

Thunder Bay Men's Soccer League TBMSL

Rules and Regulations Outdoor

1. Membership

- a. The Thunder Bay Men's Soccer League (hereinafter referred to as the League) shall be comprised of TBMSL teams or teams from other Clubs who are members "in good standing" of Soccer Northwest Ontario (SNO) and the League
- b. Interested teams shall complete an Application to Play and is subject to approval by the Board of Directors by April 1st
- c. League members shall:
 - i. Pay all fees by the date set prior the season by the board of directors
 - ii. Register its team(s), manager, administrators, players and uniform colours prior to each season
 - iii. Have a name that is not similar to any other team
 - iv. Attend all meetings of the League.
 1. Team Leaders to attend all League General Meetings with Convenor (LGM)
 2. Team leader to attend General Meetings (GM)
 3. Team Leader to attend the League Annual General Meeting and/or Special General Meeting (AGM/ SGM)
 - v. Be fined for failing to attend a meeting as follows:
 1. \$50 for failing to attend a LGM
 2. \$100 for failing to attend a GM
 3. \$100 for failing to attend an AGM/SGM
 - vi. Notify any change of contact information to the League Convenor and SNO

2. Registration

- a. Registration of players, coaches, team managers and administrators shall be in accordance with the published rules of Soccer Northwest and the Ontario Soccer Association
- b. Teams must register a Team Leader to the Thunder Bay Men's Soccer League with the Convenor
- c. Players must be registered to the Thunder Bay Men's Soccer Club of Thunder Bay on the OSA's computerized system and be assigned to their respective divisions in the League database
- d. A player must be registered 24 hours prior to playing in any League, Cup or Playoff game. The 24 hour waiting period will be determined by the filing date of the player being registered in the OSA's computerized system before the player is eligible to play
 - i. The filing date is the date the Manager notifies the League Convenor by email.
- e. Any and all matters regarding ineligible/suspended players will be dealt with by the SNO discipline committee. If and when it is the committee's decision that a player was in fact ineligible / suspended while playing in a game sponsored by the League, the committee will apply affine to the ineligible/suspended team's Club
 - i. A fine of \$350 (three hundred fifty dollars) per illegal/ineligible/suspended player to be paid to the League if found guilty at a discipline hearing
 - ii. Removal of any awarded points resulting from that game by the offending team

- iii. In addition, for subsequent infractions during the same season: Removal from the League competition or any other Cup or Playoff competition by the offending team
 - f. Players are permitted to register in multiple divisions in accordance with the OSA's Pyramid for Play and with OSA's published rules.
 - i. Players registered in multiple divisions must play with the team in the lower division in the circumstance that the player's multiple teams meet during League Cup (Regiment Cup) competition.
 - g. Initial roster of players must be submitted to the League Convenor no later than a minimum of 1 week before the season begins
- 3. Team Registration and Rostering
 - a. A team may only register in 1 division
 - i. Teams may not register in multiple divisions
 - ii. A team with a majority of Premiership players on the roster will not be allowed to play in a lower division
 - iii. The deadline for signing any new players during the season that are not registered with any other team in any division is 6 weeks to the day playoffs are scheduled to begin
 - b. Double Rostering
 - i. Prior to the season, teams may identify double-roster players on their roster in accordance with the following conditions.
 - 1. Premiership teams are permitted to register only 1 USL2 player (Double Roster) prior to the upcoming season
 - 2. Cases involving players from other pro or semi-pro leagues will be considered on an individual basis by the Board of Directors
 - 3. Championship teams are permitted to register only 3 Premiership players (Double Roster) prior to the upcoming season USL2 players are not permitted to play in the Championship
 - 4. Retro-Flight will be an over 40 league that is permitted to sign 6 players that are 35 or older. A Retro team may have a maximum of 3 Championship players registered (Double Roster)
 - 5. Teams have until the date identified in 2 g. to change their double roster players. Once this date is passed, those players are locked in
 - a. In case of teams starting the season with an open double roster slot:
 - i. The teams may submit a player to the double roster spot any time prior to the signing deadline
 - ii. As soon as the player is submitted, they are locked into that slot and cannot be changed, and are treated as any double roster player submitted prior to the season
 - 6. Double roster players must be identified when submitting roster to the convenor
- 4. League Operations
 - a. The League shall be managed by the League Convenor who:

- i. Shall be hired by the Board of Directors
 - ii. Shall receive an Honourarium which shall be determined by the Board of Directors
 - b. Notice of League events, meetings, rescheduled games, etc., will be done by e-mail and/or posting on the League website at least 7 days prior to the event taking place
 - c. In the event 7 days notice cannot be given, telephone calls to team leaders will be made.
- 5. Player Movement and Eligibility
 - a. A player may play for a team to which he is not registered (pick-up) only under all 10 of the following conditions:
 - i. A temporary registration permit is completed and attached to the game sheet
 - ii. Limited to no more than three players per game for a maximum of six games per player
 - iii. Player must meet the hierarchy of age, player, team and league classifications as outlined by OSA
 - iv. Minimum age of the player is 16
 - v. Player being picked up is SNO/OSA registered
 - vi. Fines and/or forfeiture of game for both the releasing and signing team for signing / picking-up an ineligible player
 - vii. A player may not be picked up in order to satisfy any game suspensions
 - viii. Any player pick ups must only be made from a division lower then what your specific team is registered. For example a Championship team can not pick up players from a Premiership team but a Premiership team can pick up a player from a Championship team. The deadline for any pick up is 6 weeks to the day playoffs are scheduled to begin
 - ix. Players must participate in 3 matches (Regiment Cup or Playoffs) with a team to be eligible for playoffs or Regiment Cup semifinals and finals
 - 1. The games must be with the team they will compete in the playoffs with. For example, if John Doe is picked up and plays 3 games with Team A, but is then signed by Team B and only plays 1 game with Team B, they would not be eligible for playoffs
 - x. Players cannot transfer teams once they have been rostered for the season. Movement between teams may only take place between seasons
- 6. Schedule
 - a. The League, Playoff and Regiment Cup schedules shall be approved by the Board of Directors prior to the season
 - b. Games shall only be rescheduled:
 - i. With the consent of League Convenor and the Board of Directors & both teams involved
 - ii. Both teams involved must sign the rescheduling request form, and provide a mutually agreeable alternate date(s)
 - iii. The requesting team must submit a fee of \$50 (payable to the League) to League Convenor.
 - iv. The League Convenor will advise the Referee Assigner of the rescheduled game, and request a referee assignment for the new date

- v. The above conditions must be completed at least 14 days prior to the game being rescheduled

7. Protests

- a. Any protest arising from League or Playoff or Regiment Cup games shall be sent to the League Convenor and the Board of Directors by registered mail or recorded delivery within two days of the game (Sunday excluded) to which it relates accompanied by a fee of fifty dollars (payable to the League)
- b. The protesting team must send a copy of the protest to the team being protested against, by registered mail or recorded delivery, within two days (Sunday excluded) of the game concerned
- c. Protests shall be dealt with by the Board of Directors and the League Convenor in accordance with the League Rules and Regulations and the policies and procedures of Soccer Northwest and the OSA

8. Travel

- a. Teams wishing to travel to tournaments or exhibition games:
 - i. Shall notify the League Convenor and Soccer Northwest not less than thirty days prior to the event
 - ii. Must have approval from Soccer Northwest before travelling

9. Amendments

- a. Thunder Bay Men's Soccer League of Thunder Bay Rules and Regulations may be amended at any Board of Director meeting by a simple majority

10. League Organization

- a. The number of teams and their placement in the League shall be determined by the Board of Directors and will be reviewed on a yearly basis. The Board will follow the guidelines of the OSA Pyramid For Play:
 - i. To ensure that the player is the number one priority and has the opportunity to play at a level appropriate to his skill and ability
 - ii. To clearly establish the principle that the most productive environment for every player at every level of play is to play in a balanced league
 - iii. To provide a stable organizational structure to ensure the ongoing viability of Teams and the League
- b. The League will be comprised of 3 Divisions: (If there are enough teams to fulfill requirements)
 - i. Premierhsip: is the top division of the League Pyramid For Play; should encompass players/teams that seek competitive play
 - ii. Championsip: is the lowest division of the League Pyramid For Play; should encompass players/teams that have a desire to play the game 'for fun' and do not possess a high skill level or do not seek competitive play but rather recreational
 - iii. Retro: is the base of the League Pyramid For Play; should encompass players over the age of 35 and seek to use the game as a lifelong activity. Beginning in the year 2012, the Retro division will encompass players over the age of 40. Teams will be permitted to register 3 players/team over the age of 35 to their rosters
- c. Determining Placement of Teams

- i. Team preference – upon approval of the Board of Directors
- ii. If 10 c) is not met, then prior season's standings will be used to determine placement –i.e. top 6 go to Premiership, bottom 4 go to Championship, or at the discretion of the board of directors

11. League Operations

- a. The League shall be managed by the League Convenor
 - i. Shall be hired by the Board of Directors
 - ii. Shall receive an Honourarium which shall be determined by the Board of Directors
 - iii. Duties of the League Convenor shall be to:
 - 1. organize and execute the day to day operations of the League (attract teams, devise schedule, standings, statistics, etc.)
 - 2. communicate information, news, events and statistics to membership and the public using various media forms.
 - 3. update League website
 - 4. organize meetings of membership
 - 5. uphold and exercise the Clubs Rules and Regulations for membership and referees
 - 6. provide an End of Year Report to be presented at the League AGM
 - 7. Execute any other duties determined necessary by the Board of Directors.

12. New Teams

- a. Placement of new teams:
 - i. Refer to 10 c) i.
 - ii. Shall be determined by the Board of Directors

13. League Competition Requirements

- a. In League competition, teams will be awarded three points for a win and one point for a tie. The team with the most points at the completion of the schedule shall be declared the League Champions
- b. If two or more teams are tied on points for a position, the following tiebreaking factors shall be applied in order:
 - i. The record of the games between the tied teams
 - ii. Aggregate score in games between the two tied teams
 - iii. Most wins
 - iv. Goal differential (Goals for - Goals against)
 - v. Goals for
 - vi. Goals against
 - vii. Playoff game

14. Playoff Competition

- a. Player movement is not permitted
 - i. No pick-ups, signings or transfers
- b. Duration: For the Premiership and Championship, two fifteen minute periods (Retro, two five minute periods) of extra time shall be played if the game is tied at the end of regulation time. During the period of extra time (Golden goal) the team which scores the

first goal shall be declared the winner. If the score is still tied at the end of the extra time, the winner shall be decided by the taking of kicks from the penalty mark

15. Team Requirements

- a. The Home team shall:
 - i. Be the first named team on the schedule
 - ii. Provide the game ball that shall be in good condition
 - iii. Change its colours if necessary
- b. Both teams shall:
 - i. Wear their respective and approved team uniforms
 - ii. Submit a list of its players on an official team sheet
 - iii. Submit temporary registration permits, when necessary, before a game
 - iv. Supply two corner flags before each game
 - v. Use the player benches with spectators (anyone not on game sheet) on opposite side using bleachers
 - vi. Mark suspended players on game sheet
- c. Substitutions
 - i. Unlimited substitutions shall be permitted in all games.
 - ii. Substitutions will only be allowed at the following stoppages in play:
 1. When a goal is scored
 2. At a goal kick
 3. At the beginning of the second half
 4. For an injured player
 5. At a Throwin
 6. Procedure
 - a. At a throw-in, a substitution may only be requested by the team in possession of the ball, but the opposing team will be permitted to make a substitution at the same time. In all instances, substitutions will only be allowed if the player is ready to enter the field before the ball goes out of play
 - b. Substitutions shall be made at the halfway line. The substitute must not enter until the player being replaced has left the field of play
 - c. For the Retro Division (6 v 6 format) substitutions will be on the fly & must be complete on the sideline of team bench
 - iii. Substitutes may be used in any match in accordance with the rules of the competition.
 - iv. The game shall not be delayed to allow substitution, except for the substitution of the goalkeeper
 1. Any of the other players may change places with the goalkeeper, provided that the referee is informed before the change is made, and provided also, that the change is made during a stoppage of the game
 - v. When any player other than the goalkeeper is to be replaced, the substitute shall not enter the field of play until the player being replaced is within 1 meter of the sideline and in the “substitution zone”. The ‘substitution zone’ will be the

perpendicular lines to the sideline of the 6 yard box of the large field. Neither the player entering or the player leaving may interfere with the play while both are on the field. The substitution is completed when both players "slap hands" and the substitute enters the field of play, from which moment the substitute becomes a player and the player being substituted ceases to be a player. All other substitutes and coaches must be at the bench area and away from the 'substitution zone'. Only a substitute who is next in line to enter the field should be waiting in the "substitution zone"

16. Game Requirements

- a. Game duration:
 - i. Premiership and Championship - Regulation Time: 2 x 45 minute periods
 - ii. Retro: Regulation Time: 2 x 30 minute periods
- b. The Premiership and Championship shall play 11 v 11 soccer. Retro will play 6v6 (7v7-TBD) soccer. For the 11 v 11 format, a minimum of seven players on each team shall be required to start a game. For the 6 v 6 format, a minimum of four players on each team shall be required to start a game. Failure to meet this requirement by the time set for kickoff will result in the game being forfeited
- c. The team deemed to be the winner of a forfeited game shall be awarded three points and the score will be recorded as 1-0. In playoff competition, the winner shall advance to the next round
- d. If a game is not completed for any reason, it must be reported by the referee. The Board of Directors shall determine the outcome as follows:
 - i. Allow the score to stand, or;
 - ii. Have the game replayed, or;
 - iii. Have the offending team default the game (if applicable)
 - iv. If a game is abandoned with less than 30 minutes to play due to weather conditions it is considered a complete game. If a game is suspended prior to the 60 minute mark a resolution will be made by the board of directors.
- e. If a team fails to complete its schedule, all games played by that team shall be declared null and void

17. Equipment Requirements

- a. Players must wear the approved matching team uniform for each game
- b. Additional clothing may be worn under the uniform. If visible, the clothing must consist of black, white, or the primary team colour, under the condition the colour does not conflict with the opposing teams primary colours
- c. Tape may be worn over the stocking. The tape must consist of black, white, clear, or the primary colour of the stocking
- d. Players must wear shin pads
- e. The game ball shall be size 5

18. Year End Awards

- a. Division Champion
 - i. Team trophy
- b. Playoff Champion
 - i. Team trophy

- c. Regiment Cup Champion:
 - i. Team trophy
 - d. Individual Award winners will have their names on the corresponding plaque/trophy
 - e. Individual awards shall be awarded to players who, by their ability, sportsmanship and deportment reflect the highest standards and principles considered to be in the best interests of the game of Soccer.
19. Referees and Assistant Referees
- a. Premiership and Championship: 1 referee and 2 assistant referees will be appointed by the League upon availability
 - b. Retro Division: referee and each team is required to appoint a linesman to assist the referee
 - c. In the event that a game is cancelled at the game site because of inclement weather, the attending referee shall receive half the usual game fee.
 - d. In the event that a game is abandoned by the referee for any reason, the referee shall receive the usual game fee.
 - e. Must uphold the standards of the League by adhering to the Rules and Regulations as they pertain to Teams and Referees. Referees must complete their responsibilities as outlined by the Rules and Regulations or be subject to a League fine equivalent to the game fee. In addition, referees and assistant referees are subject to the following:
 - i. Assigned referee must give the District Referee Co-ordinator 1 week notification that he/she will be unable to complete their assigned game.
 - ii. In the event of an unforeseen tragedy/circumstance, the assigned referee must notify the District referee co-ordinator that they will be unable to complete their assigned game.
 - iii. In the event that the Assigned Referee cannot make the game and cannot give minimum notice to the District referee co-ordinator, then they must find their own replacement (with equivalent or higher qualifications) for the game and notify the District referee co-ordinator of the change.
 - iv. In the event that the Assigned Referee does not attend his/her assigned game and does not follow the above requirements (20, d, i-iii), they will be subject to a fine as the game was suspended. The fine will be as stated in Section 20 provided the pool of referee's increases. Until then, and beginning in the 2011 season, the fine will be:
 - 1. Referee will not be paid for the game and will have to referee the rescheduled game at no cost
 - 2. The referee fee for the suspended game will be placed in a League Referee Development account
20. Penalties
- a. Late membership application
 - i. \$100 fine
 - b. Failing to attend a meeting
 - i. \$50 – LGM, \$100- GM, \$100- AGM/SGM – fine
 - c. Absent from 3 meetings Ruling from Board of Directors
 - d. Playing ineligible/suspended players

- i. \$350 fine
 - ii. Removal of any awarded points resulting from that game by the offending team
 - iii. In addition, for subsequent infractions during the same season:
 - 1. Removal from the League competition or any other Cup or Playoff competition by the offending team
- e. Failure to wear respective & approved team uniform
 - i. \$50
- f. Failure to use player benches (16 b) v)
 - i. \$50
- g. Failure to complete Game Sheet (16 c) i)
 - i. \$50
- h. Failure to supply corner flags:
 - i. Forfeit game and half the Referee Fee
- i. Forfeiture of Game:
 - i. \$250
- j. Failure to complete schedule:
 - i. Forfeit Assurance Bond – if Assurance Bond is depleted then fine of \$150
- k. Expelled from League:
 - i. Forfeit of Assurance Bond and any refund due