Thunder Bay Men's Soccer League Rules and Regulations

Differences between indoor and outdoor will be noted

1. Membership
    a. The Thunder Bay Men's Soccer League (TBMSL) shall be comprised of Thunder Bay Men's Soccer Club (TBMSC) teams or teams from other Clubs who are members "in good standing" of Soccer Northwest Ontario (SNO) and TBMSL.
    b. Interested teams shall complete an application prior to the expected start of the season (as set by the board of directors).
        i. The application shall consist of:
            1. Team name
            2. Preliminary Roster (minimum 15 players outdoor, 10 players indoor)
            3. Uniform colour
            4. A team leader and backup contact
            5. $500 non refundable deposit
        ii. Application Submission Timeline
            1. The board of directors shall communicate the following:
                a. Deposit Deadline
                b. Schedule Release Deadline
                    i. After deposit deadline
                c. Full team fee and fee deadline
                    i. Confirmed after deposit deadline when full team fee can be calculated based on the number of teams and field pricing
    c. League Members Shall:
        i. Pay all fees by the dates set
        ii. Register its team(s), managers, administrators, 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. League General Meetings with Convener (LGM)
            2. General Meetings (GM)
            3. Annual General Meeting and/or Special General Meeting (AGM/SGM)
        v. Be fined for failing to attend meetings as followed
            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 changes of contact information to the League Convener and SNO
        vii. Provide an alternative contact in cases of absence or inability to be reached
2. Player and Team Officials 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 TBMSL with the convener
c. Players must be registered to TBMSC on the OSA's computerized system and assigned to their respective divisions in the League's database
d. A player must be registered 24 hours prior to playing in any League, Cup, or Playoff game. The filing date 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 Convener by email, and all required documentation is submitted to the league.
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. Subsequent infractions during the same season may result in removal from League, Regiment Cup, and/or Playoff competition
f. Players are permitted to register in multiple divisions in accordance with the OSA's Pyramid of for Play and Published Rules and section 5c

3. Team Registration
    a. Registration
        i. A team may only register in 1 division
        ii. A team's placement in a division is described in League Operations: Divisions
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
        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.

b. Notice of League events, meetings, rescheduled games, etc., will be done by e-mail and/or posting on the League website at least 14 days prior to the event taking place
c. In the event 14 days notice cannot be given, telephone calls to team leaders will be made.

5. Player Rostering, Movement, and Eligibility
   a. Rostering
      i. Teams must submit a preliminary roster as described in 1.b.i.
      ii. Teams can sign new players until a deadline of 4 weeks prior to playoffs (outdoor) and 6 weeks prior to playoffs (indoor) subject to approval by the board of directors.
      iii. Players must be rostered 24h prior to playing a game
         1. The filing date is the date the manager notifies the League Convener by email, and all required documentation is submitted to the league.
   b. Transfers
      i. A player may transfer between teams mid season only after a request has been made to and approved by the board of directors
      ii. A player may only transfer teams once during a playing season
      iii. A TBMSL player transfer form must be submitted to the convener along with a $50 transfer fee paid to the TBMSC if the transfer is approved.
      iv. A transfer may be denied for, but not limited to, the following reasons
         1. Attempt to manipulate any double rostering or pickup rule
         2. A player, who in the opinion of the board of directors, has too high a skill level for the division they are transferring to.
   c. Double Rostering
      i. Outdoor
         1. Double rostering is permitted only between D1 and D2. The recreational division may not have any double roster players
         2. D2 teams are permitted to double roster 3 players from D1.
            a. These players must also conform to rule 5e
      ii. Indoor
         1. D2 teams are permitted to register 3 double roster D1 players for the season
         2. D3 teams are permitted to register 3 double roster D2 players for the season
         3. No D1 players are permitted to double roster into D3
         4. A teams double roster players are permitted to be changed until one week prior to the start of the season

a. If a team has an open double roster spot to start the season, they may fill it at any time prior to the signing deadline.
b. Once the player has been submitted, they are locked into the slot and cannot be changed.

5. The double roster players must be identified when submitting the roster to the convener. If a double roster player is added, the convener must be notified.

d. Pickups
   i. A player may play for a team to which they are not rostered (pick-up) only under all of the following conditions
      1. The player is currently registered to a team in a lower division OR completes a Short Term Registration Permit
      2. Limited to no more than three players per game
      3. Each player may play a maximum of 3 games for any one team
      4. Players must meet the hierarchy of age, player, team, and league classifications as outlined by OSA
      5. Players being picked up are SNO/OSA registered
   ii. A player may not be picked up to serve a suspension
e. Players Also Competing in other Leagues
   i. The Board of Directors reserves the right to modify this list and make individual decisions in outstandings cases.
   ii. Prairie Premier League and similar
      1. Players who have been registered to the Prairie Premier League (PPL) or similar amateur-competitive and semi-professional leagues (ex. Ontario Premier League, United Soccer League 2 etc.) within the last two years may only roster and play in the highest division offered by TBMSL
   iii. Varsity Teams
      1. Players who have been registered to a varsity school soccer team (USports, NCAA, NAIA, etc.) within the last two years may only roster and play in the highest division offered by TBMSL
   iv. As per OSA rules, professional players are not permitted to play in recreational leagues such as TBMSL and must be reinstated to amateur status by the OSA prior to competing.
f. Player Age
   i. Players must be 16 or older to roster and/or play in the TBMSL. Age is determined by the player's birth year as per OSA guidelines. (Player Age = Current Year - Birth Year)
   ii. Players aged 14 and 15 are permitted to play in the league ONLY when playing with their youth club team and ONLY once SNO has approved an exception allowing them to participate through the online registration platform

1. Currently, the youth clubs within the city are Thunder Bay Chill and Superior Rush FC
2. These players are not permitted to double roster or play as callups for other teams.

g. Tournament Eligibility
   i. Playoffs
      1. Players must be rostered to the team
      2. Players must have played a minimum of 3 (outdoor) ot 6 (indoor) games with the team
         a. An alternative number may be set prior to the season by the board of directors. The number should correspond with ¼ - ⅓ of scheduled regular season games
      3. Pick-ups are not allowed
   ii. Regiment Cup
      1. In the case where a double roster players two teams meet in the Regiment Cup, they must play with the lower division team.
      2. Group Stage
         a. Pickups are allowed
      3. Knockout Stage
         a. Minimum 3 games must have been played with the team
         b. Players must be rostered with the team
         c. Pickups are not allowed
      4. If the format of the Regiment Cup does not include a group stage, the Knockout Stage rules will apply to the semi-finals and finals, and the Group Stage rules will apply to the quarterfinals and prior
   iii. Other Tournaments
      1. In the case of other tournaments created by the TBMSL for league teams to compete in during the season, eligibility will be determined and announced for each tournament individually prior to the start of the tournament

6. Schedule
   a. The League, Playoff, and Regiment Cup Schedules shall be created by the convener, or another nominated individual, and approved by the board of directors prior to the season.
      i. The schedule will be created one month prior to the season, once each team has payed the first two deposits (total $1500)
   b. Games shall only be rescheduled:
      i. With the consent of the League Convener and the Board of Directors and 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 requesting team must cover the costs of the field rental if the league is unable to refund already scheduled field times

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 (email) within two days of the game (Sunday excluded) to which it relates
    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. 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 the requirements)
        i. Division 1
            1. The highest tier of play in TBMSL; should encompass players/teams that seek competitive play
        ii. Division 2
            1. The middle tier of play in TBMSL; should encompass players/teams that seek competitive play but have a lower skill level than that of D1
        iii. Recreational Division
            1. The lowest tier of play in TBMSL; 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.
    c. Division Formation

i. Prior to the beginning of the season, teams will be placed in a division by the board of directors in accordance with the description of the Divisions in section.
ii. Teams will submit a division preference however the board of directors holds the right to overrule this.
iii. If there are not enough teams to form three divisions, D1and D2 will be formed.
iv. D1 and D2 should be of similar size, with the Recreational division varying based on interest, however it will typically be a smaller division.

10. 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 League Champions.
        i. Each division will have its own League Champion
    b. If two or more teams are tied on points for a position, the following tiebreaking factors shall be applied in order
        i. The head-to-head record between the tied teams
        ii. Most wins
        iii. Goal differential (Goals For - Goals Against)
        iv. Goals For
        v. Goals Against
        vi. Playoff Game
11. Playoff Competitions
    a. See Section 5. for player eligibility
    b. At the end of the regular season, the league will hold playoffs for each division
    c. Qualification
        i. The number of teams that qualify for playoffs will be announced prior to the start of the season.
    d. Extra Time
        i. If a game is tied at the end of regular time, extra time will be played.
            1. The format of extra time will be announced prior to the beginning of playoffs. If it is within budget and available field time, the full extra time period should be prioritised, with golden goal being a secondary option.
            2. Duration specified in game requirements
        ii. If the game is tied at the end of extra time, penalty kicks will be taken, following the standard FIFA format
12. Regiment Cup Competitions
    a. Regiment Cup is typically only played during the outdoor season
    b. The format will be decided and announced with the schedule prior to the season
13. Team Requirements
    a. The Home Team shall
        i. Be the first named team on the schedule
        ii. Change colour if necessary

b. Both teams shall
    i. Provide one game ball
        1. The extra ball is to be kept at the halfway line
    ii. Wear their respective and approved uniform
    iii. Submit an official game sheet to the referee
    iv. Submit team list to the referee
    v. Submit STRP forms, if necessary, to the referee
    vi. Mark if a player is absent on the game sheet
    vii. Mark pickup players on the game sheet
    viii. Mark suspended players on the game sheet
c. Substitutions
    i. Unlimited substitutions are allowed
    ii. Substitutions will be allowed in accordance with the FIFA Laws of the Game (Outdoor)
    iii. During 5v5, 6v6, or 7v7 indoor play, substitutions are made on the fly at the bench.
        1. The player coming off the field must be within 1 meter of the bench before the substitute enters the field of play
    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

14. Game Requirements
a. Game Duration
    i. Outdoor - Regulation Time 2x45 minute halves 11v11
        1. Minimum 7 players required to start
        2. Extra time 2x15 minute halves
    ii. Indoor - Regulation Time 2x25 minute halves 6v6
        1. Minimum 4 players required to start
        2. Extra time 1x10 minute period
b. Kick-Off Requirements
    i. Failure to meet the required players within 5 minutes of kickoff time will result in a 1-0 lead being awarded to the opponent
    ii. Failure to meet the required players within 10 minutes of kickoff time results on a 2-0 lead being awarded to the opponents
    iii. Failure to meet requirement within 15 minutes leads to a forfeit
    iv. Time lost is deducted from the first half
c. Game Sheets
    i. Teams must submit a team list along with each game sheet.
        1. The league will provide and publish team lists in a designated folder. Team lists identify all players registered with SNO and

added to the team roster. Only players on the team list are eligible to participate.
2. Teams must notify the convener whenever a new player is registered and added to the roster to ensure the team list is updated accordingly.

ii. Pickup Players:
1. Teams must submit the team list from the pickup player's registered team.
2. All pickup players must be identified with a “P” on the game sheet.

d. The team deemed the winner of a forfeited game will be declared the 4-0 winner
i. If the game is forfeited after it has already been started, the score will be either 4-0, or 4 goals will be added to the score of the game at the time of forfeit, whichever difference is bigger
ii. See Section 15. for a detailed breakdown of forfeit scenarios and fines

e. If a game is not reported for any reason (i.e. weather, forfeit, etc.) it must be reported by the referee. The Board of Directors shall determine the outcome as follows:
i. Forfeit
1. Standard forfeit procedure is followed
ii. Weather or other scenario outside of League/Team Control
1. Under 30 minutes played
a. Game is rescheduled and replayed
2. Over 60 minutes played
a. Game is declared complete and the score stands
b. If the games score is within 2 goals and the game has important implications, the board of directors reserves the right to complete the remaining time of the game at another date
c. In the case of a playoff game, the remaining time must be completed at another date
3. Between 30 and 45 minutes played
a. The second half of the game is to be completed on another date
4. Between 45 and 60 minutes completed
a. The time remaining in the game is completed on another date, rounded to the nearest 5 minutes.

f. If a team fails to complete its schedule, all games played by the team shall be considered null and void

15. Forfeit Fines
a. First forfeit of the season, with over 24 hour notice given to the league
i. $50
b. First forfeit of the season, under 24 hour notice given to league
i. $100
c. Second forfeit of the season with over 24 hour notice given to the league

        i. $150
    d. Second forfeit of the season with under 24 hour notice given to the league
        i. $250
    e. Third forfeit of the season
        i. $500 and ejection from the league
    f. A team may avoid punishment for forfeits if they can field a roster to play the game by exceeding pickup rules and regulations
        i. This may be accomplished by:
            1. Fielding more than 3 pickup players
            2. Picking up players from within the division or from a higher division
            3. Completing pickup forms for all the additional players. These games will not count towards the maximum number of pickups games a player may play with a team.
        ii. In this scenario, a team will be handed the 4-0 defeat required but will not be fined or otherwise punished.
        iii. The additional pickup players must however still be registered with SNO/OSA or complete an STRP form
        iv. Forfeit games do not count towards the games played requirement for the forfeiting team, but do for their opponents.
        v. Suspension can be served during forfeited games for players on both the forfeiting and opposing team
16. 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
17. 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.
    f. The above trophies are pending availability
18. Referees and Assistant Referees

a. Pending availability, one center referee and two linesmen will be appointed to a game OR one center referee will be appointed (outdoor)
b. One center referee will be appointed (indoor)
c. If a game is cancelled within 24 hours, the referee and linesmen will receive 50% of the game fee
d. If the game is suspended for any reason after is after it has started, the referee and linesmen will receive the full fee
e. Referees 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, 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:
    v. Referee will not be paid for the game and will have to referee the rescheduled game at no cost
f. Prior to the kick-off of a game, referees must check in the teams by referencing the game sheets and marking attendance on the game sheet, to be submitted to the league (not implemented yet, will be discussed for outdoor)
g. Referees shall be paid bi-weekly as long as they have completed 5 games within that span. If they have not completed 5 games within that span, they will be paid monthly (not implemented yet, will be discussed for outdoor).

19. Penalties
    a. Late membership application
        i. $100 fine
    b. Failing to attend a meeting
        i. $50 – LGM, $100- GM, $100- AGM/SGM – fine
        ii. Absent from 3 meetings - Ruling from Board of Directors
    c. 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

d. Failure to wear respective & approved team uniform
i. $50
e. Failure to use player benches
i. $50
f. Failure to complete Game Sheet
i. Forfeit of game and associated consequences
g. Failure to complete schedule:
i. Forfeit Assurance Bond – if Assurance Bond is depleted then fine of $150
h. Expelled from League:
i. Forfeit of Assurance Bond and any refund due

20. 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