

# **Southwest District Indoor Soccer League**

## **Rules & Regulations**

September 2026



***SOUTHWEST  
SOCCER***



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## 1.0 Management

- 1.1 The Executive of Southwest Soccer may modify, add or delete any Rules or Regulations for the betterment of the League. The clubs will be notified within fourteen (14) days of any changes.
- 1.2 The Board of Directors shall be empowered to amend all appendices at an executive meeting. The Board of Directors shall give minimum notice of fourteen (14) days to all clubs prior to any changes to become effective in the Appendices.
- 1.3 League members may submit rule change requests on a League provided form between the third week in April and the third week in May.



## 2.0 League Registration

- 2.1 Team registration fees shall be determined, set annually, and posted on the website no later than July 15<sup>th</sup>.
- 2.2 Registration shall be open no later than August 1<sup>st</sup> and close September 15<sup>th</sup>. Registration must be completed by a club representative via the published registration form.
  - 2.2.1 Registration is considered complete upon receipt of the \$500 deposit per team. The deposit is non-refundable unless the league determines the age division will not operate.
  - 2.2.2 Once registration is deemed closed the league will review team entries, determine operational divisions and communicate with club representatives.
  - 2.2.3 Any team application submitted by a club after the deadline will be accepted at the discretion of the league and will be subject to the late registration fee outline in Appendix B.
  - 2.2.4 The league shall publish a payment schedule and invoice clubs accordingly.
  - 2.2.5 Team withdrawals shall be handled in alignment with Appendix C infractions 1.1, 1.2, and 1.3.
- 2.3 Registration is open to any properly Canada Soccer licensed club that is in good standing as defined within Southwest Soccer's By-Laws and Rules and Regulations. The Southwest District Indoor Soccer League is a District Indoor league. Club teams from other districts may apply but are subject to Southwest Soccer and Ontario Soccer playing out / in procedures.
  - 2.3.1 All teams whose clubs are not members of Southwest Soccer require a signed playing out permission form from their district and a playing in form approved by Southwest Soccer.
- 2.4 Each team must play/register in its own age level unless otherwise approved by the Board of Directors and it must comply with the Ontario Soccer Policies and Procedures. Teams not registered at their own age level will be subject to a fee as per Appendix C.
- 2.5 Grassroots game day roster naming convention shall include and be limited to the Club Name, Age Group, Gender and a Colour for the purpose of differentiating multiple game day rosters from one club.  
Ex: Guelph Jr. Gryphons U11 Boys Red / Guelph Jr. Gryphons U11B Black
  - 2.5.1 The league reserves the right to alter submitted team/game day roster names as the league sees fit for publishing on the league website.



### 3.0 Bonds

- 3.1 A performance bond, as per Appendix B, will be posted with the League by each youth club team registered to play in the League.
- 3.1.1 Clubs with a bond posted for the Southwest District Soccer League (Outdoor) are not required to post a bond with the Southwest District Indoor Soccer League (SDISL).
- 3.1.2 Clubs that only participate in the SDISL shall post the bond with the league.
- 3.2 Any Member having their performance bonds forfeited will have ten (10) days to replace such bond or further action will be taken by the league.
- 3.3 Southwest Soccer may request an additional bond, as per Appendix B, from any members who have had excessive amounts of Discipline in the previous season.
- 3.4 At the end of each indoor season the bond shall be returned to clubs that only participate with the league for the indoor season.



## 4.0 Responsibilities of Member Organizations and Team Officials

### Member Responsibilities

- 4.1 Each member must identify one club contact via the provided online form to handle all communications with the league. All club contacts are to abide by the Southwest Soccer League Club Contact Responsibilities as posted.
- 4.2 Home teams will be responsible for the provision of two properly inflated game balls.
- 4.3 The team benches must be at least two (2) metres back from the touch line, inside the technical area as defined by FIFA.
- 4.4 Spectators shall not be allowed in or behind the bench area or behind the goals. Team officials shall be responsible for the conduct of their spectators. Spectators must remain two metres back from the playing area.
- 4.5 Organizations will be held responsible if a game is abandoned because of the actions of its players, officials or spectators and will be subject to disciplinary action.

### Team Official Responsibilities

- 4.6 "Team Official" shall mean head coach, assistant coach, manager, or assistant manager who will be registered and approved by the District. Only approved team officials who have signed the game sheet are eligible to be on/at the team bench and are deemed to have coached.
- 4.7 All team head coaches and assistant coaches must comply with Coaching Certification Requirements as identified in Ontario Soccer's Operational Procedures.
  - 4.7.1 Games will not be played unless there is at least one coach on the bench with valid identification and certification who is listed as a coach on a team roster with the club. Offending teams will be subject to a fee as per Appendix C.
  - 4.7.2 Team Managers must have, at a minimum, the Respect in Sport for Activity Leaders certificate and a Vulnerable Sector Check.
- 4.8 A maximum of four (4) approved team officials shall be permitted at the bench. More than the maximum, will be subject to a fee as per Appendix C.
- 4.9 A registered and approved club head coach or technical director may be on the bench at any time or as a 5<sup>th</sup> Team Official provided they are recorded on and have signed the game sheet
- 4.10 The League must be notified in writing of any change made in team officials during the season within (7) seven days of the change.
- 4.11 With the exception of Match Officials, League Staff, and Match Conveners; no persons without current Ontario Soccer ID will be allowed on the side of the field with the team.
- 4.12 Any team found to have a non-registered/non-approved person on the bench acting as a team official will be subject to a fee as per Appendix C.
- 4.13 Team officials will coach within the marked technical area and are not permitted to walk up and down the touchline or obstruct and/or obscure the view of the assistant referee.
- 4.14 The use of cameras to stream / record matches is permitted. Cameras must be safely located and secured in alignment with the facilities policies.
- 4.15 Team Officials will not be allowed to smoke or vape while coaching their teams. A team official that does not comply will be subject to a fee as per Appendix C.



## 5.0 Player Identification

- 5.1 Team Officials must be in possession of a properly authorized Ontario Soccer roster inclusive of player and team official images / ID.
- 5.2 Only players and team officials approved on the authorized Ontario Soccer roster shall be listed on the game sheet and be eligible to play.
- 5.3 In the event that the league or match day opponent requests an ID check the process shall be carried out as identified below.

### **Authorized ID Inspection Procedure for Players and Team Officials:**

- a) All players and team officials form two individual lines by team
  - b) A team official from the opposing team, with a copy of the game sheet and official Ontario Soccer roster, will inspect player or team official by;
  - c) Matching the photograph on the roster/ID to the player or team official.
  - d) Matching the players or team officials name to the team roster and game sheet.
  - e) Matching the players' jersey number to the game sheet
- 5.4 Any team failing to check their opponent's ID's forfeit the right to protest based on player/team official eligibility.



## **6.0 Player Eligibility**

### **6.1 Player Registration**

- 6.1.1 All players shall be duly registered before playing.
- 6.1.2 Each U8 and U9 squad may have a maximum of 12 players per game day roster.
- 6.1.3 Each U10 and U11 squad may have a maximum of 14 players per game day roster.
- 6.1.4 Each U12 and U13 squad may have a maximum of 18 players per game day roster.

### **6.2 Playing Up/Down at the Grassroots Level (U8 to U13)**

- 6.2.1 The use of Call Up players is not permitted within Grassroots Divisions.
- 6.2.2 All divisions (U8-U13) shall operate utilizing player pools, based on year of birth, and open roster systems. Players registered to a player pool can move freely between internal club programming and District Development and Target tiers, if applicable, and amongst game day rosters in alignment with Canada Soccer Grassroots Standards.
- 6.2.3 All Grassroots players playing up or down must appear on the clubs approved player pool and have received District and Ontario Soccer approval via the Grassroots Fast Tracking/Playing Down Player Evaluation procedure.



## 7.0 Scheduling / Rescheduling

- 7.1 The proposed playing schedule will be published on the league website and be made available a minimum of two weeks prior to the first match.
- 7.2 The primary competition days shall be Saturday or Sunday.
- 7.3 The SDISL season shall commence on the first weekend in November with a target completion date of end of March. At the leagues discretion, matches may be scheduled into April to accommodate unbalanced divisions, postponements, or other unforeseen scheduling requirements.
- 7.4 Only the League Scheduler and League Administrator or their delegates are authorized to schedule or reschedule games for the League.
- 7.5 A request for a schedule change must be submitted to the league scheduler a minimum of thirty (30) days before the scheduled competition day.
- 7.6 In the event of a postponement the match may be rescheduled. The League Scheduler shall communicate with the impacted teams and identify a new date and time.
- 7.6 Grassroots Divisions shall not be scheduled for competition days on all long weekends.
- 7.7 All teams shall be scheduled for a total of 18 matches.
  - 7.7.1 U8, U9, U10, and U11 divisions will be scheduled every other week for a total of nine (9) competition days. Each competition day will consist of two matches.
  - 7.7.2 U12 and U13 divisions will be scheduled weekly for a total of eighteen (18) competition days. Each competition day will consist of one match.



## 8.0 Postponement and Defaulting of Games

- 8.1 All games will be played as scheduled unless postponed under one the following reasons:
- a) At the discretion of the referee, postponement is necessary
  - b) A game is postponed at the discretion of the league
  - c) A game is postponed at the discretion of the City or field owners.
- 8.2 Default – in the event that one team does not field the minimum required number of players to start a game, they will be considered to have defaulted the game and will be subject to a fee as per Appendix C. **At the field, Team Officials must coordinate the sharing of players to allow the match to proceed as scheduled.**
- 8.3 Default with Notice – In the event that a team advises the league, in writing, that it will be unable to field a team for a scheduled league game, the game shall be recorded as a default and will not be rescheduled. The team will be subject to a fee of \$250.00 per occurrence as per Appendix C.
- 8.3.1 If notice is provided less than 48 hours in advance the defaulting team will be subject to an additional \$100.00 administration fee as per Appendix C.
- 8.4 No Shows – In the event that a team does not show up for a regularly scheduled game, it shall be deemed that the team has defaulted and will be subject to a \$350.00 fee as per Appendix C. In addition, teams not showing shall pay all opponent game fees and expenses as submitted to and approved by the league.
- 8.4.1 All claims must be submitted via the [Opponent No-Show google form](#) within 5 days.
- 8.5 The League shall suspend teams defaulting more than three games (U12-U13) or two game days (U8-U11) in a season from further play pending a decision on membership status.



## 9.0 The Game

- 9.1 All U8 – U13 divisions shall align with the [Canada Soccer Grassroots Standards](#) and abide by the [Ontario Soccer Adapted Match Formats Laws of the Game](#).
- 9.2 The duration of league games shall be:  
5v5 – 2 x 20 minute halves  
7v7 – 2 x 25 minute halves  
9v9 – 2 x 35 minute halves
- 9.3 All games will start promptly and not later than fifteen (15) minutes after the scheduled time. If necessary, referees are to report any breach of these rules and the teams responsible, to the League.
- 9.4 Weekend games shall commence no earlier than 9:00 a.m. At the discretion of the league, matches may be scheduled earlier if deemed necessary.
- 9.5 In U8 and U9 divisions, teams must have a minimum of five (5) players available at kick-off. If either team has less than the minimum required players refer to 9.7.1.
- 9.6 In U10 and U11 divisions, teams must have a minimum of seven (7) players available at kick-off. If either team has less than the minimum required players refer to 9.7.1.
- 9.7 In U12 and U13 divisions, teams must have a minimum of nine (9) players available at kick-off. If either team has less than the minimum required players refer to 9.7.1.
- 9.7.1 In all grassroots matches (U8-U13), if a team does not meet the minimum player requirements as set out in 9.5, 9.6, or 9.7, teams shall share players and proceed with the match. The offending team may be subject to league fines as published in Appendix C.
- 9.8 The League shall use the following ball sizes:  
a) U8 and U9: size 3  
b) U10-11-12; size 4  
c) U13+: size 5
- 9.9 Player substitutions shall be addressed in alignment with the Canada Soccer Grassroots Standards.
- 9.92 All substitutions must enter the field at the halfway line.
- 9.10 All substituted players must leave the field without delay.



## 10.0 Uniforms and Equipment

- 10.1 All players shall wear regulation soccer equipment as prescribed by FIFA and Ontario Soccer for all games.
- 10.2 All teams must play all their District games in their primary registered team colours as published on the league website, or be subject to a fee as per Appendix C. Where registered colours are similar or not sufficiently distinctive, the home team must change. Goalkeepers must wear uniforms distinctive from both teams and match officials.
- 10.2.1 Team uniforms must only bear the name and/or logo of the club with which they are registered. No other branding is permitted on the team jersey, except for sponsorship branding. A sponsor may not be a non-sanctioned soccer association. If a team is found promoting a non-sanctioned association through any means including but not limited to uniforms, apparel, signs or digital presence, they may face expulsion from the league. There will be no refunds given if a team is expelled.
- 10.3 All players shall wear numbered shirts for all games.
- 10.3.1 No two (2) players on the same team shall wear the same number and no player shall change numbers during the game without the consent of the referee. Infractions will be subject to a fee as per Appendix C.
- 10.3.2 Numbers shall be a minimum of eight (8) inches in height and of a contrasting colour to the body of the shirt. Such number will be recorded against the players' name, on the game sheet. All numbers must be legible.
- 10.4 Players Equipment – “A player must not use equipment or wear anything that is dangerous.”  
[Law 4 – CSA](#)
- 10.4.1 Jewelry – All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands etc.) are strictly forbidden and must be removed. Exceptions – Medic Alert Bracelets
- 10.4.2 Protective Equipment – Hats and bandanas are not allowed on the field of play. Headscarves and turbans are CSA approved as per [Ontario Soccer rules](#). Exceptions – the goalkeeper/ player may wear a hat for medical reasons (with a medical letter) however the hat may not be a baseball cap; if the cap has a peak it must face forwards and have a soft peak and must not contain metal or plastic parts. Eyeglasses are permitted providing they are sport spectacles and are safe for the players themselves and for other players.
- 10.5 Casts – hard plaster casts are considered to pose a danger to both the wearer and other players and are not permitted on the field of play.
- 10.5.1 Soft, lightweight casts will be permitted providing the cast does not present a danger to the individual or any other player.
- 10.5.2 Officials have the final say on the safety and inclusion of identified casts at the field.
- 10.6 Footwear may consist of running shoes, indoor soccer shoes (flat sole), turf shoes or outdoor cleats (molded studs). Metal cleats shall not be permitted.



## 11.0 Game Sheets/ Reporting

- 11.1 Official game sheets, as found on the League site, must be completed by the teams. Teams failing to use league game sheets will be subject to a fee as per Appendix C.
  - 11.1.1 The game sheets shall consist of **one** copy and must be turned over to the referee prior to the start of the game. The referee shall retain 11.1 the game sheets for reporting purposes.
- 11.2 Only players listed on the game sheet may sit on the bench, are eligible to play, and all are deemed to have played unless they are crossed off. Players under suspension shall not be entered on the game sheet and will not be at the player's bench.
- 11.3 All team officials present must be listed and sign all game sheets; the signatures shall verify the eligibility of all players listed. If a team official is listed but not present, they must be crossed off. Failing to sign all game sheets and verifying player eligibility will be subject to a fee as per Appendix C.
- 11.4 It is the responsibility of the team officials to ensure that all sections are complete, including the game number, date, time, location, field conditions, referee names/registration numbers, player/team official names/registration numbers and jersey numbers, team official signatures, and cards are correctly marked on the game sheets. Failure to complete all sections are subject to a fee as per Appendix C.
- 11.5 For all U8-U13 games, within 48 hours of the game, team officials shall report on the league website selecting whether the game was completed or not. No stats or standings shall be reported.
- 11.6 The league retains the right to complete outstanding online game reports based on match official games sheets.



## 12.0 League Standings

- 12.1 No points will be awarded for age divisions up to and including the U13 age group. There are no statistics or standings kept for these age groups and no League champion.



## 13.0 Teams Placements

- 13.1 In alignment with Canada Soccer Grassroots Standards the U8, U9, and U10 divisions will operate without tiers.
- 13.2 Development and Target divisions shall be offered for U11, U12, and U13 age groups. Clubs can select the preferred division at time of registration.
  - 13.2.1 At the discretion of the league administration, offered divisions may be combined based on final registration numbers.
  - 13.2.2 At the discretion of the league administration, requests to change divisions may be considered pending a review of impact on the league.



## 14.0 Match Officials

14.1 Match Official fees are as per Appendix B.

14.1.1 All game official fees shall be paid by the league via Electronic Fund Transfer based on E2E Ref Centre payroll reports. Payment will be processed once per month.

14.1.2 Game Officials shall complete and submit the provided Southwest Soccer waiver and Electronic Fund Transfer Information Form annually. Game Officials will not be paid until the completed forms have been received.

14.2 In the case of Match Official no shows, the teams, clubs, assignors or match day conveners may file a no show report with the league. Match Official payment shall not be issued and the vacant position must be filled in alignment with rule 14.10.2.

14.3 Match Official fees based on game not being completed in full:

| Scenario                                                                                                       | Fee Paid                       | By Whom                                                                                           |
|----------------------------------------------------------------------------------------------------------------|--------------------------------|---------------------------------------------------------------------------------------------------|
| Postponement of a game at the field before Kick-Off due to actions of a team.                                  | Half-Fee                       | Offending Club via League                                                                         |
| Postponement as the field, in the referee's discretion, is unplayable                                          | Half-Fee                       | League                                                                                            |
| Default with Notice – more than 24 hours' notice Provided                                                      | No Fee                         |                                                                                                   |
| Default with Notice – Less than 24 hours' notice Provided                                                      | Half Fee                       | Defaulting Club via League                                                                        |
| Default with Notice – Less than 4 hours' notice                                                                | Half-Fee + mileage if incurred | Defaulting Club via League (Mileage paid at \$0.25 once Team No Show claim form is submitted)     |
| No-Show – One or both teams do not show up                                                                     | Half-Fee+ Mileage              | Defaulting Club(s) via League (Mileage paid at \$0.25 once Team No Show claim form is submitted ) |
| Postponement of a game by the League due to uncontrollable circumstances (Air Quality, Extreme Weather etc...) | No Fee                         |                                                                                                   |

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

- The referee collects and completes the game sheet(s) and provides a short written report explaining why the game did not start;
- The appointed referee present at the field, shall include their name, Ontario Soccer Registrant Number and signature in the space provided on the game sheet(s);

14.3.2 In the event that both teams do not show, the league shall pay the Match Officials half the game fees, provided they report and request such fees within 5 days of such game.

14.4 All game official fees and league operating expense, to process game official payroll, shall be invoiced to the clubs prior to season kick-off.

14.4.4 All game official fees and league operating expense for U8-U13 divisions shall be split equally between home and away teams.



- 14.4.5 League operating expense to process game official payroll for Indoor 2026-27 shall be \$3 per match.
- 14.4.6 A reconciliation of game official fees shall be invoiced to or credited with clubs at the end of season.
- 14.5 The League or its designate will assign registered officials to U8 through U13 games via Ref Centre.
- 14.7 Referees must meet the following requirements:
- a) Ontario Soccer D1 referees shall be allowed to officiate any U8-U11 game.
  - b) Ontario D4 referees or better shall be required for U12 or U13 games.
- 14.7.1 D1 through D5 referees (under 18 years old) may only take part in games in which the team age classification of the teams involved in the game are a minimum 2 years younger than the official.
- 14.8 Officiating complaints will only be acknowledged if received in writing by the league administrator. Complaints will be reviewed by the Match Official Department to determine appropriate action.
- 14.9.1 The game official is responsible for completing game sheets within 15 minutes of the end of the game. All game officials must print and sign all game sheets with their name.
- 14.10 Match Officials are expected to arrive 30 minutes prior to the scheduled match kick-off time. Match Officials arriving less than 20 minutes prior to the scheduled match kick-off shall be deemed late. Repeat offenders may be subject to discipline in alignment with Ontario Soccer published standard penalty 4.43A.
- a) Leniency shall be granted for game officials assigned to back to back matches.
  - b) Chronic lateness may result in removal from future game assignments.
- 14.10.1 In the event that the appointed Match Official is not in attendance within fifteen (15) minutes after a scheduled kick-off the Match Official no-show must be reported to the League using the [Match Official No Show Form](#)
- 14.10.2 For U8-U13 games, the two teams are to coordinate with a match day convener and MUST agree on an alternate game official or person and proceed with the game.
- 14.11 The game official must upload completed game sheets, accompanied by any Disciplinary Reports, Trial Registration Permits or Temporary Eligibility Permits online within forty-eight (48) hours of the final whistle.
- 14.12 Water Breaks

At the Match Officials discretion water breaks may be implemented. Water breaks shall be provided as follows:

1. At the midway point of each half.
2. Provide a 60 second break.
3. Game clock is stopped during mandated water breaks.



## 15.0 Discipline

- 15.1 All discipline will be handled by the district in accordance with Ontario Soccer Procedures under [SWRSA's Discipline System](#).
- 15.2 Discipline/fees handled under league rules will be addressed under Appendix C.
- 15.3 If a single team accumulates 4 dismissals; 8 cautions; or 10 combined discipline reports they will be subject to a fee as per Appendix C.



## 16.0 Protests / Appeals

- 16.1 A team official must inform the referee if the game is “being played under protest” and they will record this on the game sheet prior to the beginning of the game. The game shall be played. A team refusing to play will be subject to disciplinary action.
- 16.2 An email notice, using the [Game Protest Form](#), must be received within 24 hours of the completion of the game.
- 16.3 A copy of the protest must also be sent to the opposing team’s Organization.
- 16.4 Protests must be accompanied by a protest fee of \$200 in the form of an e-transfer. If the protest is upheld, the protest fee will be refunded. An administration fee of \$50 will be charged for each case regardless of the outcome.
- 16.5 ONLY correctly submitted protests will be heard by the Discipline Committee.
- 16.6 No protests pertaining to the decision of a match official will be heard.
- 16.7 No protests pertaining to fields, conditions, equipment, jersey colours or other appurtenances of the game will be heard.
- 16.8 Appeals against decisions made by a District League shall be submitted, in writing, to the District and a copy of the letter of appeal shall be sent to the League.
- 16.9 The letter of appeal shall be accompanied by the appeal fee of \$250, in the form of an e-transfer, along with a copy of the decision being appealed and a completed [Appeal to Southwest Soccer Form](#).



## 17.0 Other Provisions

- 17.1 Any matter not covered by the Southwest Soccer By-Laws and/or Rules and Regulations, shall be governed by the provisions of the Ontario Soccer Published Policies.
- 17.2 Notification of complaints; infractions; requests to the Board and other matters requiring attention from the General Manager will only be considered if submitted by the members identified League Club Contact. Such requests from coaches, team managers, parents etc., will be referred back to the appropriate member club.



**APPENDIX A:** 2026-27 District League Game Duration and Playing Day

| Grassroots Divisions | Game Length    | Playing Day / <del>Night</del> |
|----------------------|----------------|--------------------------------|
| U8                   | 2x20min halves | Saturday / Sunday              |
| U9                   | 2x20min halves | Saturday / Sunday              |
| U10                  | 2x25min halves | Saturday / Sunday              |
| U11                  | 2x25min halves | Saturday / Sunday              |
| U12                  | 2x35min halves | Saturday / Sunday              |
| U13                  | 2x35min halves | Saturday / Sunday              |



## APPENDIX B: 2026-27 DISTRICT LEAGUE FEE SCHEDULE

| <b>INDOOR REGISTRATION FEES – 2026-27 SEASON</b>                            |                          |
|-----------------------------------------------------------------------------|--------------------------|
| U8 - U9: 5v5 format (per Game Day Roster)                                   | \$2,295.00               |
| U10 – U11: 7v7 format (per Game Day Roster)                                 | \$3,095.00               |
| U12 – U13: 9v9 format (per Game Day Roster)                                 | \$5,295.00               |
|                                                                             |                          |
| <b>Bond</b> - Youth Club: For clubs without a bond on file with the SDSL    | \$ 300.00                |
|                                                                             |                          |
| Late Team Registration                                                      | \$ 100.00                |
|                                                                             |                          |
| <b>Deposit</b> – Due at time of registration (Included in Registration Fee) | \$500.00                 |
|                                                                             |                          |
| <b>GAME OFFICIAL FEES</b> (Included in Registration Fee)                    | <b>Referee</b>           |
| U8 / U9                                                                     | \$30.00                  |
| U10 / U11                                                                   | \$40.00                  |
| U12 / U13                                                                   | \$50.00                  |
|                                                                             |                          |
| <b>GAME OFFICIAL Assigning Fees</b> (Included in Registration Fee)          |                          |
| Assignment of Referee in E2E Refcentre                                      | \$3.00/game              |
| League Operating Expense (LOE) for Payment of Referees                      | \$3.00/game              |
|                                                                             |                          |
| <b>DISCIPLINE FEES</b>                                                      |                          |
| Discipline Review / Hearing / Appeal Admin Fees                             | As Published by District |
| Protest Submission                                                          | \$ 200.00                |



## APPENDIX C: 2026-27 DISTRICT LEAGUE DISCIPLINE STRUCTURE

| Infraction # | Rule #  | Fee Description                                                                                                  | Fee                                                                                                                          |
|--------------|---------|------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------|
| 1.1          | 2.2.5   | Withdrawing a team prior to October 1st                                                                          | Forfeit of Deposit                                                                                                           |
| 1.2          | 2.2.5   | Withdrawing a team after October 1 <sup>st</sup>                                                                 | 50% of Registration Fee                                                                                                      |
| 1.3          | 2.2.5   | Withdrawing a team after October 31 <sup>st</sup>                                                                | 100% of Registration Fee                                                                                                     |
| 1.4          | 2.4     | Teams not registered to play in their own age level                                                              | \$100.00                                                                                                                     |
| 1.5          | 4.7.1   | Playing a game without a proper coach/assistant coach on the bench                                               | \$100.00                                                                                                                     |
| 1.6          | 4.8     | More than 4 team officials on bench (TD or CHC accepted)                                                         | \$50.00                                                                                                                      |
| 1.7          | 4.12    | Non-registered/non-approved person acting as a Team Official on bench                                            | \$100.00                                                                                                                     |
| 1.8          | 4.15    | Team officials smoking or vaping while coaching                                                                  | \$100.00                                                                                                                     |
| 1.9          | 8.1     | Postponing game without League approval                                                                          | \$100.00                                                                                                                     |
| 1.10         | 8.2.    | Default (game proceeds with shared players)                                                                      | \$100.00                                                                                                                     |
| 1.11         | 8.3     | Default with Notice (game cancelled)                                                                             | \$250.00                                                                                                                     |
| 1.12         | 8.3.1   | Default with Notice (Less than 48 Hours' Notice)                                                                 | Default with Notice + \$100.00                                                                                               |
| 1.13         | 8.4     | No Show – Team does not show up for a game                                                                       | \$350.00 + Opponent Expenses                                                                                                 |
| 1.14         | 10.2    | Teams not playing game in primary team colour                                                                    | \$50.00                                                                                                                      |
| 1.15         | 10.3.1  | Players on the same team wearing the same jersey number                                                          | \$50.00                                                                                                                      |
| 1.16         | 11.1    | Failing to use League official game sheets                                                                       | \$50.00                                                                                                                      |
| 1.17         | 11.3    | Dressing players not properly registered/eligible                                                                | \$100.00                                                                                                                     |
| 1.18         | 11.4    | Team failing to complete all game sheet sections correctly                                                       | \$50.00                                                                                                                      |
| 1.19         | 11.5    | Failing to submit game report on league website within 48 hrs                                                    | \$50.00                                                                                                                      |
| 1.20         | 11.5    | Failing to submit game report on league website within 7 days                                                    | \$100.00                                                                                                                     |
| 1.21         | 15.3    | Team Accumulations: 4 dismissals; 8 cautions; or 10 discipline reports (Total through any form of league play)   | \$50.00 1 <sup>st</sup> season offence<br>\$100.00 2 <sup>nd</sup> season offence<br>\$150.00 3 <sup>rd</sup> season offence |
| 1.22         | Various | Any club/team failing to comply with any other League policies or procedures not previously listed in Appendix C | Up to \$300                                                                                                                  |