#### 1. LEAGUE DIVISIONS

1.1. The League is classed as a senior outdoor recreational league and may consist of a first  $(1^{st})$  division for the stronger teams and second  $(2^{nd})$  and third  $(3^{rd})$  divisions for the purely recreational teams. This will be determined at a general meeting prior to the beginning of each season. The league could also be one division depending on agreement from the membership.

1.2. The league shall decide (based on available fields and referees) how many teams should be considered a maximum each year.

#### 2. SCHEDULE OF FEES & FINES

#### 2.1. Fees

2.1.1. Team fees are due in full by July 1 in order to play in the BQWSL.

2.1.2. Team entry will be decided prior to the season starting at a meeting of the membership. Each team will be notified of the fee structure and given advance notice to provide the fee to the league at a mutually agreed upon date. Team fees could increase year over year due to many factors, including increase in association and insurance fees, and field rentals costs, as well as referees' fees.

2.1.3. The team fee includes the registration of a maximum of 20 players. Each additional player rostered will incur a fee of \$30.

2.1.4. NSF cheque\*\* \$42.50

2.1.5. Team fees can be made via cheque or eTransfer to the League Treasurer

#### 3. FINES

# 3.1. Fines (shall be paid prior to the next general meeting after the fine is incurred)

3.1.1. Forfeit of scheduled game if not done 24 hours in advance of scheduled game time \* \$150.00

\* Must be paid by cheque, money order, e-transfer, bank draft, or certified cheque. 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.

### 4.1. General

4.1.1. The cost of team registration for the BQWSL shall be set annually at the first general meeting following the confirmation of the following fees: SOSA, fields, field lining, referees, and miscellaneous league expenses.

#### 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.

4.2.2. Players eligible for registration are those who are a minimum of eighteen (18) years old before July 1<sup>st</sup> of the current outdoor season with the exception of the 1<sup>st</sup> Division where each team is permitted to register no more than three (3) underage players who are a minimum of sixteen (16) years old before July 1<sup>st</sup> of the current outdoor season. Players who are turning 16 between the start of the regular outdoor season and July 1<sup>st</sup> shall not be permitted to play until after their 16<sup>th</sup> birthday.

4.2.3. Where a prospective player approaches the League directly for registration on a team, the League shall advise the player to post on our website or public Facebook page to find a team. The League is not responsible for rostering prospective players.

4.2.4. All individual players, coaches and team officials shall register on a registration form provided on our website prior to playing any league games. The team Captain or Manager will share the link for registration with their players and will be responsible for advising the Scheduler if any new additions are made to their roster prior to that player playing for their team. The Scheduler will add players to the OSCAR system once every week and will advise Captains and Managers once the player is registered before they can participating play prior to in any League activity. 4.2.5. It is up to the Team Representatives who is accepted or not accepted to their team each season. Teams are allowed to hold try-outs to field a team.

4.2.6. All players must be registered on the O.S.A. RDS (Registration and Discipline System) a minimum of 48 hours prior to participating in any soccer related activity. Players may participate ONLY WHEN REGISTRATION IS CONFIRMED ON THE RDS by the League Scheduler.

## 4.3. Teams

4.3.1. All prospective teams shall pay the team deposit (see Schedule of fees and fines) at a time determined by the Treasurer to hold a spot in the league for the upcoming season. Team registration will be open to returning teams first and new teams second.

4.3.2. All completed team registrations shall be entered into the League website at a date and time determined by the Scheduler. Team registrations received after this date shall be placed on hold until the league Scheduler inputs that player into the OSCAR system and they are dutifully registered in accordance with the OSA policy and procedures.

4.3.3. Each team shall submit a cheque, or e Transfer for the team fee made out to the BQWSL for the amount of the team registration. E-Transfers are accepted and will need to be coordinated with the Treasurer in advance of sending any funds.

4.3.4. Each team may register up to twenty-five (25) players, however the team must pay an additional fee (see schedule of fees & fines) for each player above twenty (20) on their registration roster.

#### 1. TEAM COLOURS

5.1. Team colours for new teams or existing teams wishing to change colours shall be approved in writing by the BQWSL 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. The home-team shall change if there is a clash in colours.

5.4. The first registered team in each division with jersey colour has priority. In the event of conflicting colours, secondary team registered with that colour must change jerseys to a non conflicting colour.

#### 1. TEAM EQUIPMENT

6.1. Each team shall be issued two (2) corner flags, per season, that they are responsible for placing at their end of the field prior to each game. If a team is missing flags which results in the game not being played, then the game is recorded as a 1-0 loss for the team missing their flags.

6.2. 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.

#### 1. PLAYER IDENTIFICATION

7.1. All Players, coaches and managers shall be registered and appear on the game sheets for every league game. Any call up players can be written on the game sheets in the available space provided to clearly identify those players as call ups.

7.2. In the event of a challenge to a player's eligibility by the opposing team, the referee shall have the said player sign the back of the game report in the presence of the opposing teams coach/team rep, also listing the players name and number.

#### 1. RULES OF PLAY

8.1. Games will be played in accordance with the current FIFA Laws of the Game as published on the website of the Ontario Soccer Association unless specifically stated by BQWSL rules.

8.2. Players' equipment shall consist of a numbered shirt, shorts, socks, cleats, and shin guards. Metal cleats are prohibited. 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. For chest protection players may fold arms with fists clenched tightly against the body. This only applies if they have no time to turn or move out of the path of the ball.

8.5. Team bench areas shall be 15 m from the center line. Substitute players, coaches and managers shall be confined to this area.

8.6. Only players and team officials listed on the game sheet shall sit on the bench. All other spectators shall be not less than 5 m from the bench, unless requested to be located on the opposite side of the field by the game officials.

8.7. 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 city.

8.8. Each team captain is required to produce one copy of a properly filled out game sheet for their team 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.

8.9. Teams may list a maximum of twenty-five (25) players on a game sheet for any one game. Teams may add players to the game sheet up at any time during the game.

8.10. 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.

8.11. Game starting times shall be 6:30 and 8:30.

8.12. All games shall commence on the scheduled time and consist of two (2) equal periods of forty five (45) minutes each, unless agreed upon by the team captains at the time of the coin toss.

8.13. A game will be considered complete if 60 minutes have been played.

8.14. A minimum of seven (7) players are required to start and complete a game. A team shall be allowed fifteen (15) minutes after the game starting time to produce seven (7) 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

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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 and shall pay the appropriate fine to the league (see schedule of fees and fines), unless the nondefaulting team is winning, in which case the score stands. If both teams fail to field the required minimum of players there shall be a double forfeit, then the game shall be recorded as not having been played and both teams shall pay the fine to the league.

8.14.1.If a team is aware they will not have enough players to play a game and gives the league and the opposing team at least 24 hours notice in writing, then the fine shall be waived and the score of the game shall be recorded as 1 - 0 win for the non-defaulting team with no goal scorer named.

8.15. Substitutions may be made on a goal kick, throw in, after a goal is recorded, at half time, or in the event of injury. There is no limit to the number of substitutions. Substitutions are to be made at center field.

8.15.1.Under extreme heat condition, the referee and team captains may mutually agree before the game begins to allow a water break near the mid point of each half of the game, or as agreed by the team captains.

8.16. In all games two (2) 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 the League champions. The team with the second highest number of points will be declared the runners up, etc. 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:

8.16.1.Head to head record amongst teams tied in points;

8.16.2.Least goals against;

8.16.3.Most goals for;

8.16.4.Coin toss.

8.17. During playoff games, the following rules will be used to break a tie at the end of regulation time:

8.17.1.Overtime consisting of two full ten (10) minute (non-sudden death) halves;

8.17.2.Penalty kicks as per FIFA rules.

8.18. In any game once the score differential is seven (7), the game is ended, or if mutually agreed upon by both teams can continue on an exhibition basis and the score will stay.

#### 9. LOAN PLAYERS

9.1 Loaning of players will be permitted during the regular season. A minimum of seven (7) players from a team's roster must be present to prevent a forfeit. Loan players must be registered with the League and may only be added to a game roster to reach a maximum of fourteen (14) players in uniform each game.

9.2 For each rostered player that shows up subsequent to the start of the match, a loan player must leave the match so as to maintain no more than fourteen (14) players in uniform at any given time during the match.

9.3 A player may only be loaned to another team if there is no scheduling conflict. In all cases, players must play for the team they are registered with before being loaned to another team.

9.4 No first division players will be permitted to be loaned to a lower division team for this purpose of this rule.

9.5 There is no maximum number of games that a player may be loaned to another team during the season.

9.6 This rule is not in effect for any playoff games in both the "A" and "B" divisions. No loan players are permitted in post-season play.

#### **10. GAME REPORTS**

10.1. Each team shall report the results of a game online at the BQWSL website within 48 hours of completion of the game.

10.2 Referees are required to submit an electronic copy of the gamesheet by email to the League as well as complete the game report on Refcentre following completion of the game

#### **11. TOURNAMENT**

11.1. The league may run a league tournament open to all league teams at a time determined by a tournament committee appointed by the league.

11.2. Where two or more teams with insufficient players to enter in the tournament wish to combine to play in the tournament, they shall be permitted to do so.

11.3. Teams entered in the tournament shall pay the appropriate fine to the league if they forfeit their entry within fourteen (14) days of the tournament date (see the schedule of fees & fines).

#### **12. CUP COMPETITIONS**

12.1. The league may elect to run a cup tournament during the regular season in addition to the regular games. This will be determined at a general meeting prior to the beginning of each season.

#### 13. PLAYOFFS

13.1. The league may elect to run playoff games for one or more divisions after the regular season in addition to the regular games. This will be determined at a general meeting prior to the beginning of each season.

## **14. OTHER COMPETITIONS**

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

## **15. DISCIPLINE**

15.1. Every team is responsible for the actions of its players, team officials, administrators and spectators to ensure they behave in a sportsmanlike manner.

15.2. 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).

15.3. It is an offence for any person or group of persons to bet on any game under the jurisdiction of the BQWSL or the District Association.

15.4. 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.

15.5. 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.

15.6. Players and club or team officials reported for misconduct shall have their case managed by the Quinte Discipline Committee. Discipline by Review (DBR) will be used unless Discipline By Hearing (DBH) is requested by the offending player in writing within 3 days of the incident, or the Quinte Discipline Committee deems a hearing is warranted, except as stipulated by S.O.S.A or O.S.A.

15.7. A player who receives a red card during a game or three yellow cards over several games shall be suspended for their next regularly scheduled game and stipulations in 15.6 will be invoked.

15.8. A player that receives a red card will sit out the remainder of the game in which they received the card and the following game. At that point, the player may resume play until the Quinte Discipline Committee reaches a decision in reference to the incident.

15.9. At all discipline hearings, the accused shall have the right to appear at her/his expense.

15.10. Discipline hearings will be held as needed and be scheduled by the Discipline Chair, giving the minimal required 15 days notice to the offender. A \$20 hearing fee will be payable by the offender at the beginning of the hearing.

15.11. Failure to appear at a discipline hearing shall result in the suspension of the accused in all BQWSL activities until such time as the accused attends a discipline hearing and pays any additional fines or fees set by the Quinte Disciplinary Committee for non attendance.

15.12. Any person who has been suspended as the result of a DBR or DBH shall not take part in any soccer activity, until the completion of her/his sentence.

15.13 Written complaints against teams, players, coaches, administrators, or spectators can be submitted confidentially to the Discipline Chair and the President and will be reviewed. In order to determine if the complaint is actionable, a written statement from the player(s) involved and written statements from any other direct witnesses need to be submitted via email to the President within 3 days of the incident. It is the complainant's responsibility to provide the evidence that the President and Discipline Chair will use to determine if the complaint is actionable for discipline. If the complaint is deemed to be actionable, the discipline process will be activated in accordance with Ontario Soccer Section 12 Rules and Regulations. (https://www.ontariosoccer.net/governing-documents-discipline)

# **16. PROTESTS**

16.1. All protests of games shall be submitted in writing and accompanied by the appropriate fee to the BQWSL executive not more than 48 hours after the conclusion of the game or the incident that is in dispute (see schedule of fees & fines).

16.2. All protests will be heard within three weeks unless a later date is agreed to by the parties involved.

16.3. If the protest is upheld, the protest fee will be refunded. If the protest is denied, the protest fee will be forfeited.

16.4. In dealing with any protest, the BQWSL 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.

16.5. Decisions on protests reached by the BQWSL executive are final.

# **17. APPEALS**

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

17.2. 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.

## **18. DUTIES OF THE EXECUTIVE**

## **19.** Authority

19.1. The Board of Directors shall conduct the business of the Club during the periods between general meetings of the Club.

## 20. Appointment of committees

20.1. The Board of Directors shall be responsible for the appointment and renewal of appointments of all positions within the Club except for those positions elected by the Membership of the Club.

# 21. DUTIES OF THE TEAM REPRESENTATIVE

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

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

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

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

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

21.6. Report game results online at the BQWSL website within 48 hours of the completion of the game.

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

21.8. Be aware of discipline incidents involving members of their team and advise them of their responsibilities as per Rule 15 of the League – Discipline.

# 22. DUTIES OF LEAGUE MEMBERS

22.1. Members shall be responsible to input their contact information into their personal profile (my details) at the BQWSL website to ensure they can be contacted by the league.

# 23. GENERAL MEETINGS

23.1. Team Representatives shall attend all general 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 mee10.2 Referees are required to submit an electronic copy of the gamesheet to the League as well as complete the game report on Refcentreting shall be fined by the league (see the schedule of fees & fines).

23.2. More than one representative of a team shall be permitted to attend a general meeting; however the team shall have only one voice and one vote at that meeting.

# 24. ANNUAL GENERAL MEETING

24.1. All regular members of the league are entitled to attend and vote at the League Annual General Meeting.