

INDOOR SOCCER RULES



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1.0 General Rules

- 1.1 A copy of the current Indoor Rules and Constitution shall be posted on the Kingston Women's Soccer Club website and made accessible to its Members whose teams are participating in the KWSC, hereafter referred to as the Club. The Club's Board of Directors shall inform the Members of any changes to the Rules, and Constitution within seven (7) days of their adoption. A copy of the amended Rules, and Constitution, shall be made available to Members at the subsequent Annual General Meeting (AGM).
- 1.2 Games will be played in accordance with the Ontario Soccer Association (OSA) Playing Rules for Indoor Soccer unless specifically stated by the Club rules. These rules are not all inclusive. Please refer to OSA Playing Rules for Indoor Soccer at www.ontariosoccer.net for further information if needed.
- 1.3 Game sheets shall be given to the referee prior to kick off. Each team must provide three (3) Club game sheets for each game; one game sheet for the referee, one for the home team and one for the visiting team. A team representative must sign the game sheets. Only the names of players (*including loan players*) playing in the game shall appear on the game sheet. All players not present at the game shall be crossed off the game sheet no later than the end of the game. Game sheets can be printed from the website at www.kwsc.info.
- 1.4 Players who are serving suspension(s) must be recorded on the game sheet as 'Suspended'. Where a suspended player's name appears on the game sheet without the above notation the player will not be able to claim that they sat out the game (s) of their suspension. Any team playing a suspended player will be subject to corrective action in addition to the forfeiture of points and subject to a fine as per the Schedule of Fees, Fines, Bonds and Penalties (see Appendix B) and further, may be subject to District Association fines.
- 1.5 Both teams shall be responsible for reporting the outcome of a scheduled game within forty-eight (48) hours of the scheduled game by entering all game information electronically on to the Club website *with the exception of a playoff game outcome which must be reported within twenty-four (24) hours of the scheduled playoff game*. Cautions and / or dismissal card(s) received throughout the game must also be entered on the game report by the team receiving the card(s). Referees not showing for the game must be reported on the game report. Failure to report the outcome of a scheduled game as above will result in a fine as per the Schedule of Fees, Fines, Bonds and Penalties (Appendix B).
- 1.6 A team found to have used any ineligible players shall forfeit the game(s) to its opponent(s). In the event that both teams are guilty of using ineligible players, no points shall be awarded. A team found guilty of using the ineligible player(s) shall be fined as per the Schedule of Fees, Fines, Bonds, and Penalties (Appendix B) and the team may face suspension from the Club.

- 1.7 Teams shall only play Ontario Soccer Association (OSA) sanctioned teams.

- 1.8 The Treasurer shall report delinquent Members or Teams to the Club's Board of Directors. The Board of Directors shall revoke the membership of those Members and/or Teams if registration fees are not paid in accordance with the payment schedule outlined in the budget or for other outstanding fees, fines, bonds, and penalties not paid in accordance with Club rules and in accordance with the direction provided by the Board of Directors. Fines relating to late payment will be determined and applied by the Board of Directors after the final payment deadline has passed. No player shall participate in a KWSC game until such time as their OSA insurance has been paid in full to KWSC and KWSC has provided notification to the Team Representative that the player is cleared to participate in KWSC games.

2.0 Registration Rules

- 2.1 Teams must adhere to and abide to the “*Registration Process*”. The registration deadline for teams will be stated when online registration opens.
- 2.2 Teams who have played in the previous Club indoor session, who are in good standing, and who have their Club fees paid in full by the registration deadline of the respective fall or winter session in the current year, will be given priority over new teams requesting entry into the league for that session.
- 2.3 Each team must register a team name with the Board of Directors.
- 2.4 Teams must supply the Club with a minimum of two Team Contacts or Representatives. Individuals must be registered on the Club website (i.e. *coach, assistant coach, manager*).
- 2.5 All members must complete an online player registrations form on the club website. Any player under the age of eighteen (18) must submit a signed hardcopy of the “Waiver and Release of Liability” form to the register.
- 2.6 The register will inform teams in writing of the final date for player registration. After this date, the Board of Directors may approve a team’s request to register additional players due to extenuating circumstances. The request must be forwarded to the Club in writing.
- 2.7 A deposit is required to secure each team's registration with the Club. This amount will be outlined in the budget and will be nonrefundable after the date outlined in the budget.
- 2.8 The final team payment and installments must be paid by the date stipulated on the budget. Payment will only be accepted from team official(s) on behalf of the registered team, no personal checks made by individual players will be allowed. Payment deadline will be stipulated in the indoor budget. Failure to meet the final deadline will result in teams forfeiting future games until payment is received in full and will be subject to a fine as per the Schedule of Fees, Fines, Bonds, and Penalties (Appendix B).
- 2.9 The maximum number of registered players allowed per team in indoor play is 17.
- 2.10 Each team is limited to registering no more than two (2) competitive players per team; a competitive player is defined as a player who has played on a Post Secondary team or played in a competitive league in the last twelve months.
- 2.11 Women’s Over 35 Masters division players must exceed the stipulated age before January 1 preceding the current outdoor playing season. A player found to not meet the age requirements of play would be considered an ineligible player. A team found

guilty of using the ineligible player(s) shall be fined as per the Schedule of Fees, Fines, Bonds, and Penalties (Appendix B) and the team may face suspension from the Club.

2.11.1 Each team may register a maximum of three (3) players who are aged 30 to 34. Players 30 years of age must exceed the stipulated age before January 1 preceding the current outdoor playing season.

2.12 Tier division players must be 16 years of age or older as of the first game the player participates in. A player found to not meet the age requirements of play would be considered an ineligible player. A team found guilty of using the ineligible player(s) shall be fined as per the Schedule of Fees, Fines, Bonds, and Penalties (Appendix B) and the team may face suspension from the Club.

3.0 Team Rules

- 3.1 Players, team officials, administrators, and supporters/spectators may only take part in, or attend games on condition that they observe the OSA's published rules.
- 3.2 Each team is responsible for the conduct of their players, team officials, and supporters/spectators.
- 3.3 Discipline action for misconduct may be taken against registered players, team officials listed on a team game sheet or any person acting as a team official. Further disciplinary management details are provided in Section 8.0 Disciplinary Rules, of this document and OSA Section 9 Disciplinary Rules.

4.0 Player Rules

- 4.1 Players are prohibited from registering with more than one Tier team *with the exception of a player who registers as a Goalkeeper*. A player registering as a Goalkeeper on one team may be permitted to play a field position on another team provided the teams are in different Tiers.
- 4.1.1 Players may register for both a Tier team and a Women's Masters team provided they are eligible (ie. minimum age requirement met).
- 4.1.2 A player registering in the Masters division may register as a Goalkeeper for one team and a field position on another team in the same Masters Division. The player registered as a Goalkeeper must only play as a Goalkeeper for that registered team. The player registered as a field position must only play in a field position for that registered team.
- 4.1.3 Players registered on two teams, one as a Goalkeeper, and one as a field position, the player must indicate at registration the team in which they have registered as a Goalkeeper by using "GK" after the player's last name (ie. Jess Black "GK").
- 4.2 Teams are permitted up to a maximum of three (3) loan players per game. Loan players are permitted for regular season games only. Loan players are not permitted for playoffs games. A Loan Goalkeeper counts as one (1) Loan Player.
- 4.2.1 A Loan Player is defined as any player who is not registered on the team scheduled to play, including a 'Loan' Goalkeeper. A Loan Player must be registered with the Club, and must be from a team in a lower Tier than the team for which they will play as a Loan Player. An exception will be made for teams in the lowest Tier. In this case only (as there is no lower tier to draw from) players from the same tier may be used as Loan Players. (*i.e. if Tier 4 is the lowest tier, teams in this Tier may only call upon players from Tier 4 as Loan Players, including a Loan Goalkeeper*).
- 4.2.2 Loan Players may only be used to supplement a 'short bench'. The team requesting Loan Players must not exceed a maximum of eight (8) players dressed, including loan players. The minimum required players to start a game are four (4). These four (4) players must be registered to the team, prior to supplementing a 'short bench'. (For example, four (4) registered players for the team are present, a team official(s) may supplement a short bench with up to three (3) eligible Loan Players; six (6) registered players for the team are present, team official(s) may supplement a short bench with one (2) eligible Loan Player)
- 4.2.3 A registered player can play a maximum of three (3) games in total as a loan player per season. A player found to exceed this maximum of play would be

considered an ineligible player. A team found guilty of using the ineligible player(s) shall be fined as per the Schedule of Fees, Fines, Bonds, and Penalties (Appendix B) and the team may face suspension from the Club.

- 4.3 Loan Player names must be added to the game sheets for that particular game, and must be marked LP for Loan Player.
- 4.4 If a permanent team player arrives dressed to play, the team must make a decision as to who will play (the permanent team player or the loan player) as they are not permitted to have more than eight (8) players in total when using Loan Players.
- 4.5 Women's Master division teams are permitted to draw loan players only from the other Women's Master division teams.
- 4.6 A player who has been suspended for one or more games in any division within the Club shall not play in any Club game as a Loan Player while under suspension.
- 4.7 A suspended player who is Goalkeeper for one team, and plays out for another team, shall not play for either team while under suspension. The suspension shall be served in consecutive games.

5.0 Equipment Rules

- 5.1 All new teams registering with the Club must have their jersey colour approved by the Board of Directors. Existing teams must request approval from the Board of Directors prior to the registration deadline before changing the colour of their jerseys. Teams failing to obtain approval are subject to a fine as per the Schedule of Fees, Fines, Bonds and Penalties (see Appendix B).
- 5.2 The basic compulsory equipment of a player comprises of the following separate items:
 - 5.2.1 A numbered jersey with sleeves – if undergarments are worn, the colour of the sleeve must be the same main colour as the sleeve of the jersey. All jerseys must have a number printed on the back of the jersey.
 - 5.2.2 Shorts – if undershorts are worn, they must be of the same main colour as the shorts.
 - 5.2.3 Soccer socks – must cover shin guards entirely.
 - 5.2.4 Shin guards – are made of rubber, plastic or a similar suitable material and provide a reasonable degree of protection.
 - 5.2.5 Footwear – the footwear shall be appropriate to the indoor game and the playing surface. Indoor or outdoor soccer cleats, turf shoes or running shoes are permitted.
- 5.3 Players wearing a soft, lightweight, cast will be permitted to play if the cast does not present a danger to the individual or any other player. Casts must be adequately padded by a suitable material. Hard plaster casts are considered to pose a danger to both the wearer and other players and are not permitted to be worn. The practice of padding a hard plaster cast does not reduce the element of danger. The referee will make the final decision as to the acceptability of any cast.
- 5.4 Bandanas and head sweatbands are not permitted. Head protectors are allowed provided that the protector's sole purpose is to protect the player physically and it poses no danger to the individual or any other players. The referee will make the final decision as to the acceptability of any non-essential equipment.
- 5.5 Orthopaedic supports such as knee braces may be permitted. Knee and arm protectors commercially manufactured and made of soft, lightweight padded material are not considered dangerous. The major concern is not the 'hardness' of the equipment alone, rather that any part of it can cut or wound another player. Any support must be safe for all players, and adequately padded and covered if necessary. The referee will make the final decision as to the acceptability of any orthopaedic supports.

- 5.6 Eyeglasses are permitted if they are sports spectacles and are safe for the players themselves and for other players. Materials such as metal are not acceptable. The Referee will make the final decision as to the acceptability of any eyeglasses.
- 5.7 Jewelry will not be permitted on the field of play. Loose beaded hair is also not permitted unless tied back or covered by a net. Jewelry not permitted includes but is not limited to necklaces, rings, bracelets, earrings, leather or rubber bands or visible body piercings. Exceptions to this interpretation are:
- 5.7.1 Smooth wedding bands may be permitted at the discretion of the Referee. If the Referee asks a player to remove their wedding band and the player is not able to remove the band, the band must be taped.
- 5.7.2 Medic Alert Bracelets are permitted. Where possible they should be the soft Velcro style. If the Medic-Alert bracelet is the normal, metal type it should be covered by a Medic Alert wrist sweatband or some other wrist sweatband. If these are not available, the bracelet should be taped so that it does not dangle on the wrist and present any danger to the player and others.
- 5.8 Teams are expected to provide their own game balls for games.

6.0 Competition Rules

- 6.1 It is at the discretion of the Board of Directors to place, promote and / or demote teams within Tiers prior to the start of the season, as well as during the season should a change be required and can be accommodated.
- 6.2 If a team finishes in first place at the end of the regular season in their Tier, they must advance to the next highest Tier, if applicable, at the start of the next season.
- 6.3 If a team finishes in last place at the end of the regular season in their Tier, they must move down to the next lowest Tier, if applicable, at the start of the next season.
- 6.4 There will be no slide tackles or sliding of any kind in indoor soccer.
- 6.5 Player substitutions are permitted on a continuous basis during play and must be made from the team's Players Bench area, or from centre, at the referee's discretion.
- 6.6 Games shall be played as scheduled. Once the Board of Directors approves the final schedule of games, teams will not be permitted to request game changes throughout the season.
- 6.7 Requests to forfeit a game must be submitted in writing, email to the Scheduler/Statistician and receipt of the request must be at least 48 hours prior to the game day. The fine for forfeiting a game without sufficient notice (<48 hours) is outlined in the Schedule of Fees, Fines, Bonds, and Penalties (see Appendix B).
- 6.8 The Club will provide notification of fines being imposed on a Team in writing, by email. All fines issued to teams must be paid in full at least 48 hours prior to their next scheduled game. Teams failing to do so may result in teams forfeiting their games until payment is received in full.
- 6.9 A team must field a minimum of four (4) players in order to proceed with the scheduled game. Teams not fielding a minimum of four (4) players will forfeit the game. The minimum required players to start a game are four (4). These four (4) players must be registered to the team, prior to supplementing a 'short bench' with a maximum of three (3) loan players. A team forfeiting a game due to having fewer than four (4) players shall be fined according to the Schedule of Fees, Fines, Bonds, and Penalties (Appendix B). The score of the forfeited game shall be entered as 3 – 0 for the opposing team. Three points will be allotted to the "winning" team.
- 6.10 Team bench areas will be as designated by the Facility. Substitute players, coaches and managers shall be confined to this area.
- 6.11 If a Referee decides to abandon a game at any time due to the actions of players, officials or spectators / supporters of a Team, the said Team shall be deemed to have forfeited the game. The game shall be automatically awarded to the opposing Team by

the score of 3-0 or the actual score at that time whichever is more advantageous to the opposing Team. The players and / or the Team Officials will be subject to a disciplinary hearing and will be assessed penalties that the Discipline Panel imposes in accordance with OSA Published Rules.

- 6.12 Any game abandoned by the Referee prior to the minimum completion time will have its outcome determined by the Board of Directors. The minimum completion time suggested for indoor play is 35 minutes OR at the discretion of the Referee.
- 6.13 A player arriving late to a game is permitted to play regardless of whether or not the second half has started. The Team must ensure compliance with Loan Player rules with regard to this late arrival. (Refer to sub sections 4.0 Player Rules of this document)
- 6.14 In indoor play, there will be no stoppage of the clock, unless for an injury that requires the player to be removed from the field, and where this action will take longer than 3 minutes, this is determined by the referee.
- 6.15 If in the event that the Referee scheduled for a game does not attend the game, and the game is not played, the Board of Directors will make the final decision as to whether the game will be rescheduled. If the final decision is not to reschedule the game, then the score will be deemed a 3-3 tie, and the teams will each be awarded one (1) point for a tie in regular season.
- 6.16 Three (3) points will be awarded for a win, one (1) point for a tie, zero (0) points for a loss, and three (3) points awarded for a forfeited game.
- 6.17 In the event that playoff competitions are not held, regular season champions will be determined by:
- a) the team with the highest number of points at the end of the regular season shall be declared the tier winner.
 - b) a tie shall be broken by goal differential + / - ; then goals against; then head to head competition.
- 6.17 Provided playoffs are stipulated in the approved budget, play-offs may be scheduled, with the format to be as determined by the Board of Directors. Generally the playoff format methodology to be used is based upon regular season standings whereby the highest standing team is matched against lowest standing team, second highest against second lowest, and so forth. With winners advancing to subsequent rounds until an eventual playoff winner is determined. In the event of a tied outcome at the end of playoff game regulation time, the tie shall be broken thereafter with a penalty shot format, and the team scoring the most penalty shots will be deemed the game winner. All teams must be in good standing to be eligible to participate in playoffs. Further, to be eligible to play, a player must have played in a minimum of five (5) regular season games.

- 6.18 Prizes, if applicable, will be awarded as outlined in the budget.
- 6.19 A team must receive “playing out” permission from the Club and the District Association before participating in any out of district games.
- 6.20 A player will play for one team only in tournament competition.

7.0 Protest Rules

- 7.1 All protests must be submitted in writing to the Club's Board of Directors within 48 hours following the scheduled game. Protests must be accompanied by the fee payment as stipulated in the Schedule of Fees, Fines, Bonds, and Penalties (see Appendix B). Protests submitted without the fee will not be processed.
- 7.2 Protests will not be allowed on referee and linepersons judgment calls.
- 7.3 Any protests relating to the grounds flags, goalposts, ball, colours, or other apparatus, of the game shall not be entertained unless notice of the 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.
- 7.4 Protests made as a result of a team playing unregistered, illegal and / or suspended player(s) may be brought to the attention of the Board of Directors at any time during the season. An accompanying fee is NOT required for this type of protest.
- 7.5 Any protest that is not submitted in compliance with the above regulations will be ruled out of order and will not be heard.
- 7.6 Protests will be heard by a Protest Panel, within three weeks or at a later date agreed upon by the parties involved. Time-sensitive circumstances such as Playoff games may not allow for protests to be dealt with in normally accepted timeframes. Since it is in the best interest of all parties to resolve any matter in dispute as quickly as possible, all parties must sign a waiver of notice where lesser notice timeframes are required.
- 7.7 A Protest Panel shall consist of a minimum of three (3) members; The Protest Panel Chair, The Recording Secretary, and a third member. The Disciplinary Chair will be responsible for appointing the Protest Panel members unless the Disciplinary Chair is in conflict of interest. Panel members will be chosen from the Board of Directors and/or the District Association if necessary.
- 7.8 A Protest Panel will deal only with the matters raised in the protest. Any other issues that arise (e.g. discipline) will be addressed at subsequent hearings as may be necessary.
- 7.9 Members of Protest Panels may NOT be members of any subsequent Discipline or Appeal Hearing Panel that deals with the same protest matter.
- 7.10 If the protest is upheld, the protest fee will be refunded. If the protest is denied, the protest fee will be forfeited.
- 7.11 The decisions made by the Club's Protest Panel shall be final and binding, subject only to appeal to the District Association in accordance with the OSA published rules and policies.

7.12 Decisions shall be forwarded, in writing, by email, or Club website, to all affected parties in a timely manner after the conclusion of the hearing.

8.0 Disciplinary Rules

- 8.1 Discipline management will be carried out in accordance with the OSA's published rules and discipline policies.
- 8.2 Misconduct must be reported, in writing to the Club, by the Referee, within forty-eight (48) hours of the game ending. The Referee shall submit the offender's name and all details of the incident when reporting game outcome electronically through the District Referee website, or in writing by email, fax, or hard paper copy.
- 8.3 Discipline for misconduct by a player/team official will be rendered under the OSA's Discipline by Review system (DBR), or Discipline by Hearing system (DBH) or by the District Association. Standard Penalties for Misconduct by a Player (see Appendix A) details the first level (based on seasonal offences) misconduct types, the associated penalty, and the system under which the penalty will be administered (DBR) or (DBH) by the Club. For standard penalties for misconduct by a team official refer to the OSA's discipline rules and policies.
- 8.4 Fines payable to the Club may be imposed on team official(s) and registered player(s), and in addition to, the penalties for misconduct rendered to a player/team official registered with that team. Fines associated with misconduct are listed in the Schedule of Fees, Fines, Bonds, and Penalties (Appendix B).
- 8.5 Review of all first level disciplinary matters (*i.e. penalties for cautions and dismissals and other league matters*) will be carried out by the Disciplinary Chair and/or designated Club Director in accordance with the Standard Penalties for Misconduct by a Player (Appendix A).
- 8.6 For certain Player misconduct types, as stated in Appendix A, discipline will be by review (DBR) rather than by hearing (DBH). For 'Discipline by Review' (DBR) there is no discipline hearing unless the player being disciplined requests a hearing.
- 8.7 Where Discipline by Hearing (DBH) is necessary, the hearing will be conducted in accordance with published OSA rules and policies. Any decision rendered under the DBH system may be appealed to the District Association.
- 8.8 A Discipline Hearing Panel shall be appointed by the Disciplinary Chair for a DBH. A Discipline Hearing Panel shall consist of a minimum of three members; The Disciplinary Chair, The Recording Secretary, and a third member.
- 8.9 In the event that the Disciplinary Chair is in conflict of interest the District Association will support the Board of Directors if necessary.
- 8.10 A player/team official ejected from a game may be requested to appear at a scheduled Disciplinary Hearing as stipulated by the Disciplinary Chair. All those required to attend a hearing will be given fourteen (14) calendar days notice. Exception to this notification timeframe will be considered in playoff competition.

- 8.11 The decisions of the Disciplinary Hearing Panel shall be final and binding, subject only to appeal to the District Association in accordance with the OSA published rules and policies. The discipline decision shall remain in effect pending the result of the appeal.
- 8.12 The District Association is permitted to impose penalties and fines for the offenses, above and beyond what the Club imposes.
- 8.13 Disciplinary decisions shall be forwarded, in writing, by mail, email, or Club website, to the parties involved in a timely matter after the conclusion of the hearing.
- 8.14 The Club Disciplinary Chair will notify Members and the District Association of disciplinary penalties imposed as the result of a DBR or DBH.

Appendices

Appendix A: Standard Penalties for Misconduct by a Player (*first level discipline*)

Type #	Description of Misconduct	First playing seasonal Offence	Second playing seasonal Offence	Third or More playing seasonal Offence
1.1	First Caution.	no action		
1.2	Second Caution	no action		
1.3	Third Caution.	1-game suspension		
1.4	Fourth Caution.	no action		
1.5	Fifth Caution.	2-game suspension		
1.6	Sixth Caution & any subsequent caution.	3- game suspension		
1.7	Notwithstanding Misconduct Types 1.1, 1.2, 1.3, 1.4, 1.5, and 1.6 above, the following suspensions will be applied to players in the Regional & Provincial Divisions of the Provincial & Regional Senior Leagues:			
1.7.1	First Caution.	no action		
1.7.2	Second Caution	no action		
1.7.3	Third Caution.	no action		
1.7.4	Fourth Caution.	no action		
1.7.5	Fifth Caution.	1-game suspension		
1.7.6	Sixth Caution	no action		
1.7.7	Seventh Caution.	1-game suspension		
1.7.8	Eighth Caution.	2-game suspension		
1.7.9	Ninth Caution.	2-game suspension		
1.7.10	Tenth Caution	suspended for remainder of the season.		
1.13	Dismissed for "Receiving a second caution in the same game" for which neither of the cautions was directed at the match official(s).	1 game suspension	3 game suspension	See misconduct 1.22
1.14	Dismissed for "Receiving a second caution in the same game" for which at least one of the cautions was directed at the match official(s).	2 game suspension	4 game suspension	See misconduct 1.22
1.14A	Dismissed for "Receiving a second caution in the same game" for which at least one of the cautions were directed at a Match Official under the age of 18.	4 game suspension	8 game suspension	See misconduct 1.22
1.15	Dismissed or reported by Match Official for "Using offensive, insulting or abusive language and/or gestures" directed at anyone other than the match official(s). If racist or sexual comments - please see 1.73	1-game suspension	3-game suspension	See misconduct 1.22
1.16	Dismissed or reported by Match Official for "Using offensive, insulting or abusive language and/or gestures/actions" directed at the match official(s). If racist or sexual comments - please see 1.73	3 game suspension	8 game suspension	See misconduct 1.22
1.16A	Dismissed or reported by Match Official for "Using offensive, insulting or abusive language and/or gestures/actions" directed at Match official(s) under the age of 18. If racist or sexual comments - please see 1.73	8 game suspension	16 game suspension	See misconduct 1.22
1.17	Dismissed or reported for "using offensive, insulting or abusive language and/or gestures/actions" directed at a match official(s) after having been previously dismissed or reported Note: A suspension of 9-12 games can only be applied for 1.17 where the charge has been reduced from Game Official Assault charges 1.51/1.52. Otherwise the maximum suspension for	6 to 12 games suspension	8-16 games suspension	See misconduct 1.22

	1.17 is 8 games.			
1.17A	Dismissed or reported for "using offensive, insulting or abusive language and/or gestures/actions" directed at a Match official(s) under the age of 18, after having been previously dismissed or reported Note: Suspension for a youth player under 1.17A cannot exceed 8 games. An adult player can be suspended up to the maximum of 16 games.	8-16 games suspension	12-18 games suspension	See misconduct 1.22
1.18	Dismissed for "Denying an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball".	1 game suspension	2 game suspension	See misconduct 1.22
1.18A	Dismissed for "Denying an opponent a goal or an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick".	2 game suspension	4 game suspension	See misconduct 1.22
1.19	Dismissed for "Serious Foul Play". (Must occur on the field of play, against an opponent when challenging for the ball, while the ball is in play). Otherwise see 1.21	2 game suspension	4 game suspension	See misconduct 1.22
1.19A	Dismissed for "Serious Foul Play" where in the opinion of the Discipline Hearing Panel there was an obvious "attempt to injure" or "a complete disregard for the safety of an opponent" (Must occur on the field of play, against an opponent while the ball is in play) otherwise see 1.21A	4-8 game suspension	8-12 game suspension	See misconduct 1.22
1.20	Dismissed or reported for "Spitting at an opponent or any other person", other than a Match Official. NOTE: Spitting at a Match Official is Misconduct Type 1.52.	4 game suspension	8 game suspension	See misconduct 1.22
1.21	Dismissed or reported for "Violent Conduct".	3 game suspension	6 game suspension	See misconduct 1.22
1.21 A	Dismissed or reported for "Violent Conduct" where in the opinion of the Discipline Hearing Panel there was an obvious attempt to seriously injure a registrant or non-registrant.	6-10 game suspension	10-15 game suspension	See misconduct 1.22
1.22	Received and found guilty of a third dismissal in a playing season within that league or competition	1 - 11 month suspension		
1.23	Senior player played as an ineligible player except for a player who played while under suspension in which case Misconduct Type 1.64 shall apply.	2 game suspension	4 game suspension	8 game suspension
1.25	Re-enters the field of play or player bench area after having been dismissed from the game by the Match Official	2 game suspension	5 game suspension	See misconduct 1.22

***Please note this is not the entire discipline chart, but first level. All discipline procedures out in accordance with the OSA's published rules and discipline policies.**

Appendix B: Schedule of Fees, Fines, Bonds and Penalties

Club fine for teams playing a non-registered, suspended or ineligible player	\$100.00
Game sheets entered into the Club website late (> 48 hours) For Regular Season Games	\$25.00
Game sheets entered into the Club website late (> 24 hours) For Playoff Games	\$25.00
Failure to Report Cautions and Dismissals on Website	\$25.00
Late Payment Penalty	\$50.00
Jersey colour not approved by the Club	\$50.00
Forfeiting a game without sufficient notice (<48 hours)	\$50.00
Protests (exception subsection 7.4)	\$50.00
NSF Cheques	\$25.00
Caution(s)	
First Caution	No
Second Caution	No
Third Caution	\$25.00
Dismissal(s)	
Dismissed for Serious foul play where in the opinion of the Discipline hearing panel there was an obvious attempt to injure or a complete disregard for the safety of an opponent.	\$50.00
Dismissed for violent conduct.	\$50.00
Dismissed or reported for "Violent Conduct" where in the opinion of the Discipline Hearing Panel there was an obvious attempt to seriously injure a registrant or non-registrant.	\$50.00
Received and found guilty of a third dismissal in a playing season within that league or competition	\$50.00