

Southwest District Soccer League

Rules & Regulations

Updated: March 2026



***SOUTHWEST
SOCCER***



Table of Contents

1.0 Management.....	2
2.0 League Registration	3
3.0 Bonds	5
4.0 Responsibilities of Club and Team Officials	6
5.0 Player Identification.....	7
6.0 Player Eligibility	8
7.0 Scheduling	10
8.0 Rescheduling	11
9.0 Postponement and Defaulting of Games.....	12
10.0 The Game	13
11.0 Game Start Time	14
12.0 Uniforms and Equipment.....	15
13.0 Game Sheets/ Reporting.....	16
14.0 Match Officials	17
15.0 League Standings	20
16.0 Team Placements.....	21
17.0 Cup Competitions.....	22
18.0 Indoor Competitions	24
19.0 Discipline	25
20.0 Protests / Appeals	26
21.0 Other Provisions.....	27
APPENDIX A	28
APPENDIX B:	29
APPENDIX C	30



1.0 Management

- 1.1 The Executive of Southwest Soccer at their Executive Meeting may modify, add or delete any Rules or Regulations for the betterment of the League. The clubs will be notified within fourteen (14) days of any changes.
- 1.2 The Board of Directors shall be empowered to amend all appendices at an executive meeting. The Board of Directors shall give minimum notice of fourteen (14) days to all clubs prior to any changes to become effective in the Appendices.
- 1.3 League members may submit rule change requests on a League provided form between the third week in September and the third week in October.



2.0 League Registration

- 2.1 Team registration fees shall be determined, set annually, and posted on the website no later than December 1st.
- 2.2 Membership is open to any properly constituted club in good standing as defined in Southwest Soccer's Constitution. The Southwest District Soccer League is a District competitive and recreational league. Club teams from other districts may apply but are subject to Southwest Soccer and Ontario Soccer policies.
- 2.3 All teams whose clubs are not members of Southwest Soccer require a signed playing out permission form from their district and a playing in form approved by Southwest Soccer.
- 2.4 Each team must play/register in its own age level unless otherwise approved by the Board of Directors and it must comply with the Ontario Soccer Policies and Procedures. Teams not registered at their own age level will be subject to a fee as per Appendix C.
- 2.5 Each club must provide the League with names of their coaches, and the location of fields, along with the team application form.
 - 2.5.1 Grassroots game day roster naming convention shall include and be limited to the Club Name, Age Group, Gender and a Colour for the purpose of differentiating multiple game day rosters from one club.
Ex: Guelph Jr. Gryphons U11 Boys Red / Guelph Jr. Gryphons U11B Black
 - 2.5.2 The league reserves the right to alter submitted team/game day roster names as the league sees fit for publishing on the league website.
- 2.6 Registration Dates
 - 2.6.1 All U8 – U13 squad registrations must be submitted by February 1st.
Registration fees, as per Appendix B, are due by the last Friday in February.
 - 2.6.2 All U14-U21 team registrations must be submitted by February 1st.
Registration fees, as per Appendix B, are due by the last Friday in February.
 - 2.6.3 All Open Recreational and Competitive team registrations (men's and women's) must be submitted by February 15th.
Registration fees, as per Appendix B, are due by the last Friday in March.
- 2.7 Any team application submitted by a club after the deadline will be accepted at the discretion of the league and will be subject to the late registration fee outline in Appendix B.
- 2.8 Team registrations received after March 1st require the Board of Directors approval.
- 2.9 Teams being withdrawn from the League will be subject to a fee as per Appendix C.



3.0 Bonds

- 3.1 A performance bond, as per Appendix B, will be posted with the League by each youth club or open team registered to play in the League.
- 3.2 Bond amounts listed to take effect upon clubs (or open teams) entering the League, or upon a current club (or open team) exhausting their bond by 50% and being required to repost said bond.
- 3.3 Any Member having their performance bonds forfeited will have ten (10) days to replace such bond or further action will be taken by the Executive Committee.
- 3.4 Southwest Soccer may request an additional bond, as per Appendix B, from any members who have had excessive amounts of Discipline in the previous season.
- 3.5 The bond is payable to 'SWRSA' by separate cheque or e-transfer (to generalmanager@swrsa.ca) along with the team registration fee.
- 3.6 At the end of each outdoor season a club may request in writing the return of a posted bond or it shall be deemed to remain for the following year or season. Any member that request the return of their bond shall lose all club standing as to Division placements for following years and would have to reapply to join the league.
- 3.7 All bond requests for refund must be accompanied by proof of payment.
- 3.8 A bond can be held from the outdoor season to the indoor season and/ or indoor season to the outdoor season.
- 3.9 Members with monies owing to the League will forfeit bonds as of January 1st and will be required to repost bond prior to registering for an upcoming season.



4.0 Responsibilities of Member Organizations and Team Officials

Member Responsibilities

- 4.1 Each member must identify one club contact via the provided online form to handle all communications with the league. All club contacts are to abide by the Southwest Soccer League Club Contact Responsibilities as posted.
- 4.2 The host organization for Southwest Soccer League games shall ensure fields are properly permitted, cleared, and safe for set up.
- 4.3 Home organizations will be responsible for the provision of: a suitable field (League discretion) and markings; goal nets; corner flags; two properly inflated game balls; change rooms/washrooms (if feasible/available) and field lights (when required). Fields must meet Ontario Soccer regulations, guidelines and the Canada Soccer Grassroots Standards. Failure to do so will result in a fee as per Appendix C.
 - 4.3.1 Home fields must be located in the same towns or cities that the organization has been approved to operate as members of their district association.
 - 4.3.2 With the written permission of the member organization in the city or town in which the field is located a member may submit to the league for consideration to host outside of their organizations town or city.
- 4.4 The team benches must be at least two (2) metres back from the touch line, inside the technical area as defined by FIFA.
 - 4.4.1 The technical area must be defined by paint or cones at all fields, for Grassroots and Youth matches.
- 4.5 Members that do not provide fields in accordance to Ontario Soccer standards will not be eligible to host on Home fields. The opponent will become responsible for booking the field & referees at the expense of the original home organization.
- 4.6 At all District league, cup, or exhibition games both teams must be positioned on one side of the field with all spectators on the opposite side of the field.
- 4.7 Spectators shall not be allowed in or behind the bench area or behind the goals. Team officials shall be responsible for the conduct of their spectators. Spectators must remain two metres back from the playing area.
- 4.8 Organizations will be held responsible if a game is abandoned because of the actions of its players, officials or spectators and will be subject to disciplinary action and a fee as per Appendix C, if found guilty.

Team Official Responsibilities

- 4.9 "Team Official" shall mean coach, assistant coach, manager, or assistant manager who will be registered and approved by the District. Only approved team officials who have signed the game sheet are eligible to be on/at the team bench and are deemed to have coached.
- 4.10 All team head coaches and assistant coaches must comply with Coaching Certification Requirements as identified in Ontario Soccer's Operational Procedures.

- 4.10.1 Games will not be played unless there is at least one coach on the bench with valid identification and certification who is listed as a coach on a team roster with the club. Offending teams will be subject to a fee as per Appendix C.
- 4.10.2 Team Managers must have, at a minimum, the Respect in Sport for Activity Leaders certificate and a Vulnerable Sector Check.
- 4.11 A maximum of four (4) approved team officials shall be permitted at the bench. More than the maximum, will be subject to a fee as per Appendix C.
- 4.12 A registered and approved club head coach or technical director may be on the bench at any time or as a 5th Team Official provided they are recorded on and have signed the game sheet
- 4.13 The League must be notified in writing of any change made in team officials during the season within (7) seven days of the change.
- 4.14 In all games no persons without current Ontario Soccer ID will be allowed on the side of the field with the team.
- 4.15 Any team found to have a non-registered/non-approved person on the bench acting as a team official will be subject to a fee as per Appendix C.
- 4.16 Team Officials will not be allowed to smoke or vape while coaching their teams. A team official that does not comply will be subject to a fee as per Appendix C.
- 4.17 Team officials will coach within one metre of their bench and are not permitted to walk up and down the touchline or obstruct and/or obscure the view of the assistant referee.



5.0 Player Identification

5.1 All players and team officials must possess an Ontario Soccer Registrant Digital ID or “Ontario Soccer Identification Card” (ID card) and have such document available for presentation at the game in which he/she is playing/coaching, upon request. Failure to present an ID card / Digital ID shall render the player/ team official ineligible for that game.

5.2 It is a League requirement that team officials conduct a full ID check at all U13-U21 games

Authorized ID Inspection Procedure for Players and Team Officials:

- a) All players and team officials form two individual lines by team
- b) A team official from the opposing team, with a copy of the game sheet and official Ontario Soccer roster, will inspect player or team official by;
 - c) Matching the photograph on the roster/ID to the player or team official.
 - d) Matching the players or team officials name to the team roster and game sheet.
 - e) Matching the players' jersey number to the game sheet

5.3 Any team failing to check their opponent's ID's forfeit the right to protest based on player/team official eligibility and will be subject to a fee as per Appendix C.



6.0 Player Eligibility

6.1 Player Registration

- 6.1.1 Each competitively registered youth team (U14-U18 Competitive Divisions) may register a maximum of 20 players. U21 Competitive teams may register a maximum of 25 players.
 - 6.1.1.1 Maximum game day roster size for competitively registered youth teams U14-U21 is 20 players.
- 6.1.2 Each recreationally registered youth team (U14-U21 Recreational Divisions) may register a maximum of 25 players.
- 6.1.3 Each U8 and U9 squad may have a maximum of 12 players per game day roster.
- 6.1.4 Each U10 and U11 squad may have a maximum of 14 players per game day roster.
- 6.1.5 Each U12 and U13 squad may have a maximum of 18 players per game day roster.
- 6.1.6 No player shall be registered after August 1st of each year for outdoor competition.
- 6.1.7 Players registered to a team (organization) shall not be permitted after August 1st to transfer to another team (organization) within the league.
- 6.1.8 Teams from the same organization, playing in the same division may not interchange players. Teams will be subject to a fee as per Appendix C.
- 6.1.9 A youth player may only register for one youth team in the district league.

6.2 Call-ups/Guest Players/Temporary Eligibility/Trial Registration Permits (U14+)

- 6.2.1 Teams may use trial/ temporary players as outlined in Ontario Soccer published rules.
- 6.2.2 Teams may use call-ups/guest players for League games that are registered to their own organization or deemed registered to their own organization through an affiliation agreement.
- 6.2.3 Call-ups, Guest Players, TEP's, and Trials are subject to the following restrictions:
 - a) Not more than five (5) players can be dressed for any one game by any combination of the above methods.
 - b) A player can be called up into the Recreational, Competitive, or Open Divisions up to a maximum of six (6) times per season.
 - c) Each player can be a call up in Recreational Divisions an unlimited number of times per season
 - d) Grassroots (U13 and below) / Tournament Teams / I-Model / Provincial / OPDL players cannot be a call up for any District team.
 - e) A youth call-up must be registered at a lower classification or age group.

6.3 Call-Ups to Youth Teams from Combined Age Groups

- 6.3.1 Players registered in combined age groups can be called up to a higher classified division based on their registered date of birth in the Ontario Soccer's registration system. Ex: A Local League player registered in a U15/U16 league division can be called up to the U15 Recreational or Competitive division provided their date of birth and Ontario Soccer registration is that of a U15 player.

6.4 Playing Up/Down at the Grassroots Level (U8 to U13)

6.4.1 Definitions

6.4.1.1 **Call Up:** A call up is a player registered at a lower classification that on occasion participates with a development or target squad.

6.4.1.2 **Playing Up/Down:** A player Playing Up/Down is registered to the program one age division higher/lower than their year of birth dictates for the duration of the season.

6.4.2 The use of Call Up players is not permitted within Grassroots Divisions.

6.4.2.1 All divisions (U8-U13) shall operate utilizing player pools, based on year of birth, and open roster systems. Players registered to a player pool can move freely between internal club programming and District Development and Target tiers, if applicable, and amongst game day rosters in alignment with Canada Soccer Grassroots Standards.

6.4.3 All Grassroots players playing up or down will require district approval via the Grassroots Fast Tracking/Playing Down Player Evaluation form.

6.4.4 All Southwest Soccer Grassroots limitations abide by the Ontario Soccer Grassroots Procedures. Refer to Ontario Soccer [Operational Procedures](#) (Section 3, Procedure 6.0) and [Canada Soccer Grassroots Standards](#) for details.

6.4.5 Grassroots U13 (and below) players cannot be a call up for U14+ youth teams.



7.0 Scheduling

- 7.1 The proposed playing schedule will be as per Appendix A if fields are made available by member organizations.
- 7.2 All games will be scheduled to be completed by the end of August.
- 7.3 Use of the alternate night to be at the discretion of the home organization and of the League Administrator, in the case of rescheduled games, extreme long distance travel (150 km or more), and home field availability. Games involving extreme long distance travel will be scheduled on the weekends.
- 7.4 Only the League scheduler and League Administrator or their delegates are authorized to schedule or reschedule games for the League.
- 7.5 Any game(s) scheduled or rescheduled by team officials, members or persons not authorized per Rule 7.4 will be declared null and void. Teams participating in a game not authorized by the League will default all points from the game and be subject to a fee as per Appendix "C".
- 7.6 Grassroots Divisions shall not be scheduled for competition days on all long weekends.
- 7.7 Home organizations are expected to confirm or complete field time information with the League via emailed spreadsheet within seven (7) days of receiving the home schedules from the league.
- 7.8 The league guarantees each U14+ team registered a minimum of fourteen (14) and a maximum of eighteen (18) games. These games may consist of a combination of league and exhibition games.
 - 7.8.1 Depending on length of season, and division size the resulting schedules may be reduced and/or unbalanced.
- 7.9 The following regulations regarding scheduling will apply:
 - a) A minimum of four (4) teams will be required to form a division. In a division of four (4) teams, each team will play the other teams a total of five (5) times, playing a total of fifteen (15) games.
 - b) In a division of five (5) teams, each team will play the other teams four (4) times, playing a total of sixteen (16) games.
 - c) In a division of six (6) or seven (7) teams, each team will play the other teams three (3) times, resulting in schedules of fifteen (15) or eighteen (18) games respectively.
 - d) In a division of eight (8), nine (9), or ten (10) teams, each team will play a home and away game against each of the other teams within its division for a total of fourteen (14), sixteen (16), or eighteen (18) games respectively.
 - e) In a division of eleven (11) teams, all teams will play at least one game against each of the other teams within its division and an unbalanced schedule to a maximum of eighteen (18) games.
 - f) In a division of twelve (12) teams, teams will be randomly divided into groups of six (6). Each team will play a home and away game against each of the other teams within its group and one (1) game against each of the teams in the other group for a total of sixteen (16) games.
- 7.9.1 In the U8 to U12 aged divisions, all game day rosters will be scheduled in 9 to 12 festival format competition days. Festival format play will consist of 1 or 2 matches on a single competition day.

- 7.9.1.2 The number of matches offered per festival is dependent on host field availability and number of game day rosters.
- 7.9.1.3 In U8 to U12 aged divisions, all games will be scheduled for the playing day identified in Appendix "A" in a festival format.
- 7.9.1.4 In U13 aged divisions, all game day roster will be scheduled into a minimum of twelve (12) and a maximum of fifteen (15) games, in league format. Depending on the number of game day rosters, the schedule may include crossover games between tiers.



8.0 Rescheduling

- 8.1 The League Administrator must approve all changes made after the final schedule is completed. No game will be postponed or rescheduled unless the respective Administrator has received a Game Change request as submitted through the League website or google form. Any team postponing a game without league approval will be subject to discipline as per Appendix "C".
- 8.2 Once the schedule has been published teams (U14 through U21) will have the opportunity to complete up to two (2) game change requests in April using the online Reschedule Request tool at no cost.
- 8.2.1 Upon completion of the two (2) game change period in April, teams will be provided with the opportunity to reschedule one (1) game throughout the season at no cost provided terms of Rule 8.4 have been met. Teams exceeding the additional one (1) game request will be subject to the rescheduling fee as per Appendix "C".
- 8.3 All rescheduling must be completed by the two coaches in coordination with the home club via the Game Reschedule Request Tool located on the league website.
- 8.4 All completed reschedule requests must be submitted to Southwest Soccer for approval via the online Reschedule Request Tool at least 10 days in advance of the original scheduled date with a minimum of 7 days prior to the newly requested game date.
- 8.4.1 All reschedules being requested less than 10 days in advance must be completed via [Game Change Request Google Form](#) . An additional rescheduling fee will be applied for all requests under 10 days as per Appendix C
- 8.4.1.1 The two coaches must agree upon a new time, date and location before submitting via the [Game Change Request Google Form](#). The coach or designate who submits the original request must indicate which team is requesting the change
- 8.4.2 Game change requests received less than 72 hours (3 days) in advance of the originally scheduled game will not be entertained and will be played as scheduled or defaulted. Teams defaulting games will be subject to a fee as per Appendix 'C'.
- 8.4.3 Reschedule requests received without an agreed upon new time, date and location will not be entertained. The game shall proceed as scheduled.
- 8.5 Games postponed, as identified in Section 9, are subject to reschedule in coordination with the League. These games must be rescheduled within ten (10) days of the postponed game in alignment with the following processes:
- a) Within ten (10) calendar days of the postponed game the home organization is required to provide the League Administrator with three (3) date and time options with a suitable venue that do not conflict with either teams published schedule.
 - b) Upon receipt of the three (3) date and time options the League Administrator shall communicate with the Visiting Organization to select an agreeable date. If none of the provided dates are agreeable the League shall request two additional dates from the Home Organization. The two dates must be in alignment with Appendix "A". A new ten (10) calendar day window will be granted.

- c) Upon receipt of the two additional dates and times the League Administrator shall select one date and schedule the game.
- d) Failure of the home organization to provide non-conflicting date and time options within either ten (10) calendar day periods will result in the Visiting Organization becoming the Home Organization and the process to be repeated with five (5) calendar day time periods. Field expenses to be incurred by the original home club.
- e) Failure to reschedule the game within 10 days in alignment with these processes will result in the League scheduling the game on a date and location determined by the league. If one or both teams are found to prohibit the reschedule process under 8.5, they will be charged the maximum allowable under Appendix C.

8.5.1 Weather and Field related problems would not incur any game change fees.

8.6 Rescheduled games must be completed by the 14th day of September. Teams may request a rescheduled game to occur during the blackout periods.

8.6.1 If a game is postponed within the week leading up to September 14th, it must be rescheduled and played no later than 7 days after the 14th.

8.7 League games scheduled within 48 hours prior to an Ontario Cup game may be rescheduled.

8.7.1 It is the responsibility of the member organizations to notify the League and the opposing team of any Ontario Cup conflicts. Failure to notify the League within ten (10) days of the conflict will result in a default of the League game, and be subject to a fee as per Appendix C

8.8 If a grassroots game is stopped by a match official for reason of inclement weather, ground conditions, failing light, etc. the game will be deemed complete and will not be rescheduled.



9.0 Postponement and Defaulting of Games

- 9.1 All games will be played as scheduled unless postponed under one the following reasons:
- At the discretion of the referee, postponement is necessary due to bad weather or field conditions. Ontario Soccer adverse weather conditions must be followed.
 - A game is postponed at the discretion of the league
 - A game is postponed at the discretion of the City or field owners.
- 9.2 If a match official has stopped a game for reason of inclement weather, ground conditions, failing light, etc... prior to reaching fifteen (15) minutes into the second half the game must be rescheduled as per Rule 8.5.
- 9.2.1 At the discretion of the League, under extraordinary circumstances, the stopped game may not be rescheduled in alignment with rule 8.5.
- 9.2.2 The match official shall be the sole judge of time elapsed.
- 9.3 Failure to notify the league of postponed games within 72 hours will result in a default by the home organization, and be subject to a fee as per Appendix C.
- 9.4 Default – in the event that one team does not field the minimum required number of players to start a game, they will be considered to have defaulted the game and will be subject to a fee as per Appendix C.
- 9.5 Default with Notice – In the event that a team advises the league, in writing, less than 72 hours (3 days) in advance that it will be unable to field a team for a scheduled league or cup game, the game shall be recorded as a default and will not be rescheduled. The team will be subject to a fee of \$200.00 per occurrence as per Appendix C.
- 9.5.1 A Notice of Default will not be accepted more than 72 hours (3 days) in advance of the originally scheduled game. Up until the 72-hour mark it is expected that the teams will make every attempt to agree upon a new time, date and location to complete a reschedule.
- 9.5.2 If notice is provided less than 24 hours in advance the defaulting team will be subject to an additional \$50.00 administration fee as per Appendix C.
- 9.5.3 If notice is provided by visiting organizations less than 24 hours in advance, home organizations may submit field costs to the league for reimbursement. Submitted claims must be accompanied with proof of the rental fee.
- 9.6 No Shows – In the event that a team does not show up for a regularly scheduled game or cup game, it shall be deemed that the team has defaulted and will be subject to a \$250.00 fee as per Appendix C. In addition, teams not showing shall pay all opponent game fees and expenses as submitted to and approved by the league.
- 9.6.1 All claims must be submitted via the [Opponent No-Show google form](#) within 5 days.
- 9.7 The League shall suspend teams defaulting more than three games in a season from further play pending a decision on membership status.
- 9.8 Match Official fees to be handled as per section 14 of these policies.



10.0 The Game

- 10.1 In U10 and U11 divisions, the game shall not start if there are less than five (5) players available to each team at the kick-off.
- 10.2 In U12 and U13 divisions the game shall not start if there are less than six (6) players available to each team at the kick-off.
- 10.2.1 In all grassroots matches (U8-U13), if a team does not meet the minimum player requirements as set out in 10.1 or 10.2, teams shall share players and proceed with the match.
- 10.3 In U14 and older divisions, the game shall not start should there be less than seven (7) players available to each or either team at the kick-off.
- 10.4 U14+ game duration will consist of 2 equal halves as per Appendix A.
- 10.4.1 U8-U11 divisions will consist of 2 equal halves as per Appendix A.
- 10.4.2 U12 and U13 divisions will consist of 4 equal quarters as per Appendix A.
- 10.5 The League shall use the following ball sizes:
 - a) U8 and U9: size 3
 - b) U10-11-12; size 4
 - c) U13+: size 5
- 10.6 Player substitutions shall be permitted with the consent of the referee.
- 10.7 Substitutions may be allowed during the following stoppages in play: A goal kick; any kick-off; a team's own throw-ins, (the other team may substitute if the first team does); or for an injured player only.
- 10.8 In Grassroots Divisions substitutions may be made at any stoppage of play with the exception of penalty kicks.
- 10.9 No substitution is allowed for any player(s) ejected for a red card offence.
- 10.10 All substitutions must enter the field at the halfway line.
- 10.11 All substituted players must leave the field without delay.



11.0 Game Start Time

- 11.1 All games will start promptly and not later than fifteen (15) minutes after scheduled time. If necessary, referees are to report any breach of these rules and the teams responsible, to the League. The Executive Board shall decide the outcome of the game.
- 11.2 Weekday games must commence no earlier than 6:30 pm and no later than 7:00 pm for unlit fields, or 9:00 pm if a lit field is available.
 - 11.2.1 Weekday games in May, June, and July must commence no earlier than 7:00pm where the travel distance from visiting organization headquarters to the field is sixty (60) kilometers or greater.
- 11.3 Games will begin no later than 6:30 pm after August 1st on unlit fields.
- 11.4 Weekend games shall commence no earlier than 10:00 a.m. and no later than 3:00 p.m., except open division, cup games, and festival games.
 - 11.4.1 Members may request an extension of one hour earlier or later than the identified weekend start times. A request must be submitted per game. Only upon receipt of league approval shall a game start time commence prior to 10:00am or after 3:00pm.
 - 11.4.2 Members seeking an additional extension to weekend start times must complete an online reschedule requiring agreement from both clubs and league approval.
- 11.5 Only the League can assign other times at their discretion or as required.



12.0 Uniforms and Equipment

- 12.1 All players shall wear regulation soccer equipment as prescribed by FIFA and Ontario Soccer for all games.
- 12.2 All teams must play all their District games in their primary registered team colours as published on the league website, or be subject to a fee as per Appendix C. Where registered colours are similar or not sufficiently distinctive, the home team must change. Goalkeepers must wear uniforms distinctive from both teams and match officials.
- 12.2.1 Team uniforms must only bear the name and/or logo of the club with which they are registered. No other branding is permitted on the team jersey, except for sponsorship branding. A sponsor may not be a non-sanctioned soccer association. If a team is found promoting a non-sanctioned association through any means including but not limited to uniforms, apparel, signs or digital presence, they may face expulsion from the league. There will be no refunds given if a team is expelled.
- 12.3 All players shall wear numbered shirts for all games.
- 12.3.1 No two (2) players on the same team shall wear the same number and no player shall change his number during the game without the consent of the referee. Infractions will be subject to a fee as per Appendix C.
- 12.3.2 Numbers shall be a minimum of eight (8) inches in height and of a contrasting colour to the body of the shirt. Such number will be recorded against the players' name, on the game sheet. All numbers must be legible.
- 12.4 Players Equipment – “A player must not use equipment or wear anything that is dangerous.”
[Law 4 – CSA](#)
- 12.4.1 Jewelry – All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands etc.) are strictly forbidden and must be removed. Exceptions – Medic Alert Bracelets
- 12.4.2 Protective Equipment – Hats and bandanas are not allowed on the field of play. Headscarves and turbans are CSA approved as per [Ontario Soccer rules](#). Exceptions – the goalkeeper/ player may wear a hat for medical reasons (with a medical letter) however the hat may not be a baseball cap; if the cap has a peak it must face forwards and have a soft peak and must not contain metal or plastic parts. Eyeglasses are permitted providing they are sport spectacles and are safe for the players themselves and for other players.
- 12.5 Casts – hard plaster casts are considered to pose a danger to both the wearer and other players and are not permitted on the field of play.
Exceptions – soft, lightweight casts will be permitted providing the cast does not present a danger to the individual or any other player.
- 12.5.1 Officials have the final say on the safety and inclusion of identified casts at the field.



13.0 Game Sheets/ Reporting

- 13.1 Official game sheets, as found on the League site, must be completed by the teams. Teams failing to use league game sheets will be subject to a fee as per Appendix C.
 - 13.1.1 The game sheets shall consist of 2 copies. Each team will receive their own game sheet back at the end of the game for reporting purposes.
- 13.2 Only players listed on the game sheet may sit on the bench, are eligible to play, and all are deemed to have played unless they are crossed off. Players under suspension shall not be entered on the game sheet and will not be at the player's bench.
- 13.3 When guest players (call-ups) are used, teams are to use the Call-Up function on the league website. This will pre-populate the information onto the game sheet. If they are being handwritten, they must be printed clearly and have (call up) written beside the name. Failure to properly identify guest/call ups will be subject to a fee as per Appendix C.
- 13.4 All team officials present must be listed and sign all game sheets; the signatures shall verify the eligibility of all players listed. If a team official is listed but not present, they must be crossed off. Failing to sign all game sheets and verifying player eligibility will be subject to a fee as per Appendix C.
- 13.5 All 2 copies of completed game sheets must be turned over to the referee **following the ID check, prior to the start of the game.**
- 13.6 It is the responsibility of the team officials to ensure that all sections are complete, including the game number, date, time, location, field conditions, referee names/registration numbers, player/team official names/registration numbers and jersey numbers, team official signatures, goal scorers and cards are correctly marked on the game sheets. Failure to complete all sections are subject to a fee as per Appendix C.
- 13.7 Teams using players on a Temporary Eligibility Permit or Short term registration permit must submit the authorized signed copy with the game sheet to the match official or be subject to a fee as per Appendix C.
- 13.8 For each District League or cup match, the team officials of both teams shall report the game results within forty-eight (48) hours of the game, on the League website. Failure to do so will result in a fee as per Appendix C.
- 13.9 For all U8-U13 games, within 48 hours of the game, team officials shall report on the league website selecting whether the game was completed or not. No stats or standings shall be reported.
- 13.10 For all U14-U21 games the following must be recorded accurately: the game score; the names of the players, goalkeeper shutouts and goal scorers and any discipline cards handed out by the referee.
- 13.11 Game reports that have not been submitted within 7 days of the conclusion of the match may have the points for the game in question withheld from the negligent team(s) and a fee, as per Appendix C, prior to reinstatement of the result.
- 13.12 The league retains the right to complete outstanding online game reports based on match official games sheets.



14.0 Match Officials

14.1 Match Official fees are as per Appendix B.

14.1.1 All game official fees shall be paid by the league via Electronic Fund Transfer based on E2E Refcentre payroll reports. Payment will be processed once per month.

14.1.2 Game Officials shall complete and submit the provided Southwest Soccer waiver and Electronic Fund Transfer Information Form annually. Game Officials will not be paid until the completed forms have been received.

14.2 In the case of Match Official no shows, the teams, club, game officials or assignors may file a no show report with the league. Payment will not be issued for the vacant position.

14.3 Match Official fees based on game not being completed in full:

Scenario	Fee Paid	By Whom
Postponement of a game at the field before Kick-Off due to inclement weather	Half-Fee	Home Club via League
Postponement as the field, in the referee's discretion, is unplayable	Half-Fee	Home Club via League
Default – A team has less than the minimum number of players required to start the game	Half-Fee	Defaulting Club via League
Default with Notice – more than 24 hours' notice Provided	No Fee	
Default with Notice – Less than 24 hours' notice Provided	Half Fee	Defaulting Club via League
Default with Notice – Less than 4 hours' notice	Half-Fee + mileage if incurred	Defaulting Club via League (Mileage paid at \$0.25 once Team No Show claim form is submitted)
No-Show – One or both teams do not show up	Half-Fee+ Mileage	Defaulting Club(s) via League (Mileage paid at \$0.25 once Team No Show claim form is submitted)
Postponement of a game by the League due to uncontrollable circumstances (Air Quality, Extreme Weather etc...)	No Fee	

14.3.1 The half game fee noted above shall be paid only if:

- a) The referee collects and completes the game sheet(s) and provides a short written report explaining why the game did not start;
- b) The appointed referee and assistant referees, who were present at the field, shall include their names, Ontario Soccer Registrant Number and signature(s) in the space provided on the game sheet(s);
- c) Hand a fully completed and signed copy of the game sheets to the coach/manager of the team(s) that is/are present.

14.3.2 In the event that both teams do not show, the league shall pay the Match Officials half the game fees, provided they report and request such fees within 5 days of such game.

14.4 All game official fees and league operating expense, to process game official payroll, shall be invoiced to the clubs prior to season kick-off.

- 14.4.1 All game official fees for scheduled youth (U14+) and senior (U21) league matches shall be split equally between the home and away teams.
- 14.4.2 All game official fees from cup preliminary rounds, quarter-finals, and semi-finals shall be split equally between the home and away teams. 'To Be Determined' cup matches shall be invoiced at the end of the season with the reconciliation report.
- 14.4.3 The league shall cover the game official fees for all cup championships matches.
- 14.4.4 Due to unbalanced hosting capabilities, game official fees and league operating expense for U8-U13 divisions shall be split equally between home and away teams.
- 14.4.5 League operating expense to process game official payroll for Outdoor 2026 shall be \$3 per match.
- 14.4.6 A reconciliation of game official fees shall be invoiced to or credited with clubs at the end of season.
- 14.5 The League or its designate will assign registered officials to U8 through U21 games via Ref Centre.
- 14.6 Referees shall be assigned to all age groups. Assistant Referees shall be assigned to all U14-U21 games. All members that use un-carded referees will be liable to further discipline by the Executive Committee (Except in the case of a referee no show).
- 14.6.1 Assistant Referees shall be assigned to U12 and U13 divisions, whenever possible.
- 14.7 Referees must meet the following requirements:
- a) Ontario Soccer D1 referees shall be allowed to officiate any U8-U11 game.
 - b) Ontario D4 referees or better shall be required for U12, U13, U14, or U15 games.
 - c) Ontario Soccer D6 referees or better shall be required for U16, U17, U18, U21 or open games.
- 14.7.1 D1 through D5 referees (under 18 years old) may only take part in games in which the team age classification of the teams involved in the game are a minimum 2 years younger than the official.
- 14.7.2 A first year D4, D5, or D6 referee may not be appointed as a Match Official to a game involving Competitive teams where their new grade is the minimum requirement, but may be appointed as an Assistant Referee.
- 14.7.3 All Assistant Referees must be a D4 or better.
- 14.8 Officiating complaints will only be acknowledged if received in writing by the league administrator. Complaints will be reviewed by the Board and may suspend the official from refereeing further games in district league.
- 14.9 The referee is responsible for initiating the teams' ID check process prior to kick-off. The referee responsibility includes:
- a) Approaching the Team Officials and communicating it is time to commence the ID check process. The process shall be carried out by the team officials in alignment with league rule 5.2.
 - b) Document if the ID check process was completed by checking Yes or No on the game sheet.



- 14.9.1 The game official is responsible for providing the teams a copy of completed game sheets within 15 minutes of the end of the game. All game officials must print and sign all game sheets with their name.
- 14.10 Match Officials are expected to arrive 30 minutes prior to the scheduled match kick-off time. Match Officials arriving less than 20 minutes prior to the scheduled match kick-off shall be deemed late. Repeat offenders may be subject to discipline in alignment with Ontario Soccer published standard penalty 4.43A.
- a) Leniency shall be granted for game officials assigned to back to back matches.
 - b) Chronic lateness may result in removal from future game assignments.
- 14.10.1 In the event that the appointed Match Official is not in attendance within fifteen (15) minutes after a scheduled kick-off the Match Official no-show must be reported to the League using the [Match Official No Show Form](#)
- 14.10.2 For Grassroots games, the two teams MUST agree on an alternate game official or person and proceed with the game. Failure to proceed with the game will result in the game being removed from the schedule.
- 14.10.3 For competitive, recreational, and open divisions the two teams may agree on an alternate game official and proceed with the game. If the two teams are not in agreement the game will be rescheduled as per Rule 8.5.
- 14.11 The game official must upload completed game sheets, accompanied by any Disciplinary Reports, Trial Registration Permits or Temporary Eligibility Permits online within forty-eight (48) hours of the final whistle.
- 14.12 **Lightning/Severe Weather Policy:** Ontario Soccer's Severe Weather Policy states – as soon as you hear thunder, quickly get to a safe location. If you can hear thunder, you can get hit by lightning, Environment Canada warns. Ontario Soccer's Severe Weather Policy, promotes this when faced with severe weather conditions during league-play. Knowing this, the referee's is to use their discretion having the final say over delaying, restarting or abandoning a match due to severe weather or the threat of imposing weather. Referees are expected to act responsibly when dealing with such events during matches they are controlling. The safety of players, coaches, management and spectators is the primary concern in any game.
- 14.13 **Heat Advisory Policy**

In the event of a heat advisory (as issued by Environment Canada) it is MANDATORY for match officials to provide water breaks as follows:

1. At the midway point of each half.
2. Provide a 60 second break.
3. Game clock is stopped during mandated water breaks.

This is MANDATORY for player safety and cannot be ignored. If a heat advisory has not been issued and team officials are seeking water breaks, the request to the match official should occur prior to the game. These water breaks will be permitted at the discretion of the referee. The safety of players, coaches, management and spectators is the primary concern in any weather event that occurs during all matches sanctioned by SWRSA. The Match Official has the final say over delaying or restarting a match due to weather. Waiting to stop play or not waiting to start play may result in a serious injury or loss of life. Match Officials are expected to act responsibly when dealing with such events during matches they are controlling.



15.0 League Standings

- 15.1 The League champion shall be the team that accumulates the greatest number of points in all games provided by the League schedule of that age group.
 - 15.1.1 No points will be awarded for age divisions up to and including the U13 age group. There are no statistics or standings kept for these age groups and no League champion.
 - 15.1.2 For U14 and older, points will be awarded based on the formula of three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.
- 15.2 If the League, for any reason, awards points for an un-played, postponed, or defaulted game, the team deemed to be the winner shall receive three (3) points for a win and the score shall be recorded as 3 to 0.
- 15.3 In the event that more than one (1) team is tied for first place at the end of the regular schedule the following criteria will be used in order to determine the League Champion:
 - 1. Head to Head Record
 - 2. Head to Head Goal Differential
- 15.3.1 If still tied a head to head play-off game will be scheduled by the league administrator at a neutral field. Field and Match Official costs will be split equally between the teams and paid at the time of the game.
- 15.3.2 If more than two teams are tied at this point: 3 teams will be round robin, 4 teams a single knockout, with the two winners playing off against each other.
- 15.4 If teams are tied for the same position in any part of final standings except for first place, the results between the teams will be determined by:
 - 1. Head to Head Results
 - 2. Goal difference – League standings
 - 3. Most Wins
 - 4. Least goals against – League standings



16.0 Teams Placements

- 16.1 There shall be no promotion and relegation between the district league and West Region I-Model pilot project.
- 16.2 Teams entering the I-Model qualification season that do not qualify for C1 may be placed into the district league at the discretion of the West Region Districts.
 - 16.2.1 If the district league division has two tiers, the team not qualifying for I-Model shall be placed into tier 1.
- 16.3 At the discretion of the district league, offered divisions may be altered. Team placement within a district league division is subject to league registration numbers and may be adjusted.



17.0 Cup Competitions

- 17.1 To be eligible to play in a cup game scheduled after August 1st, a player must have played a minimum of three regular season games with the team or the team will be subject to a fee as per Appendix C.
- 17.2 Only players properly registered to the team's official roster may play in the Youth Cup semi-final and final games.
- 17.2.1 Up to three call ups per game are permitted during Cup preliminary rounds.
- 17.2.2 A player may only play for one team per age division in League Cup competition.
- 17.3 A draw will be made at the start of the season to determine the schedule.
- 17.3.1 No changes will be made to schedule without League approval.
- 17.3.2 The League Administrator or Director may make changes in venue as the need arises.
- 17.4 All game reports shall be submitted on the league website within 48 hours.
- 17.5 All games shall have registered officials as required for their level of play. If 3 officials are required and less than (2) two officials are present, the game shall proceed only if both coaches agree. If not a rescheduled game shall occur within (7) days.
- 17.6 If a game is tied at the end of regulation the winner shall be determined by kicks from the penalty mark as per FIFA rules.
- 17.7 **Youth Cup:** [\(Link to the Full Youth Cup rules and webpage\)](#)
- 17.7.1 Each youth team registered in the League prior to the Kick-Off Meeting will participate in the District Cup competition. Competitive and Recreational teams shall only compete amongst their own level of competition.
- 17.7.2 Cup games will be single game knock out format.
- 17.7.3 Youth Cup games will be played on Fridays unless otherwise arranged by the league. Dates will be selected by the league.
- 17.7.4 Youth Organizations may be required to host Preliminary Rounds for divisions in which they have a team registered.
- 17.8 **Open Cup:**
- 17.8.1 Each open team registered in the League prior to the Kick-Off Meeting will participate in the District Cup competition. Competitive and Recreational teams shall only compete amongst their own level of competition.
- 17.8.2 Open teams may opt out of the cup competition prior to the registration deadline for the current year.
- 17.8.3 Open cup format and fees will be determined annually at the discretion of the district league and published prior to the registration deadline.
- 17.8.4 In the event that the Open Cup operates under single knock-out format the cost of the fields will be split as follows: a) Home Team pays for the field b) Away Team reimburses the Home Team 50% of the field cost up to a maximum of \$50.00 c) Away team has the right to request proof of field costs from the Home Team.



18.0 Indoor Competitions

- 18.1 Southwest Soccer will monitor the need for indoor soccer expansion in the District and operate such divisions if viable.



19.0 Discipline

- 19.1 All discipline will be handled by the district in accordance with Ontario Soccer Procedures under [SWRSA's Discipline System](#).
- 19.2 Discipline/fees handled under league rules will be addressed under Appendix C.
- 19.3 If a single team accumulates 4 dismissals; 8 cautions; or 10 combined discipline reports they will be subject to a fee as per Appendix C.



20.0 Protests / Appeals

- 20.1 A team official must inform the referee if the game is “being played under protest” and they will record this on the game sheet prior to the beginning of the game. The game shall be played. A team refusing to play will be subject to disciplinary action.
- 20.2 An email notice, using the [Game Protest Form](#), must be received within 24 hours of the completion of the game.
- 20.3 A copy of the protest must also be sent to the opposing team’s Organization.
- 20.4 Protests must be accompanied by a protest fee of \$200 in the form of an e-transfer. If the protest is upheld, the protest fee will be refunded. An administration fee of \$50 will be charged for each case regardless of the outcome.
- 20.5 ONLY correctly submitted protests will be heard by the Discipline Committee.
- 20.6 No protests pertaining to the decision of a match official will be heard.
- 20.7 No protests pertaining to fields, conditions, equipment, jersey colours or other appurtenances of the game will be heard.
- 20.8 Appeals against decisions made by a District League shall be submitted, in writing, to the District and a copy of the letter of appeal shall be sent to the League.
- 20.9 The letter of appeal shall be accompanied by the appeal fee of \$250, in the form of an e-transfer, along with a copy of the decision being appealed and a completed [Appeal to Southwest Soccer Form](#).



21.0 Other Provisions

- 21.1 Any matter not covered by the Southwest Soccer Constitution and/or Rules and Regulations, shall be governed by the provisions of the Ontario Soccer Published Policies.
- 21.2 Notification of complaints; infractions; requests to the Board and other matters requiring attention from the General Manager will only be considered if submitted by the members identified League Club Contact. Such requests from coaches, team managers, parents etc., will be referred back to the appropriate member club.



APPENDIX A: 2026 District League Game Duration and Playing Nights

Grassroots Divisions	Game Length	Playing Day / Night
U8	2x20min halves	Saturday
U9	2x20min halves	Saturday
U10	2x25min halves	Saturday
U11	2x25min halves	Saturday
U12	4x15min quarters	Saturday
U13	4x20min quarters	Friday

Competitive Division	Half Length	Playing Day / Night	Alternate Day / Night
U14	40	Thursday	Tuesday
U15	45	Monday	Wednesday
U16	45	Tuesday	Thursday
U17/U18 Boys	45	Monday	Wednesday
U17/U18 Girls	45	Wednesday	Monday
U21 Men	45	Thursday	Tuesday
Preliminary Round Cup games		Friday	



APPENDIX B: 2026 DISTRICT LEAGUE FEE SCHEDULE

OUTDOOR REGISTRATION FEES – 2026 SEASON				
U8 - U9 (per Game Day Roster)		\$ 300.00		
U10 – U13 (per Game Day Roster)		\$ 350.00		
U14 – U18 (per Team)		\$ 400.00		
U21 Competitive (per Team)		\$ 400.00		
Open Age (per Team) (Rec or Comp)		\$ 400.00		
Bond - Youth Club		\$ 300.00		
Bond – Senior Team		\$ 200.00		
Late Team Registration		\$ 100.00		
GAME OFFICIAL FEES - Outdoor 2026		Referee	Assistant Referee	Total Crew
U8 / U9 Development		\$30.00	N/A	\$30.00
U10 / U11 Development		\$35.00	N/A	\$35.00
U12 Development		\$40.00	\$25.00	\$90.00
U13 Development		\$55.00	\$40.00	\$135.00
U14 / U15 Youth Competitive		\$60.00	\$45.00	\$150.00
U16 Youth Competitive		\$65.00	\$50.00	\$165.00
U17 / U18 Youth Competitive		\$70.00	\$55.00	\$180.00
U21 Senior Competitive		\$85.00	\$65.00	\$215.00
Open Age Senior Competitive (KDSL)		\$85.00	\$65.00	\$215.00
Open Age - District Recreational (TMSL)		\$80.00	\$60.00	\$200.00
GAME OFFICIAL Scheduling				
League scheduling game officials to an Exhibition Game		\$8.00 Per Game		
DISCIPLINE FEES				
Protest Submission		\$ 200.00		



APPENDIX C: 2026 DISTRICT LEAGUE DISCIPLINE STRUCTURE

Section	Fee Description	Fee
2.4	Teams not registered to play in their own age level	\$100.00
2.9	Withdrawing a team after the registration deadline, prior to March 1st	Team Fee
2.9	Withdrawing a team between March 1st and April 15th	Team Fee, Bond, + \$300
2.9	Withdrawing a team after April 15th	Team Fee, Bond, +\$1000
4.3	Home club failing to provide required game provisions	\$50.00
4.10.1	Playing a game without a proper coach/assistant coach on the bench	\$100.00
4.11	More than 4 team officials on bench (TD or CHC accepted)	\$50.00
4.15	Non-registered/non-approved person acting as a Team Official on bench	\$100.00
4.16	Team officials smoking or vaping while coaching	\$100.00
5.3	Failing to check the opponents ID's before a game	1 st offence - warning 2 nd offence - \$50.00 3 rd + offence - \$100.00
6.1.7	Non-Grassroots teams interchanging players	\$200.00
8.1	Postponing game without League approval	\$100.00
8.2.1	Team Exceeds Reschedule Request Limit (per game)	\$100.00
8.4.1	Reschedule Request received within 10 days of original game	\$150.00
8.4.2 / 9.5	Default with Notice (Less than 72 Hours' Notice)	\$200.00
8.4.2 / 9.4 / 9.5.2	Default with Notice (Less than 24 Hours' Notice)	\$250.00
9.6	No Show – Team does not show up for a game	\$250.00 + Opponent Expenses
12.2	Teams not playing game in primary team colour	\$50.00
12.3.1	Players on the same team wearing the same jersey number	\$50.00
13.1	Failing to use League official game sheets	\$50.00
13.4 / 17.2	Dressing players not properly registered/eligible	\$100.00
13.3 / 13.4 / 13.6	Team failing to complete all game sheet sections correctly	\$50.00
13.7	Team not submitting temporary or trial permits	\$100.00
13.8	Failing to submit game report on league website within 48 hrs	\$50.00
13.11	Failing to submit game report on league website within 7 days	\$100.00
17.1	Player playing in cup game not yet played in 3 League games	\$100.00
17.3.1	Changing cup schedule without League approval	\$100.00
19.3	Team Accumulations: 4 dismissals; 8 cautions; or 10 discipline reports (Total through any form of league play)	\$50.00 1 st season offence \$100.00 2 nd season offence \$150.00 3 rd season offence
Various	Any club/team failing to comply with any other League policies or procedures not previously listed in Appendix C	Up to \$300