

Bay of Quinte Women's Indoor Soccer League

Rules and Regulations

1. LEAGUE DIVISIONS

1.1. The League is classed as a senior indoor recreational League and may consist of 1 or more divisions.

2. SCHEDULE OF FEES & FINES

2.1. Fees

2.1.1. Team deposit (secures spot for season)	\$500.00
2.1.2. Team entry (may deduct deposit if paid)	TBD - will be set annually
2.1.3. Player Registration	TBD- will be set annually
2.1.4. Team Official (Coach/Manager/Assistant) registration	\$0.00
2.1.5. NSF cheque**	\$50.00
2.1.6. Protest	\$50.00
2.1.7. Request for Hearing Fee (charged to member)	\$50.00
2.1.8. Discipline Hearing Administrative Fee (charged to member)	\$50.00
2.1.9. Request for Hearing Postponement Fee (charged to member)	\$25.00

2.2. **Fines** (are due on the following late registration date. Failure to pay fines will result in the offending teams having their game(s) recorded as forfeits (loss) until the fine is paid.

2.2.1. Late team registration (per each week not received)	\$200.00
2.2.2. Missed team rep meeting	\$25.00
2.2.3. Forfeit of scheduled game	\$50.00
2.2.4. Late game report email (No later than Friday at midnight. Failure to submit your score will result in losing your right to contest the score)	\$0
2.2.5. Late game sheets (due the following Wednesday at 6pm)	\$25.00
2.2.6. Missing equipment (failure to provide a game ball or game sheets)	\$25.00

* All fees and fines must be paid by cheque, money order, bank draft, certified cheque, or e-transfer. **Cash will not be accepted.**

** An NSF cheque shall be replaced with a money order, bank draft, or certified cheque which shall include the additional NSF fee.

2.3. Each executive member will receive an honorarium of \$200 paid by the League (up to a maximum of 5 executive members).

3. FINES

3.1. Fines shall be paid prior to the next late registration date/meeting

4. REGISTRATION

4.1. General

4.1.1. The cost of team registration for the BQWISL shall be set annually by the executive

4.2. Players and team officials

4.2.1. All players, team coaches and/or officials participating in league activities shall be properly registered with the league and may only be registered with one team

4.2.2. Players eligible for registration are those who are a minimum of sixteen (16) years old before the end of the calendar year. Players who are turning sixteen after the start of the regular season but before/on December 31st of that season, shall not be permitted to play, and will not be registered until after their sixteenth birthday. Team reps are responsible for verifying age of players on their roster to ensure that they comply with the minimum age requirement

4.2.4 Where a prospective player approaches the League directly for registration on a team, the League shall provide team reps with the perspective players' information.

4.2.5 All individual players, coaches and team officials shall register on registration forms provided by the League Registrar and shall submit the completed form and pay the registration fees prior to participating in any League activity.

4.2.6 All members must be registered on the O.S.A. RDS (Registration and Discipline System) prior to participating in any soccer related activity. Members may participate ONLY WHEN REGISTRATION IS CONFIRMED ON THE RDS by the League Registrar.

4.2.7 Late registration dates will be set at the pre-season team rep meeting. Teams will only be able to add late registrants by submitting their forms and fees prior to these dates.

4.3. Teams

4.3.1. All returning teams shall pay the team deposit (see Schedule of fees and fines) no later than the specified date as determined by the executive to hold a spot in the league for the upcoming season. After the specified date spots in the league will be awarded on a first come, first serve basis. New teams shall be placed on a waiting list in the date order that their deposit was received. Deposits received from both returning and new teams after the above date will also be placed on the waiting list in date order received.

4.3.2 All completed team registrations shall be submitted to the League Registrar no later than the date specified by the executive. Team registration forms received after this date shall be subject to the fine for late team registration (see Schedule of fees and fines).

4.3.3. Each team shall submit one (1) cheque made out to the BQWISL for the full amount of the team registration and player registration fees less any deposit paid. This cheque must be submitted with the team registration to the Registrar.

5. TEAM COLOURS

- 5.1. Team colours for new teams or existing teams wishing to change colours shall be approved in writing by the BQWISL Executive. Teams are responsible to ensure they have written approval prior to ordering their shirts.
- 5.2. All players on the same team must be identified by the same colour of their shirt, except the goal keeper whose shirt must differ in colour from that of both teams and the game official. All shirts are to be permanently numbered, not taped on numbers.
- 5.3. If there is a clash in colours the team that was designated to be responsible to change as stated on the league website must do so or will forfeit the game. The newest team to the league shall be designated as the team responsible to change. Any change in team jersey colour forfeits the teams seniority for colour preference in the league.

6. TEAM EQUIPMENT

6.1 The home team is responsible for supplying a suitable game ball and the away team shall provide a suitable backup game ball to the referee prior to the start of the game.

6.2 All players must follow the venue rules in regards to equipment.

<https://loyalistsportsdome.com/terms-conditions/>

6.3 Each team captain is required to produce one copy of a properly filled out game sheet to the referee officiating the game. Game sheets shall include the full name of each registered player on the team who will be playing in the game, their corresponding uniform number, the date, time, location of the game, and the signature of a representative of the team. The game sheets shall be produced by half time or the game is forfeited.

7. PLAYER IDENTIFICATION

7.1. Players shall bring suitable photo identification (e.g. drivers license, health card) to each game and be prepared to show it on request. Any player that cannot show a suitable photo identification shall not be permitted to play, and both team reps must notify the executive members, and record the player's name and number on the game sheet.

7.2. In the event that a team plays an unregistered player, the offending team shall forfeit the game.

7.3. Any registered member or executive member can challenge a player's eligibility at any point.

8. RULES OF PLAY

8.1. Games will be played in accordance with the current Ontario Soccer Association Playing Rules for Indoor Soccer as published on the website of the Ontario Soccer Association with the following exceptions:

8.1.1. A match shall be played by 2 teams, each with no more than 7 players and not less than 5 players on the field of play. One of the players shall be the goalkeeper

- 8.1.2. During playoff games, the following rules will be used to break a tie at the end of regulation time:
- 8.1.2.1. Shootout consisting of 3 players for each team
 - 8.1.2.2. If no one is declared winner after the shootout, a sudden death shootout will commence.
- 8.2 Players' equipment shall consist of a numbered shirt, shorts, socks, indoor cleats or running shoes, and shin guards. A player may also wear a soft, safe headband. A knee brace may be worn as long as it completely encased by a soft, padded, covering made specifically for the brace. All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, rubber bands etc.) and hard metal or plastic hair accessories are strictly forbidden and must be removed.
- 8.3 In all games played under the jurisdiction of this league, every player shall wear a different number on her shirt which is readily visible to the game officials and appropriately recorded on the game sheet. No player may change that number once the game has started, except in unusual circumstance and with approval of the referee.
- 8.4 Substitute players, registered coaches and managers shall be confined to the team benches.
- 8.5 Only registered players and registered team officials listed on the game sheet shall sit on the bench. All other spectators shall be located on the opposite side of the field
- 8.6 Teams shall be responsible to clean up the area around their team bench after their game and dispose of all garbage and recycle all recyclables in the containers provided by the venue.
- 8.7 Players who are listed on the game sheet and arrive late, including during the second half, may join their team and play in the game.
- 8.8 All games shall commence on the scheduled time and consist of two (2) equal periods of twenty five (25) minutes each, unless agreed upon by the team reps before the game.
- 8.9 A minimum of five (5) players are required to start and complete a game. A team shall be allowed five (5) minutes after the game starting time to produce five (5) players on the field, and if at the end of this time, they are unable to meet this requirement, the team shall forfeit the game. A team that defaults by not showing up for a game, or having insufficient players to start and/or complete a game for any reason shall automatically lose the game by default (1-0) and shall pay the appropriate fine to the league (see schedule of fees and fines). If both teams fail to field the required minimum of players there shall be a double forfeit and both teams will have a loss recorded for the game and shall pay the fine to the league.
- 8.9.1 Loan players that are registered for the current season are eligible to pay for other teams. A minimum of 5 original team players are required and loan players can be added to a maximum of one sub on the bench for the game.
 - 8.9.2 If a team is aware that they will not have enough players to play a game and gives the league and the opposing team at least 48 hours' notice in writing, then the fine shall be waived and the score of the game shall be recorded as a 1-0 win for the non-defaulting team with no goal scorer named.

8.10 Substitutions may be made at any time with no stoppage in play required.

8.11 In all games three (3) points shall be awarded for a win, one (1) point for a tie, and zero (0) points for a loss. The team with the highest number of points at the conclusion to the regular League schedule shall be declared as 1st place for playoff scheduling. In the event of a tie in points amongst teams at the conclusion of the regular season games, the following shall be used to break a tie:

8.11.1 Goal Differential

8.11.2 Head to head record amongst teams tied in points;

8.11.3 Coin toss.

8.12 In any game if the score differential is greater than seven (7), the score will be recorded as a seven (7) goal differential in the league statistics

9. GAME REPORTS

9.1 Each team shall report the results of a game and any cards issued by entering the game report on the website no later than Friday at midnight. Teams failing to do so shall lose their right to contest the score. If neither team submits their score by email, the executives will rely on ref centre and the game sheets.

9.2 The home team must submit a game sheet by placing it in the binder at the dome by the following Wednesday at 6:00pm. Teams failing to do so shall pay the appropriate fine to the league.

10. CANCELLATIONS

The league will not cancel games due to weather. However, the dome may close due to an unsafe amount of snow on top of the roof. Since there is a possibility of this happening the league must define and publish how and when a match official shall be notified and/or paid for a cancelled game in the league policies.

10.1 If the league must cancel a game, and notifies the match official within the specified time as outlined in the league's policies prior to the start of the game, the match official shall not receive remuneration for the game.

10.2 If the league must cancel a game and notifies the match official within less than the specified time, as outlined in the league's policies prior to the start of the game, the match official shall be paid fifty (50%) percent of the league's published game fee and any incurred travel expenses as per the Game Fee & Assigning Protocol.

11. PLAYOFFS

11.1 The league may elect to run playoff games for one or more divisions after the regular season in addition to the regular games.

12. OTHER COMPETITIONS

12.1 A team shall receive "playing out" permission from the BQWISL and SOSA before participating in any out of district games and/or tournaments.

13. DISCIPLINE

- 13.1 Every team is responsible for the actions of its players, team officials, administrators and spectators to ensure they behave in a sportsmanlike manner.
- 13.2 Every team is required to take all precautions necessary to prevent its players, team officials, administrators and spectators from threatening or assaulting anyone present at games, and especially the game official(s).
- 13.3 It is an offence for any person or group of persons to bet on any game under the jurisdiction of the BQWISL or the District Association.
- 13.4 All discipline matters shall be conducted in accordance with the O.S.A. Discipline Policies and Procedures as published on the O.S.A. website.
- 13.5 Alleged physical assault of a game official by a player or team official shall result in immediate suspension of that individual until such time as the incident has been dealt with by a Discipline Hearing of the Southeast Ontario Soccer Association.
- 13.6 Players and club or team officials reported for misconduct shall attend the next available Quinte Disciplinary Committee hearing, except as stipulated by S.O.S.A or the O.S.A.
- 13.7 A player that receives a red card will sit out the remainder of the game in which they received the card. At that point, the player may resume play until the SOSA/discipline committee reaches a decision in reference to the incident. The player must attend the next available SOSA hearing/discipline meeting if required.
- 13.8 Failure to appear at a discipline hearing shall result in the suspension of the accused in all BQWISL activities until such time as the accused attends a discipline hearing and pays any required fees/fines.
- 13.9 Any person who had been suspended as the result of a disciplinary hearing shall not take part in any soccer activity, until the completion of her/his sentence.

14. PROTESTS

- 14.1 All protests of games shall be submitted in writing and accompanied by the appropriate fee to the BQWISL executive not more than 48 hours after the conclusion of the game or the incident that is in dispute (see schedule of fees & fines).
- 14.2 All protests will be heard by the executive within three weeks unless a later date is agreed to by the parties involved.
- 14.3 If the protest is upheld, the protest fee will be refunded. If the protest is denied, the protest fee will be forfeited.
- 14.4 In dealing with any protest, the BQWISL executive shall take into consideration the possession by the protesting team of any prior knowledge of the facts or allegations contained in the protest, which if properly used, might have prevented the protest.
- 14.5 Decisions on protests reached by the BQWISL executive are final.

15. APPEALS

- 15.1 Appeals shall be in accordance with the OSA Rules as published on their website.

15.2 Appeals of decisions by the league shall be submitted to the Southeast Ontario Soccer Association in accordance with SOSA's rules regarding appeals as published on SOSA's website.

16. DUTIES OF THE EXECUTIVE

16.1 Authority

16.1.1 The executive shall conduct the business of the league during the periods between team rep meetings of the league.

16.2 Appointment of committees

16.2.1 The team reps shall be responsible for the appointment and renewal of appointments of all positions within the league

17. DUTIES OF THE TEAM REPRESENTATIVE

17.1 Attend all team rep meetings of the league, represent, speak, and vote on behalf of their team at those meetings.

17.2 Be knowledgeable in the Bylaws, Rules and Regulations of the league and assist members of their team as necessary in their proper application.

17.3 Receive information from the league and disseminate that information to their team members.

17.4 Engage an assistant who can fulfill the duties of the Team Representative when the Team Rep is unavailable to do so.

17.5 Fill out and print game sheets for each game and provide to the team captain at the game to give to the game official.

17.6 Report game results must be entered on the website no later than Friday at midnight.

17.7 Keep copies of all game sheets in case of questions or disputes.

17.8 Be aware of discipline incidents involving members of their team and advise them of their responsibilities as per Rule 12 of the League – Discipline.

17.9 Ensure that only players who are registered on their team are on the field. Discipline procedures will apply to any non-compliance.

18. DUTIES OF LEAGUE MEMBERS

18.1 Members shall be responsible to provide their contact information to the BQWISL executive to ensure they can be contacted by the league and other team reps.

19. TEAM REP MEETINGS

19.1 Team Representatives shall attend all team rep meetings of the league or send another person from their team who shall be entitled to speak and vote on their behalf. Teams who fail to have at least one representative of the team attend a general meeting shall be fined by the league (see the schedule of fees & fines).

19.2 A maximum of two representatives of a team shall be permitted to attend a team rep meeting; however the team shall have only one voice and one vote at that meeting.