

Valley United Soccer League

Rules & Regulations

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RULES & REGULATIONS

FOUNDING PRINCIPLES

The VUSL was founded in 2009. Its formation was based on two principles designed to enhance its viability in this large and sparsely-populated area, and which differentiate the league from its predecessor and most others.

1. **Everybody plays.** The minor soccer clubs in Renfrew County are too small to each offer a gender-specific house league for age groups which play full-field 11-a-side soccer. The primary role of the VUSL is to replace these club house leagues. Therefore, the VUSL commits to offering a house-league-style of soccer for U12 to U18-aged players, and is open to players of all abilities. Teams that use any kind of selection process based on player ability will be accepted into the VUSL only in a division specifically identified for select teams.
2. **Minimum travel.** The minor soccer clubs in Renfrew County cover a large area. Travel between communities is a deterrent to some potential soccer families. The VUSL will use game schedules designed to minimize the travel required. One way to accomplish this is to have teams from the eastern and western parts of the County play each other only on weekends, and each play multiple games in one location on one day.

I TEAM APPLICATIONS

3. Team applications shall be made on or before April 15th of each Calendar year for the current season.
For all Clubs that operated teams in the League in the previous outdoor season the properly completed application must be accompanied by current league fees plus any outstanding fines, fees and penalty fees from the previous year.
4. NSF Cheques - Any Club/team whose cheque is returned by the bank because of insufficient funds will be charged an administrative fee in the amount of \$25.00 in addition to the amount of any fee charged by the bank.
5. The deadline for acceptance of team applications will be April 15th for the succeeding summer season. Acceptance of any late application will be at the discretion of the League. In making its decision to accept any such application the League will be guided by such matters as the need to create viable balanced divisions, the convenience of teams that have met the deadline for entry, the existence of playing facilities, past financial and discipline performance of the Club and team, and the administrative cost of revising schedules, etc.
6. Teams shall apply for admittance by Category and Division according to the following guidelines:
 - Youth teams must register in the age category in which the players are registered. Teams wishing to play at a higher age level than that for which their age qualifies them are required to make a special submission in writing, justifying special consideration.
 - In all cases the League will consider the possible effect of granting special permission on all others concerned including the viability of the division in which the team is wishing to play. The interests of the organization will be given greater consideration than those of the team asking for special consideration.

7. Teams that are withdrawn after May 1st shall be liable for the full league team entry fee established for the category/division in which they have been entered plus an administrative fee of \$100. The Club's liability will include any unpaid and outstanding balance due on the above.
8. Each team will be identified only by its Club name and/or by the addition of a simple name, colour, letter or number, except in the case of conflict between teams of the same club.
 - a. It is the club's responsibility to ensure the team name is created in the OSA's computerized registration system in accordance with the above criteria by May 1 of the upcoming outdoor season. If not entered by May 1, the affected teams may be removed from the League.
 - b. It is the responsibility for all clubs with teams playing in the League, who provide their own fields, to have their field allocations in to the League by April 15 of the upcoming outdoor season. If not provided by April 15, the affected teams may be removed from the League.
9. When a member club enters one or more teams in a given youth recreational division of the League, all registered players must be registered with a team and participate in League play within their respective divisions.
10. Each member club will make every reasonable effort to create and field fair and balanced teams.

II CATEGORIES/DIVISIONS

1. CATEGORIES

The League will operate as a Multi-Jurisdictional Club League, and may include Divisions in the following categories as applicable in accordance with OSA Published Rules:

- i. Youth Recreational Boys
- ii. Youth Recreational Girls
- iii. Mini Soccer Boys
- iv. Mini Soccer Girls
- v. Adult Recreation Men
- vi. Adult Recreation Women

All categories will be divided into age groups recognized by the OSA.

The League may recognize any group of four (4) or more teams wishing to organize and operate a division or category not currently existing where not prohibited according to the OSA Published Rules.

2. DIVISIONS

Youth and mini-soccer age groups shall be divided into two year categories where possible. Each age group may have more than one division, which may be subdivided to accommodate travel as required for each season. Selection of teams is to be made by the League. The League reserves the right to determine the final number of teams in each age category and division.

Youth age divisional categories shall be:

- Under 16
- Under 14
- Under 12

Mini-soccer age divisional categories shall be:

- Under 10

Adult age divisional categories shall be:

- Under 19

Other age groups may be considered.

III REGISTRATION OF PLAYERS

1. All players shall be registered in accordance with OSA and SNE regulations.
2. All players shall possess a district validated player book which must be produced upon request. No other player identification will be considered valid. It is the Club's responsibility to ensure that all required paper work is submitted to the SNE Registration Office in advance of the commencement of the season to ensure that properly validated player registration identifications are ready for the first games of each team.
3. There shall be no movement of players from one team to another without an appropriate approved transfer or permit.
4. All youth players, at the time of their registration, shall have an indemnity form signed by their parent(s) or guardian(s) which will absolve and save harmless the League, its governing bodies and any of its agents, coaches, administrators or organizers from responsibility in case of accidents causing injury. Responsibility for ensuring that indemnity releases are obtained shall rest solely with the Clubs with whom the players are registered. The forms shall be held by the Clubs and shall be valid for one playing season.
5. Any team playing a player not registered in accordance with the OSA Published Rules or one who is ineligible to compete at the level of the team, or a player who is serving a "time suspension" as a player or from all soccer activity, or is specifically suspended for the game(s) in question shall forfeit all games in which he/she participates and face discipline action.

Any player listed on the game sheet is deemed to have played in the game, except if a line is struck through the player's name or the words "suspended", "suspension" or "under suspension" is written beside the player's name. Where a suspended player's name appears on the game sheet without the above notation the player will not be able to claim that he/she sat out a game of his/her suspension.

Any team playing such an ineligible player may be subject to discipline action in addition to the forfeiture of points. The case will be referred to the SNE which will impose further penalties as warranted against Club and Team officials as prescribed by OSA discipline regulations.

6. Any team playing an ineligible player under the name of one of its registered players will be subject to the above penalties as well as possible expulsion from the League competition.

IV PLAYING UP and PLAYING ON TRIAL

1. Playing of players at a higher age and/or competitive level is permitted in League competition in accordance with OSA Published Rules.
2. No more than three (3) players from one, or a combination of lower level teams, may play up to a higher level team in any one game.
3. A player may play for a team to which he/she is not registered only under one of the following conditions:
 - a) he/she plays with a "Temporary Registration Permit" (obtainable from their district office) in a league game for a higher level club team of a club other than one with which he/she is registered
 - b) he/she plays with a "Trial Permit"
 - c) with permission of his/her club, he/she plays for a higher level club team than, and within the same club as, the club team to which he/she is registered – this permission must be in writing from the club's Board of Directors.

4. A registered youth recreational or mini-soccer player may, during the season, play a total of 5 games with higher level teams with his/her own Club without affecting his/her registration. Having played the maximum number of games with one, or a combination of, higher level team(s) a player may not compete in any further games at any level other than the one at which he/she is registered without having first transferred to such a higher level team.
5. Trial Games: Any player not registered with any club must use a Trial Permit in accordance with OSA Published Rules.

V TRANSFERS

1. Transfers shall be in accordance with OSA Published Rules.

VI STANDINGS

1. In league games in U13 and older divisions, a team will be awarded 3 points for a win and 1 point for a draw. The team with the most points at the end of the regular league schedule shall be the division champion.
2. Tie Breaking - If two (2) or more teams are tied on points, then the first tie breaker will be each team's total goal difference over the seasons. If the teams are still tied with total goal difference, then the team with the most goals for will be the winner.
3. A team forfeiting a game shall lose the game 2 - 0 in addition to suffering any other penalties prescribed by the Board.
4. Play-off games shall be played under extra-time rules as stated herein.
5. In accordance with the OSA's Long-Term Player Development program, in mini-soccer divisions (ie, U11 and younger), game scores will not be recorded and league standings will not be maintained.

VII DEFUNCT TEAMS

1. A team withdrawing from the League, a team failing to fulfil 2 consecutive scheduled games, or a total of 4 scheduled games in a season; or a team under disciplinary action which results in their failing to fulfil 2 consecutive, or a total of 4, games shall be considered as defaulting the season and withdrawn (where they have not already done so). The entire record for the season for that team will be expunged from the division standings. All fees will be forfeited for the season and an administrative fee as described in Rule I7b may be levied.

VIII RESPONSIBILITIES OF TEAM OFFICIALS

1.
 - a. All coaches for Ontario teams must be certified according to the OSA Published Rules and all coaches must be registered with the OSA.
 - c. For every game a properly registered individual shall be designated by the Club as team coach or manager. The coach or manager is responsible for the conduct of his/her team.
 - d. The coach's name shall be entered on the game report and he/she shall identify him/herself to the referee.
 - e. No coach, manager, trainer or other Club/team official may enter the field of play unless requested to do so by the referee.

- f. No coach or manager has the right to withdraw his or her team from the field of play without the approval of the referee except as specified herein.
 - g. Objectionable conduct by a coach or any team official may result in the coach or team official being warned, ejected or reported by the referee to the League and SNE, and may be subject to further disciplinary action.
2. The home team shall assign the two team “benches” to separate areas on the same side of the field. Coaches shall restrict their activities to their own bench area. Each team shall be responsible for restricting their spectators to the opposite side of the field from the teams. Children of team officials under the age of 12 will be entitled to remain in the immediate area of their team bench.
 3. Club and team officials are fully responsible for the conduct of their players, officials and spectators at, and at the vicinity of, games in which they participate.

IX EQUIPMENT

1.
 - a. All teams shall register their colours when initially applying to the League.
 - b. Where, in the opinion of the referee, a similarity of colours could be confusing, the home team shall change providing the visiting team's colours are as listed with the League. If not, the visiting team shall change. It is the responsibility of the coach of the team that is required to change to have alternate shirts ready.
 - h. In all League games shirts must be numbered, except for goalkeepers’ jerseys which may or may not be numbered. No two players may wear the same number. The player's number shall be indicated on the Game Report beside his/her name and no player shall change his/her number during the course of the game without the permission of the referee.
2. Each home team shall provide, and put in place, corner flags as follows:
 - Youth teams shall provide all 4 flags when they are the home team. Corner flags shall be no less than 5 feet in height (above the ground).
3. Each home team should provide nets as follows:
 - a. Youth teams should provide, and put in place, two good regulation size nets at all home games.
4. The home team shall provide a properly inflated ball of the following size:

Under 13 through U19	Size 5
Under 9 through Under 12	Size 4
5. The wearing of safety/protective equipment, eg. safety glasses, by players shall be permitted where it is deemed by the referee as not constituting a hazard. Such equipment shall be examined on the individual merits of the player and level of competition. All jewellery items, including rings, bracelets, earrings, etc. shall be removed before the game. Any items identifying medical conditions ie. Medical Alert bracelets, necklets, etc., should not be removed, however, they do need to be taped down on the player. Any such items are to be identified to the referee before the start of the game in accordance with FIFA rules. Players wearing hard casts, even wrapped are not permitted to play. Players wearing a soft cast will be permitted to play if the cast does not present a danger to him/herself or any other player. All casts must be adequately padded by suitable material such as foam or “bubble wrap”.
6. Every team shall ensure that an adequate first aid kit, and someone to use it, be at each game.

X PLAYER IDENTIFICATION AND CARD CHECKING

1. If required, Player Identification and Book Checking will be in accordance with the OSA Published Rules.

- a. Signed valid Player Book (or approved identification for out of district teams) and permit (if applicable) for every player must be available at every game in which he/she participates. The team official(s) may verify player identification against the game sheet before the start of every game.
 - b. An official team roster for non SNE district teams must also be present at the start of every game for verification of player registration by team officials.
2. Team officials must present the game sheet and players to the game official(s) at least ten (10) minutes before the scheduled game start for the game official to verify the game sheet. Team officials still have the right to verify the official roster during this process. However, roster verification by team officials will not be permitted to delay the start of the game. Team officials must sign the Game Sheet to confirm player eligibility.
 3. If a player's valid identification and permit (if applicable) is not available it should be noted on the game sheet by the referee and the player shall be considered ineligible to play. Any team playing an ineligible player will be subject to discipline action in addition to the forfeiture of points.
 4. Where one team does not have valid player identification (if applicable) and players to start the game at the scheduled kick-off time or within 20 minutes after the scheduled kick-off time, the game will not be played. The team without valid player identification (if applicable) will be considered in default and the points awarded to the opposing side. If the game is (for whatever reason) started the team with valid player identification will be considered to have waived any right of protest on the grounds of player ineligibility and the final result will stand subject to receipt of a valid protest on other grounds.
 5. Where a team fails to produce its valid player identification to the team official the Club, upon request, will be subject to fines.
 6. Where one team questions the legitimacy of their opposition's player identifications, permits, etc. presented at the field prior to game time, this must be noted by the referee and the game shall be played. The complaining team should protest according to the normal protest procedures.
 7. Players who arrive after the first half has started but before the start of the second half ARE eligible to play immediately and the game official will verify the valid player identification (if applicable) for such players at half time. Players arriving after the second half has started are NOT eligible to play.
 8. Any club official, team official, or player involved in the harassment of the game official(s) with regards to the above rules will be subject to corrective action and possible expulsion from the League.

XI GAME REPORTS

1. For U13 and older divisions two copies of League Game Sheets per team (signed by the designated coach present at the game) with attached permits, etc, must be provided to the game official prior to the start of the game. For U12 and younger divisions, only one game sheet per team is required. These sheets must contain a hand printed or typed list of all registered players' full names (first and last names) OSA registrant number together with their shirt numbers and game related information (Division, Date, Team Names, and location etc). Any player listed but not in attendance must have a line through their name or he/she is deemed to have played that game. Any player under suspension must have the word "suspension" printed besides his/her name on the game sheet or he/she is not considered to have sat out the game. Failure to identify players under suspension may result in disciplinary action by the League.

At the end of the game, the game official will provide each team in the U13 and older divisions with one completed copy of the respective team sheets and return a signed copy to the League with any required reports. Teams in the U12 and younger divisions will not get a game sheet back. Failure of a team to properly fill in a game sheet as noted above will result in the team being subject to corrective action.

2. The Game Report shall consist of both teams' Game Sheets, complete with the applicable Caution Forms, Dismissal Forms, Referee Assault Forms, Special Incident Report Forms, and Permits. The Referee must sign all sheets.
3. In U13 and older divisions, the completed Game Sheet shall show the final game score, and identify the goal scorers. In U12 and younger divisions, the game score and goal scorers shall not be recorded.
4. The Game Sheet, when complete, shall show any incident which resulted in a caution or ejection of a player or team official, or other Special Incident.
5. Game Sheets are required for all scheduled games. If a game is not played the Game Sheet(s) shall be filled in as completely as possible and the reason given why the game was not played.
6. Failure to provide the required equipment, including a Game Sheet, shall be noted on the Game Sheet and the team(s) may be subject to fines.
7. The referee is responsible for transmitting the complete game report to the League within 48 hours. The coach or manager of both teams may also fax in their game sheet, and/or phone or send electronically the score to the League upon completion of the game. In the event that no one notifies the office of the game result within five (5) days, the game may be recorded as not being played with no points being awarded to either team.
8. Notes may be put on the game sheet at the bottom for anything that needs to be reported to the office. This can include, but not be restricted to, questioning player eligibility, noting the player books were not checked, or attempts were made to check player books but other team did not wish to check player books etc.

XII POSTPONEMENT OF GAMES

1. Notification of League postponements shall be made to both teams at least 24 hours before the game, except in those cases where a Field Permit issuer declares the field unusable where there may be no prior notice. Notification shall be made by telephone, email or facsimile using the Club/Team listings provided to the League. The accuracy of club contact information is the responsibility of the Clubs.

XIII UNPLAYABLE AND ABANDONED GAMES

1. The referee is the sole judge of postponing/abandoning a game due to the absence of equipment, field markings etc. except in the case of valid player identification etc. where the coach(es) have this right as laid down in these Bylaws.
2. Teams are required to present themselves at the game field no later than fifteen (15) minutes prior to the scheduled kickoff time.
 - a. Any team which fails to field the allowable minimum number of players within 15 minutes after the scheduled kickoff time shall be considered to have failed to appear and they shall default the game. Defaulting team(s) shall be subject to fines. In all categories the score will be recorded as 2 - 0 for their opposition.
 - b. If both teams fail to appear, both teams will be subject to corrective action. There shall be no points and no score for the game but each team will have one loss added to its record.
 - c. The Board may order a defaulted game rescheduled where -
 - i. the defaulting team benefits from having defaulted, or
 - ii. a team other than the defaulting team is adversely affected by the default. Any team which refuses or is unable to replay the game may have its record deleted from the league records.

3. If a game is abandoned by the referee for reasons of weather, including visibility, or field conditions before the completion of 3/4 of the normal playing time for that division it may be rescheduled. Games abandoned in the final 1/4 of the normal playing time will be considered complete. Inclement weather is not, by itself, sufficient grounds for cancellation but a game shall be delayed, if it can be done so safely, at least until danger passes, if an electrical storm occurs.
4. Referees and coaches are subject to any supplementary rules set by field owners (such as school boards, cities, etc).
5. If the referee is required to abandon a game at any time for any reason other than noted above, the Board will determine the outcome of the game. If warranted, such decision may wait until any related discipline matters are decided.
6. The Board reserves the right to rule on the status of any game abandoned for whatever reason.

XIV SCHEDULING

1. The League shall recognize for the purpose of scheduling:
 - CSA and OSA sanctioned Cup competitions;
 - local tournaments that are sanctioned by SNE, provided that notice is given to the SNE prior to May 1st of each year;
 - games will not be scheduled on July 1;
 - when preparing the schedules, the League will make every effort to avoid scheduling youth games that will conflict with high school examinations, graduation dates or high school soccer games.
 - At the League's discretion, other reasonable requests must be made by April 15th.

It is the responsibility of the teams involved in any of the above to notify the League in advance of such games to have League games rescheduled.

2. The League will schedule games to limit the amount of travel required. Scheduled teams will gather at a common location and play 2 or 3 games on one day, primarily against teams from the more distant parts of the League.

XV RESCHEDULING

1. ABANDONED/UNPLAYED

Games will be rescheduled by the League in the following instances:

- the assigned referee does not appear for the match and no suitable stand in official is available or agreed upon at the field;
- the permitting authority (the organization that issued the permit) closes the facility;
- the referee judges the field to be unfit for play. If this is due to a club field not being lined properly, the Board may issue a fine against the offending club;
- there are weather factors, such as an electrical storm, which in the opinion of the referee, warrant not playing the game or its abandonment.

Teams shall be given at least one (1) week notice of the time and location of a rescheduled game, (due to any of the above). Notice shall be in accordance with current League Correspondence Policy. If notice is sent to the Club, or recognized Club contact, it is the Club's responsibility to notify the appropriate Team Official(s).

The rescheduled date set by the League shall stand.

2. SPECIAL NEEDS

Once the season has begun, teams will be allowed to reschedule a maximum of two (2) games for the following reasons and provided official notification signed by the Club President, or recognized Club contact, has been received by the League office TWO (2) WEEKS PRIOR TO THE ORIGINALLY scheduled game:

- teams wishing to take part in all approved tournaments and where necessary with authorized travel provided by the SNE;
- school activities during the months of May, June, and September;
- two or more players are involved with a CSA, OSA or SNE program.

In the case of games to be rescheduled by the League at the request of the Club/teams, both clubs must notify the League prior to the original date of the game. Then, both teams must provide a date, time and field to reschedule on within two (2) weeks after the originally scheduled date for consideration. If no information is received after this two (2) week period the League will reschedule the game without the teams consideration.

3. DEFAULTED GAMES

Clubs/teams must notify the League and opposing team at least 24 hours prior to the scheduled kick-off time if they are not able to field a team. Otherwise, they shall be fined. Defaulted games will not be rescheduled.

XVI REFEREES

1. Referee fees shall be determined by the League following an agreement between the league and its member clubs.

XVII DURATION OF GAMES

1. Games shall be of the following duration:

Under 15 through U19	40 minutes each half
Under 13 and U14	35 minutes each half
Under 11 and U12	30 minutes each half
Under 9 and U10	25 minutes each half

On days when teams play more than one game, then the schedule will specify game durations that conform with OSA policy (section 8.0, policy 6.5).

2. Games can only be otherwise shortened by the separate rules of a competition recognized by the League, or by mutual agreement as in the case of cloudy and dull nights or shortness of light late in the season. These changes should be noted on the respective Game Sheets by the referee.

XVIII NUMBER OF PLAYERS, ROSTER SIZE, AND SUBSTITUTION

1. U13 and older division:

The game is played with a minimum of 7 players and not more than 11 players per team. The maximum number of players on the game sheet shall be 25 per team.

2. U11 and U12 division:

The game is played with a minimum of 6 players and not more than 9 players per team. The maximum number of players on the game sheet shall be 18 per team.

3. U9 and U10 division:

The game is played with a minimum of 5 players and not more than 7 players per team. The maximum number of players on the game sheet shall be 14 per team.

4. In any case where kickoff has been delayed due to either or both teams having fewer than the minimum number of players the game will kickoff as soon as both teams can field the specified minimum number for that category. If unable to start within ten (10) minutes of the scheduled start, the game will be abandoned and a report filed with the League.

5. Substitutions shall be allowed on the signal of the referee at halftime, goal kicks, after a goal or to replace an injured player. Substitutions are allowed on a team's own throw-ins. If the team with the throw makes a substitution, then the other team may make a substitution as well.

6. There shall be no limit in the number of substitutions made by a team in any game under the jurisdiction of the League.

7. A team may change its goalkeeper for any player already on the field at any stoppage in play provided proper notice is given to the referee in accordance with Law 3 of FIFA.

XIX REPRESENTATIVE GAME

1. Clubs/teams shall release their players to play for Provincial or National Representative teams if so selected in accordance with OSA Published Rules.

XX EXTRA TIME

1. Extra time will only be played in games which may be required under Rule VII or where Cup rules require it to be played.

2. Tie Breaker Procedure:

- Overtime: two 10 minute periods. Play both. If still tied go to shoot out.
- Shoot Out: no goalie substitution. Use five players from the field at the end of the game. Count the score after all five players have shot. If still tied, go to golden ball.
- Golden Ball: the first team to go ahead after both teams have shot wins. The previous 5 players cannot shoot again until all the players who are on the field have shot. The goalie may be used as a shooter.

3. There is no extra time for regularly scheduled season games.

XXI TROPHIES

1. Team trophies, cups and shields are the property of the League. They are presented to the appropriate winners on an annual basis on the condition that they be returned.

Each club must ensure that all League property presented to a representative of their Club is returned to the League prior to July 1st of the following season.

Failure to do so will result in the Club being fined an appropriate amount per trophy, cup or shield or the cost of replacing the trophy, cup or shield (whichever is higher).

XXII PROTESTS

1. A Protest Panel shall hear all protests arising out of any game within the League. The Protest Panel shall consist of at least three (3) members of the Board and/or Discipline Panel.
2. The Protest Panel will deal only with matters raised in the Protest. Any other issues that arise (eg. Discipline) will be dealt with at subsequent hearings as may be necessary.
3. Any protest concerning ineligible players must be noted on the official's game sheet at first opportunity indicating when the player in question arrived i.e. start of game, first half, halftime, or second half. If this is not noted on the game sheet the protest will not stand.
4. Failure to meet the following submission requirements will result in the protest being disqualified.
 - a. Protest fee shall be as established by the Board and must accompany any protest.
 - i. Intention to file a protest shall be recorded within 24 hours of the game to which it relates by phoning the League, at its current telephone number, leaving all pertinent details. Notice of intention to protest may also be filed by fax and/or email within the specified 24 hours.
 - j. The written protest must be filed on the official protest form, counter-signed by a Club official, and addressed to the League Secretary.
 - k. The written protest must be received by the League by recorded delivery (ie. registered mail, hand delivery, courier, etc.) within three (3) working days of the game in question. The stipulated protest fee must accompany the written protest.
 - l. The protesting team must send a copy of the written protest (by recorded delivery) to its opponent in the game being protested within three (3) working days. A copy of the receipt from the recorded delivery must be submitted (with the written protest) as proof that this requirement has been met.
 - m. No responsibility shall be assumed by the Board for protests not received within the specified time period unless they are sent by registered mail.
 - n. Successful protests will be refunded the protest fee, while those which are denied will lead to forfeiture of the fee.
5. Any protests relating to the grounds, goal posts, crossbars, ball, colours or other appurtenances of the game shall not be entertained unless notice of complaint was lodged with the referee prior to the game or at the time it was discovered during the game. The referee shall record details of the complaint on the game report immediately upon being informed. The referee shall require that the cause of the objection be rectified by the team responsible (or by the teams) if this can be accomplished without unduly delaying the game. The referee may abandon the game if rectification is not possible and to continue would, in his/her opinion, be dangerous or otherwise unfeasible.
6. The decision by the Protest Panel on a protest may only be overturned by appeal to the SNE or higher body in accordance with that body's rules.
7. In the event that the League or a higher governing body takes disciplinary action (charges with a misconduct) which pertains to the matter being protested, and the accused does not attend the hearing, the Protest Panel shall make a decision based on the information provided in the written protest and information provided at the Protest meeting.
8. The Protest must identify the section of the Rules and Regulations being protested.

9. The quality of refereeing or the lack of assistant referees is not something that can be protested.
10. Protests made during play offs should not be expected to result in a game being replayed because it is the height of vacation season when re-playing a game is extremely difficult to schedule. The league may respond to protests made during the play offs by e-mail or by phone due to the time constraints involved.

XXIII DISCIPLINE

1. If authorized to do so by the SNE, the Board shall be delegated responsibility for discipline and appoint a Discipline Committee to deal with infractions occurring at games under the jurisdiction of the League but not including misconduct directed at game officials.
2. The rules and procedures followed for discipline shall be those as established by the OSA and as set out in the Published League Discipline Procedures.
3. The Discipline Committee shall be empowered to bond, fine, suspend or deal with in accordance with the OSA Published Rules those Clubs, teams, players or Club officials whom it shall find guilty of any form of misconduct. The notification of the hearing shall include a complete listing of the charges to be faced, including appropriate references to this and other applicable constitutions.
4. All unpaid fines and fees at the end of each season (received by an individual or organization under the jurisdiction of a Club) will be the responsibility of the Club.
5. Standard Penalties for Yellow and red cards shall be the same as in OSA Discipline Policy.

XXIV ADDITIONAL RULES

1. The Board may amend, clarify, add or delete by majority vote at a Board meeting, additional rules and regulations pertaining to any or all divisions of the League provided that they are sent to the clubs and teams concerned before the start of the season during which they are to have effect.
2. The Board may make emergency rulings during the season on matters not currently covered by the existing rules and regulations. These rulings must be communicated immediately to the membership and will be enforceable on a moving forward basis, and not on a retroactive basis.
3. Such Rules, Regulations and Rulings shall have effect for the current season only and may be subject to ratification at the next Annual General Meeting.
4. The League may, at its discretion, levy fees for the provision of services to its members.
5. Proxy voter (absent Board member) must present their proxy vote in writing by regular mail or email to another member of the Board attending General Meeting.

XXV SOCCER RULES FOR U9 and U10

1. The VUSL rules for the U9 and U10 age group follow the rules published by the OSA in 2014 (Laws of the Small Sided Game), in particular:
 - 1) The recommended field size is 30-36 m in width and 40-55 m in length. The goal area is identical to the penalty area. The penalty mark is made 9 m from the midpoint between the goalposts and equidistant to them. ~~The half line shall be used as a~~ **retreat line shall be marked 1/3 of the pitch size measured from the goalline.**
 - 2) The recommended goal size is 4.8 m in width and 1.8 m in height

- 3) A size 4 ball shall be used.
- 4) The game is played with a minimum of 5 players and not more than 7 players per team.
- 5) The game is restarted with a kick-in (not throw-in) after the ball crossed the touch line.
- 6) There is no offside.

2. Retreat line for goal kicks:

For a goalkick the team that is not taking the goal kick has to move back behind the retreat line. ~~As soon as the ball is out of the penalty area after the goal kick has been taken, the opposing team is allowed to cross the retreat line and play the ball.~~ **The ball is in play once it leaves the penalty area. All opponents must be behind the retreat line and cannot touch the ball until:**

The ball is touched by a player taking the goalkick

or

The ball leaves the field of play

or

The ball goes over the retreat line.

3. Substitutions can be made as described in rule XVIII.5.

XXVI SOCCER RULES FOR U11 and U12

1. The VUSL rules for the U11 and U12 age group follow the rules published by the OSA in 2014 (Differences between 9v9 to 11v11 games), in particular:

- 1) The recommended field size is 42 to 55 m in width and 60 to 75 m in length. The penalty mark is made 9 m from the midpoint between the goalposts and equidistant to them. ~~The half line shall be used as a retreat line.~~ **retreat line shall be marked 1/3 of the pitch size measured from the goalline.**
- 2) The recommended goal size is 5.48 m in width and 1.82 m in height.
- 3) A size 4 ball shall be used.
- 4) The game is played with a minimum of 6 players and not more than 9 players per team.
- 5) The game is restarted with a throw-in after the ball crossed the touch line.
- 6) The offside rule is in effect.

2. Retreat line for goal kicks:

For a goal kick the team that is not taking the goal kick has to move back behind the retreat line. ~~As soon as the ball is out of the penalty area after the goal kick has been taken, the opposing team is allowed to cross the retreat line and play the ball.~~ **The ball is in play once it leaves the penalty area. All opponents must be behind the retreat line and cannot touch the ball until:**

The ball is touched by a player taking the goalkick

or

The ball leaves the field of play

or

The ball goes over the retreat line.

3. Substitutions can be made as described in rule XVIII.5.