and Regulations.
- 9.1.12 Players playing for a team (club) in the League, or any other league shall not be permitted after July 31st to transfer or re-register to play for another team (club) in the league in the current playing season.
- 9.1.13 No players who are registered as OPDL can deregister and reregister to play in the league after June 30th.
- 9.1.14 A "call-up" is any player who is not registered on the **OS** team roster. A call-up is a registered player to the Club. **To meet the requirements of a call-up, the player must be moving UP in some way. Up an age, Up a division, Up a league.** A player being used as a call-up can only be a maximum of 1 year younger.
- a) Call-ups must have a valid player registration for the current season with their appropriate club
 - b) Call-ups are permitted to be used from a younger age group, a lower-level league or lower division within an age group
 - c) Players cannot be called up to a team that is more than one (1) year above their registration year
 - d) Players that are being used as a call-up must be identified as such on the game sheet
- 9.1.15 All call-ups must be approved by the Club administrators through the online league management platform. Call-ups not approved through the league management platform will be deemed ineligible and will be subjected to disciplinary action.
- 9.1.16 A player may play a maximum of **six (6)** games in total per season as a call-up. It is the



responsibility of the team officials calling up the player to be aware of how many times the player has played as a call-up in the current season.

9.1.17 A team may use a maximum of **four (4)** call-ups in any league or league cup game.

9.1.18 If a player is found to have played in more than six (6) games as a call-up in the current season the player shall be deemed ineligible, the team shall forfeit the 7(+) game(s) and will be fined as per **Appendix A**. The opposing team will win the game 1:0 and will be awarded the points for the game.

9.1.19 If a team is found to have played more than four (4) call-ups in a game the players will be deemed ineligible, the team shall forfeit the game and will be fined as per **Appendix A**. The opposing team will win the game 1:0 and will be awarded the points for the game.

9.1.20 No player registered in a league higher than Regional may be used as a call-up in the League. If a team is found to have used a player registered in a league higher than Regional as a call-up the team/club shall forfeit the game and will be disciplined accordingly. The opposing team will win the game 1:0 and will be awarded the points for the game.

9.1.21 No player registered on a League team with another club shall be used as a call-up in the same division of the League.

9.1.22 If a player from a higher league is transferred to a house league team after June 30th, they are still not eligible to play as a call-up. If it is found that a team used such a player as a call-up the team/club shall forfeit the game and will be disciplined accordingly. The opposing team will win the game 1:0 and will be awarded the points for the game.

9.1.23 Teams from the same club playing in the same division shall not interchange players.

9.1.24 Grassroots players are not permitted to play as a Call-up – see **OS** Operational Procedures.

10. COACHES & TEAM OFFICIALS

The adherence to the Canada Soccer “Rule of Two” Policy is mandatory by PHSA. For all youth teams, it is mandatory that there are two (2) adults present on the team bench at all times.

10.1. YPHDL

10.1.1. All team officials must be registered with their District Association and their **District Approved Roster** must be presented to the opposing coach before the start of the game. If





the **District Approved Roster** are not available, the official(s) name will not be entered on the game sheet and the official(s) will not be allowed to sit on the player bench. Team official's arriving late will be allowed to sit on the player's bench upon presentation of their **District Approved Roster** to the opposing coach and name entered on the game sheet.

10.1.2. A maximum of 4 team officials, which are registered to the team, shall be permitted to sit on the bench.

10.1.3. Smoking by Team Officials in proximity to the players; before, during or after a match is not permitted. This includes the field proximity, park area and parking area.

10.1.4. Team officials will coach within the marked technical area or within one (1) meter of their bench. Team officials are not permitted to walk up and down the sideline, within 2 meters of the touch line or obstruct the view or passage of the assistant referee.

10.1.5. Managers are required to complete the following in order to be appear on the District Approved Roster:

- Making Headway
- Respect in Sport
- Emergency Action Plan
- Understanding the Rule of Two

11. TEAM RESPONSIBILITIES

12.1 YPHDL

12.1.1 Register their players and team officials with OS and have the players and team officials listed in the League Software Platform system.

12.1.2 Anyone on the bench entering the field of play without the consent of the match official during an altercation will be subject to disciplinary action depending on League Discipline Committee findings.

12.1.3 All Clubs must register colours for their home and away uniforms (Shirt/Shorts/Socks) with the league and will wear the appropriately registered uniform for all league games. Home and away uniforms must be different colours. Teams must wear the Uniform of the Club to which they are registered. The Uniform must display the Club crest/logo in accordance with OS standards.

12.1.4 Teams failing to comply with League Rules and Regulations are subject to fines and/or





disciplinary action. Team and club officials will be notified in writing of any fines levied and/or disciplinary action.

12.1.5 A team must field a minimum of seven (7) registered players for games and if not, the team shall forfeit the game and be fined as per **Appendix A**.

12.1.6 If the minimum number of players required in rule 7.v. is at the field by the scheduled game time, the match official will start the game at the scheduled time.

12.1.7 If any team fails to appear or appears and refuses to play at a scheduled League game or League Cup game, the team will be charged with a “no-show”, will be fined as per Appendix “A” and the team will forfeit the game. Forfeits will be recorded as 1:0 loss by default.

12.1.8 Clubs/teams are responsible for the conduct of their players, officials, and spectators on and off the field of play during a game and before and after a game scheduled by the League.

12.1.9 A maximum of twenty (20) registered players may sit on the bench. All players must be listed on the game sheet, and once listed are deemed to have played. (Players under suspension shall not be entered on the game sheet and should not be at the player’s bench). Teams found to have more than twenty (20) players on the game sheet will be deemed ineligible and will forfeit the game to the opposing team by a score of 1:0.

12.2.11 Any team official withdrawing a team from a game shall be fined as per **Appendix A**, **subjected to discipline**, and the team will forfeit the game. Forfeits will be recorded as 1:0 losses by default.

12.HOME CLUB / HOST RESPONSIBILITIES

12.1. YPHDL

12.1.1. Home clubs are responsible for the provision of:

- a) Field markings, as per FIFA Rules
- b) Goal nets secured with netting
- c) Corner flags
- d) A minimum of three (3) size five (5) game balls
- e) Change rooms (if available)
- f) Field lights (when required)

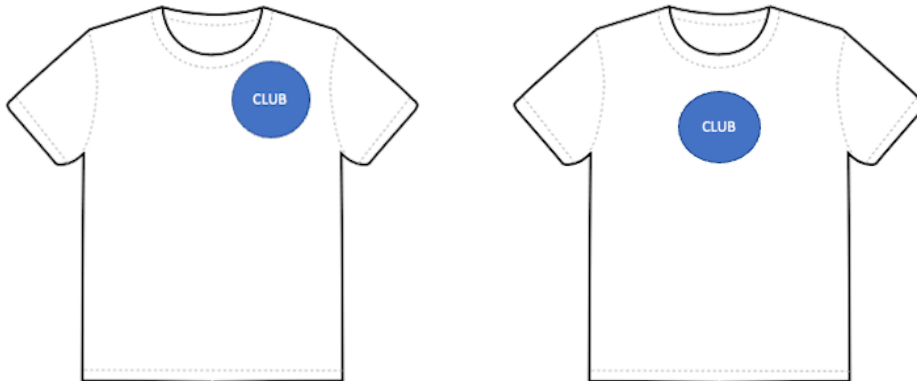




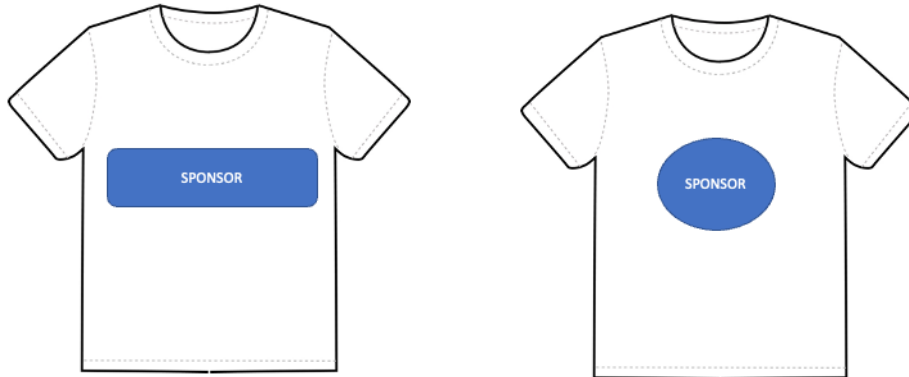
Failure to provide safe and appropriate fields may result in the club's right to host games. Associated field costs will still be the responsibility of the designated home team

13. UNIFORMS

- 13.1. All players shall wear regulation soccer equipment as outlined by FIFA and **OS** Rules.
- 13.2. All Players, including goalies, must be identified by a number, a minimum 8 inches / 204 millimeters 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.
- 13.3. Teams will wear the uniform of the club to which they are registered.
- 13.4. 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.



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



- 13.5. The away team will change to their registered away uniform colour if there is a conflict.
- 13.6. 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.
- 13.7. If the goalkeeper is substituted, the new goalkeeper must have a different number than the original goalkeeper.
- 13.8. 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.
- 13.9. All Teams must register their regular team colours with the League prior to the start of the League schedule. Where the Match Official decides that the team colours conflict, the away team is required to change to an alternate jersey. The goalkeeper's jersey colour must be different from that of either team. It is the responsibility of the Coach of the Team that is required to change to have alternate shirts available at each game.
- 13.10. Player's numbers must be recorded on the game sheet and cannot be changed after the start of the game without the Match Officials permission.
- 13.11. Safety or protective equipment may be worn after inspection by the Match Official, and only if the Match Official deems that the wearing of such equipment will not constitute a danger to the other players.
- 13.12. All teams will have a First Aid Kit at every game.
- 13.13. Shin guards and socks are mandatory at all times. Shin guards must be covered completely.
- 13.14. The following items are not permitted:
- Jewelry of any kind
 - Metal/plastic hair clips



- Beaded hair
- Plaster/fiberglass casts

No taping of jewelry nor wrapping of plaster casts is allowed.

13.15. The following items are permitted:

- Life sustaining devices such as cochlear implants and processors
- Glucose monitors/insulin pumps
- Medic Alert
- Soft cloth religious headwear (hijabs, turbans, kippot)

14. MATCH OFFICIALS

14.1. YPHDL

14.1.1. The League or its designate will assign registered officials to all games.

14.1.2. Registered Match officials must be present at the game thirty (30) minutes prior to the scheduled start to complete a standard field check.

14.1.3. Match Officials Fee Schedule & Half Game Fee details; see Appendix “B”.

14.1.4. For League matches the home team is responsible for the payment of match officials in cash, fifteen (15) minutes prior to kick-off.

14.1.5. For League Cup matches the match official fees are to be split equally between teams.

14.1.6. The game shall be played if one official is present.

14.1.7. All Match Officials must be a minimum of 16 years old as well as two years older than the age group of the team. Match Officials may be District Youth level or higher certified.

14.1.8. Officiating complaints will only be acknowledged if received in writing by the respective club.

14.1.9. The Match official is responsible for completing the online game report via the League Software Platform system. In addition, the Match Official must upload the “Official Game Sheet” plus pertinent paperwork to the league within twenty-four (24) hours of a game being completed along with all discipline reports (cautions, dismissals, and SIRs). The





'Official Game Sheet' must be signed by all three match officials before being submitted. Furthermore, all disciplinary forms must be signed by the Match Official before submission. The following 3 methods can be used by the match official to provide the "Official Game Sheet" to the league:

1. Upload an image of the Game Sheet into the League Software Platform at the time of reporting the game (within 24 hours of match completion).
2. The Match Official must keep the original copy of the game sheet for the season in case the league requires the actual original. For this purpose, the league will not accept photos of the game sheets and/or disciplinary reports.
3. All non-compliance will be reported to their district association for disciplinary action. Failure by the game official to provide game sheets to the league office within the stipulated time frame does not make the game sheet or any disciplinary reports null and void. The league will process discipline once received.

14.1.10. All Match officials must sign all game sheets and record any infraction(s) which occurred for which players or team officials were dismissed. All non-compliance will be reported to their district association for disciplinary action.

14.2. Conflict of Interest

14.2.1. All Match Officials and Match Assignors shall comply with the **OS's** Code of Conduct or the **OS's** Match Assignors Code of Conduct, or they shall be reported to their District Association for disciplinary action.

14.2.2. Each Match Official or Match Assignor is under an obligation to avoid a conflict of interest:

- a) To absent himself or herself from any game at any time there is the matter giving rise to the conflict.
- b) To refrain from accepting the game or officiating the game, where involved himself or herself with that age division.
- c) To refrain from officiating when you have a relative who is participating in the match as a player or team official.
- d) To refrain from officiating in a game when you are a team official, executive member, and/or a player within that club.
- e) A Match Official may opt to engage a spectator to serve on a line when one or more assistant are absent. Such person must be identified and agreed to by all team officials. If not approved by all team officials such person cannot be used. However, if such person is approved that person will signal balls in and out only.

14.2.3. All non-compliance will be reported to their district association for disciplinary action.





15. GAME START TIME

15.1. YPHDL

15.1.1. The Match Official will endeavor to start each game at the scheduled time designated by the League.

15.1.2. An allowance of not more than fifteen (15) minutes from the scheduled time shall be made if either team has less than seven (7) players in attendance for the game. Exceptions may be allowed by the Match Official.

15.1.3. Games scheduled for weeknights must start at either 7:00PM or 9:00PM. Only the League can assign other times at their discretion or as required. Weekend games will be scheduled at the Leagues discretion to commence no earlier than 10 a.m. depending on field availability. Only the League can assign other times at their discretion or as required.

16. GAME DURATION

16.1. YPHDL

16.1.1. The length of games will be:

- a) U-14: Two (2) forty (40) minutes halves
- b) U-15: Two (2) forty-five (45) minute halves
- c) U-16: Two (2) forty-five (45) minute halves
- d) U-17: Two (2) forty-five (45) minute halves
- e) U-18: Two (2) forty-five (45) minute halves

16.1.2. A minimum break between the halves of one minute and not more than ten minutes shall be provided. During periods of extreme heat, the Match Official may at their discretion offer water breaks.

17. GAME ABANDONED

18.1 YPHDL

18.1.1 Clubs will be held responsible if a game is abandoned because of the actions of its players, officials or spectators and will be subject to a disciplinary hearing. If the club is found guilty team shall forfeit the game and the club will be fined as per **Appendix A**. Forfeits will be recorded as 1:0 losses by default and points will be awarded to the opposing team depending on the discipline committee findings.





18. CANCELLATION OF GAMES

18.1. YPHDL

- 18.1.1. The game shall begin and/or continue to be played unless, in the opinion of the Match Officials, the safety of the players is in jeopardy.
- 18.1.2. The game will be replayed in full if less than fifteen (15) minutes of the second half has been played, after which time the results of the match at the time of the stoppage shall stand. The Match Official shall be the sole judge of time elapsed.
- 18.1.3. When fields are closed due to weather conditions, the league will notify affected teams of any cancellations as soon as notification has been received in the league office. Rules for rescheduling will be used when rescheduling games.
- 18.1.4. League and Cup Games may be cancelled at the discretion of the League, Match Official, the municipality, or owner of the field.

19. RESCHEDULING OF GAMES

19.1. YPHDL

- 19.1.1. Unless for conditions stated in Section 19 – Cancellation of Games, no game will be rescheduled unless otherwise approved by the League.
- 19.1.2. If a game is postponed for any reason, the Home Team must provide two (2) suitable reschedule dates to the League within seven (7) days of the originally scheduled date. Failure to do so will result in the home teams' forfeiture of the home advantage and the opposing team will provide a date and field for the rescheduled game within seven (7) days at the home teams' expense, which the Home Team must attend or forfeit.
- 19.1.3. If the reschedule date conflicts with a previous commitment to a pre-approved (by the district or league operator) sanctioned event, then another date must be provided to accommodate. The opposing team must accept one of the two (2) days provided within 48 hours.
- 19.1.4.** There will be no league or league cup games scheduled for a team within 24 hours before or after their Ontario Cup game(s). Teams must notify the League of any Ontario Cup games at least seven (7) days prior to the Ontario Cup game, or as soon as possible if they were given less than seven (7) days' notice by the **OS**.



19.1.5. Every attempt must be made by both teams to play the rescheduled game as soon as possible after the originally scheduled date. All rescheduled games must be played by the season end date, ***as published by the league*** as per Section 21 – Season End Date.

19.1.6. If a team advises the league in writing, less than 72 hours in advance, that it will be unable to field a team for a scheduled league game, the game will be considered a forfeit and will not be rescheduled, and the team will be fined as per **Appendix A**.

19.1.7. If a team advises the league in writing, more than 72 hours in advance, that it will be unable to field a team for a scheduled league game, the game will be considered a forfeit and will not be rescheduled, and the team will be fined as per **Appendix A**.

19.1.8. Only the League is authorized to schedule or reschedule games.

19.1.9. Any match(s) scheduled or rescheduled by team officials, clubs or persons not authorized by the League will be declared null and void. For teams participating in an unsanctioned game, the League will not consider points from that game and could be subject to sanctions as per **Appendix A**.

19.1.10. Teams forfeiting a match will be fined as per **Appendix A**.

20. SCHEDULING EXEMPTION DATES

20.1 YPHDL

22.2.1 There will no blackout dates permitted. Instead, there will be a two (2) week league break at the end of June, in which no games will be played. The following exemptions are the only permitted:

- a) Exemptions for Ontario Cup will be allowed.
- b) Teams will be granted exemptions for OFSAA if they have three (3) or more players registered with their team on the OFSAA roster.

21. SEASON END DATE

The final date for any games to be played in the current Outdoor Season, including Tie-Breaker games, will be ***as published by the league***.

22. GAME SHEETS & SCORE SUBMISSIONS





22.1 YPHDL

- 22.1.1. Only Online Game Sheets (League Software Platform) as supplied by the League via the online game sheet module is considered the official game sheet. If the League online game sheets are not used, the Club will be fined per **Appendix A**.
- 22.1.2. Game sheet violations include: players written into the game sheet, missing OS numbers, missing team official signatures, and manipulated jersey numbers at the discretion of the league.
- 22.1.3. The Club/team official will enter only players who are registered to the team in the **OS** system and have a valid **OS** registration as per the **District Approved Roster** into the League Software Platform system. Player and team officials are not permitted to participate while under suspension nor are they permitted to be on the game sheet.
- 22.1.4. All players and team officials present must be identified on the game sheet. All names and **OS** registrant numbers must be always legible. A team may list up to twenty (20) players on the game sheet. Accurate player jersey numbers must also appear on the game sheet.
- 22.1.5. Team Officials present at the game must sign the game sheet. Players and Team Officials whose names and registration numbers appear on the game sheet are deemed to have coached/played in the match.
- 22.1.6. Completed game sheets accompanied by any Disciplinary Reports, Trial Permits or Temporary Registration Permits must be provided to the League office by the match official within twenty-four (24) hours of the final whistle. Non-compliance will be reported to their district association for disciplinary action. Failure by the Match Official to provide game sheets to the league office within the stipulated time frame does not make the game sheet or any disciplinary reports null and void. The league will process discipline once received and reviewed.
- 22.1.7. Teams using players on a **Temporary Eligibility Permit or Short-Term Registration Permit** must submit the authorized signed copy with the game sheet. All players playing for teams under a TEP or STRP will be governed by the Policies and Procedures of **OS** and League. The Match Officials must add any player's name(s) and **OS** number manually into the online game report that is not shown and participated in the game.
- 22.1.8. The suspension of players/team officials by the League for any game in which a player/team official received a game or time suspension is recorded in the League system. The system will endeavor to prevent any suspended individual from appearing on the



game sheet. However, it is the responsibility of the team official(s) to ensure that no suspended player or team official participates in the game or is signed on the game sheet. Any player or team official entered on a game sheet for a game they are suspended for will result in disciplinary action.

23. LEAGUE STANDINGS

23.1 YPHDL

23.1.1. The League Champion shall be the team that accumulates the greatest number of points, based on the formula of three (3) points for a win and one (1) point for a tie, in all games provided for by the League schedule of that age group.

23.1.2. In the event of a tie for first place between two or more teams at the end of the regular season, the following criteria will be used to determine the League winner:

- a) If teams are tied for the same position in any part of the final standings, the results between the teams will be determined by:
 1. Head-to-head results.
 2. Fewest goals allowed.
 3. A game will be played per the decision of the League if it will affect promotion/relegation.

23.1.3. **Promotion and relegation criteria or membership criteria is decided by each District as the District governs allotted spots.**

23.1.4. **More than one (1) team may be promoted or relegated to maintain a viable division. This determination is again at the discretion of each District.**

24. LEAGUE CUP

24.1. For the competition, eligibility shall be defined as the following:

- a) A player may only play for the club to which he/she is registered, subject to Player Registration.
- b) Policy 3.0 of the OS Published Rules.
- c) A player shall be deemed registered for the competition if his/her registration form has been properly registered by his/her District Association (in accordance with OS Published Rules) one (1) day before a game in which he/she plays in the competition.
- d) A player shall NOT play for more than one team in league cup competition.
- e) Unless the player can provide proof to the contrary, a player whose name appears on the game sheet will be deemed to have played in the game.
- f) **Temporary Eligibility Permits (TEP's) and Short-Term Registration Permits (STRP's) shall**





not be permitted in the competition.

- g) A transferred player shall be deemed registered for the competition if his/her transfer form has been properly registered by his/her District Association (in accordance with the **OS** Published Rules) one day before a game in which he/she plays in the competition.
- h) A player who has been a professional or non-amateur player and who has been reinstated by the Canadian Soccer Association shall be eligible to participate in the competition provided that he/she has been a registered amateur player with his/her club for a period of thirty days prior to the game. The player may not register as an amateur player until his/her reinstatement has been approved by the Canadian Soccer Association.
- i) Any players who are registered in the current season in a league higher than Regional cannot register to play in the League after June 30th. If players from a higher league are transferred to a house league team, they are still NOT eligible to be used as a call-up within the League after June 30th.
- j) Every player is Cup-tied to the first team with which he/she played a League Cup game, in the current season. If a player plays for a second team, that team will automatically lose the game to the opposing team by default with a score of 1:0 and disciplinary action will be taken.

24.2. If the game is tied after regulation time, penalty shoot-outs as per FIFA Law will apply.

24.3. No overtime periods, teams go straight to penalty shoot-outs.

24.4. Match Official fees are to be split equally between teams and paid in cash fifteen (15) minutes prior to the start of the game. Field costs are to be paid by the home team except for finals when booked by the League.

24.5. Regulation Time in the event the game is called, (i.e. adverse weather), in all league cup games, if fifteen (15) minutes or more of the 2nd half, have been played, the result of the game will stand. If the game is tied, or the suspension of play occurs during penalty kicks the cup game will be replayed in full.

25. DISCIPLINE

25.1. YPHDL

25.1.1. The League follows **OS** Discipline Policies which is governed by the CSA and all discipline will be applied under **OS**.

25.1.2. All discipline matters (except appeals) and protests shall be handled by the League Discipline Committee which is an independent panel.

25.1.3. League Discipline Hearings will be held on **Mondays through Fridays**, starting in June, and ending in October.

25.1.4. Discipline in the case of alleged match official assault an **OS** hearing which is generally





administered by the District Association in which the player or team official is registered. The accused is automatically suspended from all soccer-related activity, as per **OS** Rules, until the case has been heard and a decision rendered.

- 25.1.5. All discipline reports must be provided along with the game sheet within twenty-four (24) hours of game completion to the League office by the Match Official or assistant referee. Game sheet reports must be completed online within twenty-four (24) hours of the final whistle. Failure by the Match Official to provide the game sheets to the league office within the stipulated time frame does not make the game sheet or any disciplinary reports null and void. The league will process discipline once received and reviewed.
- 25.1.6. Any team official, who for whatever reason during a game withdraws his/her team from the field, will be subject to disciplinary action depending on League Discipline Committee findings.
- 25.1.7. Request to reschedule hearing dates will only be granted once per case. will be subject to an **administration fee** as per **Appendix A**. The written request **must be submitted no later than 4 days prior to the scheduled hearing** along with the fee.
- 25.1.8. Except in cases of **OS** misconduct Type 1.3, 1.5, and 1.6, an individual who is subject to the DBR system shall have the right to request to be disciplined by the D.B.H. system. The accused must submit a written request to the league within four (4) days of receiving the dismissal. The written request must be received within the stipulated time along with the fee. If found not guilty the fee will be returned. Please refer to **Appendix A**.
- 25.1.9. The accused is required to present their **District Approved Roster** at all disciplinary hearings.
- 25.1.10. When required by the League, a club representative (Executive Member) must be present for a discipline hearing (DBH). If the club representative does not show for the hearing the club will be fined.

26. PROTESTS

26.1. YPHDL

- 27.2.1 Protests based on decisions of the match official's interpretation of FIFA Law will not be acknowledged.
- 27.2.2 The protest must be submitted in accordance with the League policies and procedures. Please refer to **Appendix A**. Protests can only be heard if any rules of the League or **OS** have been violated. All protests must be signed by an official team representative and a Club Executive.





27.2.3 The League will review protests and send a response within fourteen (14) days – once all relevant information is received by the League.

27.2.4 **If the protest is ruled out of order – the complete fee will be retained. If Protest is granted – a portion of the fee will be retained.** Please refer to **Appendix A**.

27.2.5 Clubs or teams protesting the outcome of a game based on the League or **OS** rules being broken – the protest to reverse the game result will be decided by the Discipline Committee of the protest hearing. The Discipline Committee will have the right to reverse the result of the game by default and issue any fine applicable to the case.

27.APPEALS

27.1 YPHDL

Any discipline hearing decisions of the League may be appealed to the **PHSA**. Please refer to their policy for procedures and fees.

Persons appealing a decision of the Discipline Panel are held to the decision until the appeal has been heard and a decision rendered.

28.OTHER MATTERS

All matters not included in these Rules & Regulations shall be dealt with in accordance with the Ontario Soccer Published Rules.







APPENDIX A – SCHEDULE OF FINES, FEES & PENALTIES

LEAGUE FEES	AMOUNT
Team Registration Fee	DPHDL (U8 – U11) – \$675 DPHDL (U12-U13) – \$600 YPHDL – \$600
Late Registration (acceptance not guaranteed)	Additional \$150
Team withdrawal (before April 1 st)	\$250 fine
Team withdrawal (starting April 1 st)	Loss of entry fee
Team withdrawal (starting May 1st)	Loss of entry fee & a \$500 fine
HEARING FEES	AMOUNT
Discipline by Hearing Request from DBR (refunded if found not guilty)	\$250
Discipline by Hearing (Admin charges) – Club/T.O./Player	\$150
Discipline by Review (Admin charges) – Red Cards	\$100
Request to reschedule a Hearing - payable as per Rules	\$250
File a Protest	\$300
Protest denied	Entire fee retained
Protest granted	Fee refunded less \$150 admin fee
FINES	AMOUNT
Club/Team failing to comply with League Rules (OS 5.66)	1 st \$500 / 2 nd \$1,000 / 3 rd + \$2,000 *Repeated offense may be grounds for removing the team from the league altogether.
Game Sheet Violations – Section 23	\$50
Game forfeit – More than 72 hours notice – Section 20.1.7 (Note that forfeit accumulation will apply to either version – i.e., Forfeit #1 is with more than 72 hours (\$250), Forfeit #2 is with less than 72 hours (\$1000))	1 st \$250 / 2 nd \$500 / 3 rd + \$1,000 *Repeated offense may be grounds for removing the team from the league altogether.
Game forfeit – Less than 72 hours notice – Section 20.1.6 (Note that forfeit accumulation will apply to either version – i.e., Forfeit #1 is with more than 72 hours (\$250), Forfeit #2 is with less than 72 hours (\$1000))	1 st \$500 / 2 nd \$1,000 / 3 rd + \$2,000 *Repeated offense may be grounds for removing the team from the league altogether.
Club/Team playing an ineligible player (OS 5.63)	The Club’s team will forfeit all of the games in which an ineligible Player played and the Club is fined \$500
Game abandonment (OS 5.70)	1 st \$500 / 2 nd \$750 / 3 rd + \$1,000
Failure to appear by Club at a hearing where required to attend (OS 5.61)	1 st \$500 / 2 nd \$1,000 / 3 rd + \$1,500



Fines, Fees and Payments

- All payments must be credit card, cash, Club cheque or money order, payable to the PHSA within 28 days
- All hearing fees and fines for DBR & DBH for players will automatically be billed to the Club
- Club are responsible for all fees and fines of team officials and players
- Club who fail to submit payment for discipline hearing fees or fines within the stipulated time will be declared not in good standing and their District Association and **OS** will be notified



APPENDIX B – MATCH OFFICIALS FEES

Match Officials Fees:

These fees are paid by the home team for all League games. For League Cup games the fees are equally split between the two teams.

	YPHDL			
MATCH OFFICIAL FEES	PLAYING TIME	REFEREE	AR X2	TOTAL GAME FEE
U14	2 X 40	\$60	\$45	\$150
U15	2 X 45	\$60	\$45	\$150
U16	2 X 45	\$65	\$50	\$165
U17/U18	2 X 45	\$70	\$55	\$180

Match Official fees paid by YPHDL for scheduled games where kick-off does not take place:

The Match Officials shall be paid a half-game fee for games that are not started due to the following situations:

- The field, in the Match Official’s opinion, is unplayable.
- The municipality’s parks department closes the field less than two hours prior to kick-off.

The Match Officials shall be paid a full game fee for games that are not started due to the following situations:

- One or both teams do not show up after the grace period has lapsed.
- One or both teams have less than the minimum number of players required to kick off the game.
- The Match Official was not contacted at least two hours prior to the scheduled kick-off of the game.

The half and full game fee noted above shall be paid only if:

- The Match Official provides a Special Incident Report (SIR) explaining why the game did not start. Game sheet submission is not required, as neither teams nor the match officials are required to arrive at the field.
- The Match Official forwards the fully completed and signed game sheet to the League office within twenty-four (24) hours.



The League shall ensure that all the requirements herein were met prior to issuing the said half-fee payment to the Match Official/Assistant Match Official in question. Furthermore, the Match Official or Assistant Match Official shall NOT collect any amount from the participating team(s) if the game is not started. Should such fees be collected, and the game does not kick-off, then those fees must be returned to the team(s) from which they were collected.

Revisions Made:

- March 2021
- March 2022
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