



## **11 v 11 Side Competition Rules**

### **Updated March 31, 2025**

#### **Preamble**

The following rules apply to all OASC 11 a side games, i.e., league, cup, and exhibition.

#### **Rule 1: FIFA LAWS**

1. All games will be played under normal FIFA Laws of the game unless specified as otherwise by the Canadian Soccer Association or these competition rules.

#### **Rule 2: TEAM APPLICATIONS**

1. Teams must apply for team entry at a date set by the Operations Committee.
2. Team fees will be set annually by the Board of Directors.
3. Acceptance of late team applications shall be at the discretion of the Operations Committee who shall be guided by the convenience of teams already accepted.
4. Team applications will only be accepted if the Operations Committee believes that the team can fulfill its obligations to the OASC.

#### **Rule 3: FORMATION OF DIVISIONS**

1. The OASC shall consist of teams split into playing divisions, the number and size of which shall be determined by the Operations Committee.
2. In all league games, 3 points shall be awarded for a win, and 1 point shall be awarded for a tie. The team with the most points in each division at the end of the regular season play will be the Divisional Champions.
3. In the event that two teams in the same division have the same number of points, then the tie-breaker to determine the team standings shall be determined in the following order:
  - a. The team with the most points in the head-to-head games played between the 2 tied teams shall be declared the winner of the tie-breaker.
  - b. The team with the highest goal difference shall be declared the winner of the tie- breaker.
  - c. The team with the most goals scored shall be declared the winner of the tie- breaker.
  - d. The team with the most wins in shall be declared the winner of the tie-breaker.
4. Promotion and relegation rules will be published on an annual basis by the Operations Committee.



5. New teams shall be evaluated and placed in the most appropriate division as determined by the Operations Committee.
6. In the event of a team withdrawing from the League and/or failing to complete its schedule, the entire record for that team shall be expunged from the League standings.

#### **Rule 4: PLAYER REGISTRATION**

1. All players shall be registered with the League in accordance with the current season's Registration Policy.
2. All players must be at least 18 years of age.
3. A player may register for a maximum of two 11 v 11 teams within the OASC.
4. A player registered for a division 1 team may not register for a 2nd team in division 4 or lower.
5. A player may not register for 2 teams within the same division.
6. A player who is registered to 2 teams within the OASC may only play for 1 team in the Challenge Cup and 1 team in the President's Cup Competition.
7. When a player is registered to 2 teams at the start of the cup competitions or, subsequently, following the start of the cup competitions, and such teams both play in the same cup competition, that player must play for the higher-level team in the cup competition. Furthermore, such player may not transition to play on the other team's cup games even where his/her higher-level team has been knocked out of the cup competition. Note that the "higher level team" is the team that is assigned to play in the higher League division during the current season.
8. Players who are registered with a team in the OCSL Premier Division or any division higher than this on the Ontario Soccer pyramid are not eligible to play in the OASC.

#### **Rule 5: PLAYER IDENTIFICATION**

1. The checking of each player's Player Identification is compulsory for all games and shall be performed 15 minutes before the scheduled start-time of the game. Player Identification is only confirmed with the presentation of Government issued photo ID. Acceptable ID: Passport, Driver's License, Health Card. A clear photo of the government issued ID is acceptable.
2. All players and Team Officials participating in a game must be identified on the official game sheet. Only 25 players may be listed on the game sheet and are eligible to play in a game when they present their Player Identification. A Team Official must sign the Team's Game sheet; the



signature shall certify the eligibility of all players and officials whose names appear on the game sheet, to participate in that game.

3. Each team will present its signed game sheet as well as all Player Identification of those players participating in the game to the referee who will verify the Players Identification against the names on the game sheet.
4. After completion of this procedure, a Team Official will initial the game sheet in the appropriate box to certify that the card checking procedures were followed and return the game sheet to the Referee, who shall retain it.
5. The Referee will note all questions regarding a player's eligibility or the validity of a player's identification on the game sheet and the player concerned must sign and enter his or her date of birth on the game sheet.
6. A player arriving after the player verification is completed may play but must report to the referee at half time with their Player Identification to be verified. A player arriving after the second half of the game has started is ineligible to play.
7. If a team official fails to present their Player Identifications prior to the start of the game, the game shall not be played unless the Team Officials from both Teams agree in writing to proceed with the game as scheduled and this is noted on the game sheet and countersigned by the Referee, otherwise the team(s) that failed to produce its Player Identifications will be deemed to have forfeited the game. If both teams participating in a game fail to comply with this rule, no points shall be awarded to either team and each team will have one loss added to its record.\
8. Any player who does not have a valid Player Identification is ineligible to play. Such players must change out of uniform.
9. If a team plays an ineligible player, then the Discipline Committee may decide to replay the game or award a default win to the opponents. Further discipline action may be taken against the team coach, team manager and the player(s).

#### **Rule 6: PLAYER LOANS**

1. A registered OASC player may play on loan to another OASC team for League or Exhibition games as long as:
  - a. The team is not more than 2 divisions lower than the team the player is registered with
  - b. The team plays in another division than the team the player is registered with.



- c. If the player is registered to 2 teams within the league, the player must be called up from the higher division team.
2. Player loans must be clearly handwritten (player first & last name required) on the game sheet.
3. A loaned player may only play in 5 league games per season for another team.
4. When a team can field 11 or more players, 2 additional players may be loaned.
5. When a team can field 10 players or less, 3 additional players may be loaned.
6. When a player has been loaned to a team, any late arriving players may only be eligible to play if the conditions in paragraphs 4 and 5 above are not violated.
7. If a loan player is used who does not meet the requirements of rule 6 then the Discipline Committee may decide to replay the game or award a default win to the opponents.

#### **Rule 7: TEAM OFFICIALS**

1. At every game, each team shall designate an individual to act as team official, who shall identify themselves with the referee.
2. Team Officials are recognized as being participants in games and as such are bound by the rules and regulations of the OASC and its governing bodies.

#### **Rule 8: GAME SHEETS**

1. Both teams must provide 2 copies of the game sheet to the referee 15 minutes before kick-off.
2. Game sheets are required for all games. If a game is not played, the game sheet shall be filled in as fully as possible including the reason given for not playing the game.
3. Registered players who arrive late may participate and be added to the game sheet, at half time.
4. The game sheet, when completed, shall show the final score, scorers, yellow and red cards.
5. A team who fails to complete their game sheet correctly may be subject to a \$25 fine.
6. A player whose name appears on the game sheet is deemed to have played in the game. If a player does not attend, then his or her name must be scratched on the game sheet when it is given to the referee.

#### **Rule 9: EQUIPMENT**

1. All outfield players on the same team shall wear matching uniforms. The goalkeeper shall wear a shirt of a different colour from that worn by his team or the opposition.
2. Matching uniforms is defined as jerseys, shorts, and socks.
3. All teams shall register their uniform with the OASC website.



4. Where there is a similarity of colours the away team shall change, providing the home team's colours are as registered with the OASC. If not, then the home team shall change. It is the responsibility of the manager of the team to change to have alternate shirts ready.
5. Player's shirts shall be numbered. The numbers are to be at least eight (8) inches high. No two (2) players on the same team shall wear the same number. The player's number shall be indicated on the Game Sheet beside their name and no player shall change their number during the course of a game without the permission of the referee.
6. Shin guards must be worn by all players. They must also be completely covered by socks and provide proper shin protection.
7. Prior to the start of the game each team shall provide and put into place a goal net and two corner flags. The home team shall be responsible for providing a properly inflated and suitable game ball.
8. Any team reported by the referee as failing to meet any of their equipment responsibilities listed in 1-7 above will be fined \$25.

#### **Rule 10: GAME OFFICIALS**

1. Only qualified referees registered with the Ontario Soccer shall be scheduled for use in any game under the jurisdiction of the OASC.
2. Referees shall receive fees for their services in the amount determined by the Board of Directors at the start of each season.
3. The referee shall be responsible for the conduct of the game in accordance with FIFA laws of the game and the rules and regulations of the OASC.
4. The referee shall have the power to rule on the fitness of the field in all games and the referee's decision shall be final.
5. Referees and assistant referees must arrive at the location of the game at least 20 minutes prior to kick off.
6. At the conclusion of the game, the referee shall ensure that all sections of the Game Sheets are completed and shall be forwarded, together with any supplementary sheets, to the OASC within 48 hours.



7. Referees who are also registered players and/or team officials may not referee matches in their own division or any other match in which there might be a conflict of interest.
8. Games where the officially appointed referee fails to appear will be rescheduled unless a mutually agreeable stand-in can be employed instead. Both coaches must write on the game sheets that they agree to use the stand in referee.
9. Referees must restrict the half time interval to a maximum of 5 minutes.
10. At the request of the referee, teams must place their technical area on the opposite side of the field to the spectators. If one of the players has a child under the age of 16 in attendance, then the referee may grant permission for the child to sit quietly in the team's technical area.

#### **Rule 11: NUMBER OF PLAYERS AND SUBSTITUTIONS**

1. A minimum of seven (7) players will constitute a team.
2. Substitutions shall be allowed on the signal of the Match Official at halftime, goal kicks, their own throw in, opposition's throw in if they are making a substitution as well, after a goal, and to replace an injured player.
  - a. There shall be no limitations on the number of substitutions a team can make in any game in the OASC.
  - b. 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 Match Official in accordance with Law 3 of FIFA Laws of the Game.

#### **Rule 12: WATER BREAKS**

During extremely hot weather the OASC will announce a mandatory water break in each half of the game. The announcement will be made on the web site, via social media and via email to both players and referees.

1. Water breaks will be announced by the referee at the approximate midway point of the half and should commence at a stoppage in play.
2. Water breaks must not last longer than 2 minutes.
3. Extra time will not be added on by the referee to accommodate for lost time due to the water break.
4. Outside of a mandatory water break period, water breaks may only occur if both teams request them to the referee prior to the start of the game.



### **Rule 13: GAME REPORTS**

1. Both teams must submit a game report to the OASC via their website no later than noon the following day. Teams who do not submit a game report on time will be fined \$25 for each occurrence.

### **Rule 14: UNPLAYABLE AND ABANDONED GAMES**

1. Any team failing to field seven (7) players by the scheduled kick off time shall be reported to the OASC.
2. Any team failing to field seven (7) players within ten (10) minutes of the scheduled kick off time shall be considered to have failed to appear, and they shall default the game. They will be fined \$200.
3. If both teams fail to appear they shall both be fined as in paragraph 2 above and no points shall be awarded but each team will have one (1) loss added to its record.
4. Defaulted league games shall be rescheduled only if fields are available, and the innocent team wishes to play the game. If the game is not rescheduled, then the innocent team shall win the game by default with a score of 2 – 0.
5. If the game is abandoned due to the actions of a player, coach, or spectator from one of the teams then the game will be awarded to their opponents. The score will be a 2-0 default or if the current score is better than 2-0. The guilty team may also face discipline action.
6. If the game is abandoned due to any other reason, then the following policy will be used to decide the outcome of the game.
  - a. If one team is winning by 3 goals or more then the result will stand, and the game is considered complete:
  - b. If neither team is winning by 3 goals or more then the game will be considered complete if 67.5 minutes of the game has been completed or 2/3 if the game is shorter than 90 minutes.
  - c. If neither team is winning by 3 goals or more, and less than 67.5 minutes of the game has been completed then the game will be replayed subject to field availability.

### **Rule 15: POSTPONEMENT AND RESCHEDULING OF GAMES**

1. The Operations Committee may postpone any game at any time.



2. Teams may request a postponement of a game in accordance with the Rescheduled Games Policy that is relevant for that season.

#### **Rule 16: PROTESTS**

1. Where a game is played under protest, such fact must be noted on the game sheet and a formal protest must be lodged as stipulated below.
2. In dealing with any protest, the OASC Operations Committee shall take into consideration the possession by the protesting Team of any prior knowledge of the facts or allegations contained in the Protest, which if properly used, might have prevented the Protest.
3. A written protest must be submitted to the OASC within 48 hours of the game. The protest must contain a full description of the reasons for the protest.
4. A protest fee of \$50 must be submitted to the OASC within 48 hours of the game. The protest fee will only be returned if the protest is upheld or if the protest was deemed to be out of order.
5. If a protest is deemed to be valid then a hearing will be scheduled where the protesting party must present their case to the Operations Committee.
6. No protests pertaining to the decisions of the game officials shall be entertained.
7. Objections to field conditions, goalposts, balls or team colours, shall not be considered as grounds for a protest. Objections of this nature shall be brought to the attention of the referee and noted in writing on the game sheet. If in the opinion of the referee, the objections do not constitute a valid reason for abandoning the game, no further action will be considered by the OASC. In all other cases, the league may take appropriate action based on a review of the referee's written report.

#### **Rule 17: DISCIPLINE**

1. Disciplinary action shall be taken in accordance with the OS Published Rules. The following guidelines will apply:
  - a. In cases where Ontario Soccer published rules provide for Discipline by Review (DBR), the accused does not have to appear for a hearing. If the accused person does not request a hearing within 72 hours of the game where the offence occurred, he/she will be found guilty and the applicable penalties and/or fines, established by the OS for the offence for which he/she has been charged shall apply;



- b. Any request for a hearing shall be submitted in writing to the OASC and accompanied by an administration fee of \$50. The hearing fee shall be reimbursed only if the Discipline Committee finds the accused not guilty. An accused who has requested a hearing and fails to appear for the hearing shall forfeit the administration fee.
2. Where the OS published rules provide for Discipline by Hearing (DBH), and where the EODSA has delegated to the OASC the authority to handle all discipline pertaining to the offence the Discipline Committee will hold a hearing and deal with the alleged infractions.
3. Failure of an accused to appear at a Disciplinary Hearing will result in the immediate suspension of the accused and a \$100 fine. The suspension will continue to be in effect until the accused appears before the Disciplinary Committee.
4. An OASC member must attend, in person, a discipline hearing if requested by the Discipline Committee.
5. Discipline hearing will be scheduled according to that season's discipline hearing policy.

#### **Rule 18: APPEALS**

1. All decisions of the OASC may be appealed to the EODSA in accordance with the rights of appeal process.

#### **Rule 19: TROPHIES AND AWARDS**

1. Trophies awarded by the OASC remain the property of the OASC.
2. Trophies will be awarded to the Champions of each Division. The winning teams shall return these trophies to the League Administrator no later than May 31st of the following year.
3. The OASC will award medals for each player registered with the winner and runners up teams of each Division, up to a maximum of 20 medals per team. Additional medals can be purchased at cost by the team concerned if required.
4. The OASC will present awards to the Top Goal League Scorers and Top Goalkeeper in each Division.

#### **Rule 20: CUP COMPETITION**

The regular OASC League rules will apply with these additions or exceptions:

1. The OASC will have two knock out Cup Competitions for men;
2. All men's teams are permitted to enter the Men's Challenge Cup. Only the teams in the bottom 2 men's Divisions of the OASC are permitted to enter the President's Cup.



3. A player may only play in a Cup game for the team he or she is registered with;
4. A player may not be loaned to another team for Cup matches;
5. A player may not play in the Challenge Cup for 2 teams in the same season;
6. A player may not play in the Presidents Cup for 2 teams in the same season;
7. Any team found guilty of playing an illegible player in a Cup game may default the game. Further discipline action may also be taken against the team;
8. All OASC Cups shall be played on a knockout basis.
9. Cup games cannot be rescheduled once games are posted;
10. Teams may decline a place in either Cup competition by informing the League Administrator in writing 7 days before the Coaches Pre-Season Meeting:
11. All teams who enter the Cup competitions will do so at the 1st Round. The Operations Committee will determine which teams, if any, will receive byes in the 1st Round. No teams will receive byes in subsequent rounds.
12. Except for the Cup Final, if the games are tied at the end of the regulation time, a penalty shootout will occur in accordance with FIFA laws. In a Cup Final if the game is tied at the end of regular time, 2 x 10 minutes of extra time will be played. If the game is still tied after extra time, a penalty shootout will occur in accordance with FIFA Laws.
13. Teams who default Cup Games may receive a fine following consideration of the OASC Operating Committee.
14. A random draw for the Cup competitions will be made at a date determined by the OASC Operating Committee.
15. A player who is registered to 2 teams within the OASC may only play for 1 team in the Challenge Cup and 1 team in the President's Cup Competition.
16. Where any player is registered to 2 teams at the start of the cup competitions or, subsequently, following the start of the cup competitions, and such teams both play in the same cup competition, that player must play for the higher-level team in the cup competition. Furthermore, such player may not transition to play on the other team's cup games even where his/her higher-level team has been knocked out of the cup competition. Note that the "higher level team" is the team that is assigned to play in the higher League division during the current regular season.

#### **Rule 21: COMPETITION RULE CHANGES**



1. The Operations Committee may make emergency rulings on any matter not explicitly covered by these rules at any time.
2. Changes to these rules can be made at a general meeting with 50% majority of the available votes. Each club will be entitled to 1 vote for every team that completed the previous season.