

# **Playing Rules of the Peterborough Men's Oldtimer's Soccer League (PMOSC)**

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## **1. LEAGUE**

The executive shall determine the schedule and divisions as they see fit for the maximum benefit of the league and its members. The executive will balance teams at the start of the season to try and keep teams equal and fair. No rebalance shall occur during the season *UNLESS* due to extreme circumstances.

## **2. SEASON**

The outdoor playing season will run from mid-May for 20 weeks. Actual opening and closing dates will vary and will be set by the executive. The season will consist of regular league play, and potentially season ending playoff matches as a format to be set by the executive.

## **3. MEMBERSHIP AND TEAM REPRESENTATIVES**

Every team shall have a team representative who will act as the main contact for the league. They must provide the league with contact information including phone number and email address.

Team representatives are responsible for ensuring all required registration forms are properly filled out and remitted with payment at least one week in advance of competition start date. Player start date is at the discretion of the administrator.

## **4. REGISTRATION**

The PMOSC is a men's recreational league for players age 35 and over. A player who turns age 35 during the course of the season is deemed eligible to play in the league.

Players will be required to fill out an OS form and maintain registration on OS software "OSCAR" otherwise known as Sports Engine. A player must have both a form with waiver and registration in Sports Engine complete to be eligible to play.

## **5. FEES**

All fees will be set by the executive and paid on dates set by the executive.

Registration fees are due before a player can be registered. Registration fees are reviewed and set on an annual basis by the executive on a per player cost analysis .

## **6. TRANSFERS**

No transfer requests will occur during the season unless the executive deems it necessary.

New players to the league will be "drafted" onto a roster. Players who miss a season may return to their previous team provided they registered prior to the registration deadline. Registration after the deadline will not guarantee placement on your old team.

## **7. PLAYER MOVEMENT**

A player looking to transfer to a new team may request to do so providing they write an email 30 days prior to the start date of the season. Requests to transfer teams can be submitted for consideration but will not be guaranteed. Determination will be by majority executive vote.

## **8. GENERAL LEAGUE RULES**

1. In league matches, final game results stand unless changed by successful appeal to the executive. The referee association will be notified by the executive if a game requires a winner, otherwise games may finish in a tie after completion of play. All games shall be 2 x 45 minute halves. The referee may shorten the game halves if play does not start at the scheduled kick off time in order to remain on schedule.

2. In the event that a winner must be determined, the following will be taken into consideration: 2 x 10 minute halves of overtime will be played, sunlight permitting. The full time will be played and the result will stand. If teams are still tied, then penalty kicks will be used to decide. 5 kickers from each team shall be the first round, consisting of any player from that team who was on the field at the conclusion of the overtime. If teams are still tied then single shooters will decide the outcome, rotating between teams until one team scores and the other does not. Shooters must make a full rotation through all designated team players before a second shot may be taken. All shooters must have been on the field of play at the conclusion of the overtime.

3. A game in the outdoor season is considered played if 65 minutes or more has elapsed. A game may be stopped due to bad weather, a shortage of players, or a concern for safety. A game will be stopped for lightning at the referee's discretion. A game is not to restart until 30 minutes after the last lightning strike IF there is still time permitted. Games will not be delayed or restarted beyond when the 90 minutes of play should have been completed.

4. In the event of a point tie when deciding league standings, the tie breaking format is as follows:

- (a) Head to head record
- (b) Goal Difference
- (c) Fewest goals against
- (d) Most Wins
- (e) Play a Game

5. No team may intentionally forfeit a match. If a forfeit does occur, the forfeiting team will be noted as conceding 3 goals while scoring zero.

6. The referee will make a final decision as to the safety of the playing surface at kick-off, unless already determined by the executive.

7. Requests to change the schedule must be made at least seven days prior to the date of the fixture.

8. Players are deemed eligible to play regardless of arrival time to the field.

9. If a team is short players and cannot field a full team, they are permitted to pick up players granted they are registered to the league. The asking team must first ask permission from the other team if any of THEIR players would be willing to switch teams. If none, they must ask if they can add a player registered from another team. The asking team has the right to ask who they want, since the opposite team has declined offering them one of their players, and cannot deny the asking team the player of their

choice. The team adding players can add only up to a maximum of 13 players (full 11 plus 2 subs). We are old, and none of us can play a full 90 minutes without subs so this is a safety issue.

Should a team have players arrive late and go over the 13 players after pick up, the team who picked up players must then ask the opposing team rep if the picked up players may continue. This is the decision of the opposing team rep.

10. **Substitutions** are allowed on own throw-ins. Piggy-backing on opponent substitutions is allowed as well. Remaining substitutions can be completed at regular substitution times (any goal kick, after a goal is scored by either team, or the start of a half or playing interval). Subs are not to happen on corner kicks, free kicks or penalty kicks.

**Substitutions may only occur at one of the stoppages listed above, and only after requesting permission and receiving permission from the referee. Players in violation of this rule may be shown a yellow card.**

11. During kickoff or after a goal, the ball can be kicked directly backwards; it does not have to go forward first

12. ***No sliding will be permitted.*** A “slide” will be considered a technical foul and the sanction will be an indirect free kick against the offending player’s team subject to FIFA laws of the game. A slide tackle shall be deemed if a player deliberately slides into an opposing player or teammate whether they win the ball or not, and whether they make contact with anyone or not. A slide tackle will be deemed an “untimely tackle” and will be sanctioned as a penal offence. The result will be a direct free kick subject to FIFA laws of the game and may result in a penalty kick if the slide tackle occurred in the guilty player’s penalty area. **A player deemed to have committed a slide tackle shall be issued a yellow card at the determination of the referee.**

The goal keeper *is* permitted to slide, provided that ***it is not feet first and/or dangerous*** to any player on the keeper’s team or on the opposing team. FIFA laws shall be applied by the referee to this situation.

13. Any player receiving a **Yellow Card** in a match will automatically be forced to substitute out of the match. A player on the bench who is listed on the game sheet as an active player may take their place. The player receiving the yellow card may return to the game on the NEXT legal substitution opportunity. There is **NOT** a time requirement to stay off the field.

Any player receiving a red card will leave the field immediately. They will not be substituted and the team must play short by the number of players ejected. The player receiving a red card may not return to the game. The player receiving a red card is to immediately leave the playing field before game is to be restarted, and may not sit on the bench or in the bleachers.

14. All other laws of the game shall be subject to FIFA laws of the game.

## 9. GAME REPORTING

Each team must provide the referee with a completed game sheet before the start of each game. The referee will report the scores and game sheets back to the league. Each team rep will be provided a digital copy of their game sheet before start of the season. The referee has the right to not start the game if a game sheet is not provided.

Any player who joins a team as an extra player must be added to the game sheet. They are not required to report their SEO number. If that player receives discipline the league will cooperate with the referee to provide them all information required for the player to be sanctioned upon review.

A player arriving late to a game is eligible to play, provided they are on the game sheet. Players are not to be added to game sheets once the game has started and the game sheets are in the referee's possession.

## **9. DISCIPLINE**

All red cards are reviewed by both ECOSA and our league executive for discipline.

A player issued a red card will serve a one game suspension in the week immediately following the game the card was received. This is a *LEAGUE* issued suspension. The same player may be issued further discipline by ECOSA. Therefore a player issued a red card will serve a minimum two game suspension. The player will be notified of the suspension by the league. A player receiving a red card will be issued a \$50 fine that must be paid before the player can return to play for his team.

A player accumulating three yellow cards in a season will serve a one game suspension. The suspension will occur the week following the accumulated third yellow card. The player will be notified of the suspension by the league.

A Player accumulating their fifth yellow card of the season will serve another one game suspension. The suspension will occur the week following the accumulated fifth yellow card. The player will be notified of the suspension by the league. A review will be conducted by the league. The player accumulating 5 yellow cards may receive a warning, may be put on probation, or may have their registration revoked upon review by the executive due to the nature of the yellow cards. A player receiving their fifth yellow card of the season will also be issued a \$50 fine that must be paid before the player can return to play for his team.

A player may be issued a probationary period for conduct detrimental to their team or the league. A review will be conducted by the executive. The player will be noted in writing and will be on probation for no less than one calendar year. Cards acquired during probation will be reviewed by the executive and further disciplinary action may be taken, beyond the actions taken by ECOSA.

A player may also be denied registration or have their registration revoked due to conduct detrimental to their team or the league. A review will be conducted by the executive. The player will be notified in writing. To return to the league, the player must apply no less than 45 days prior to the start of the season by means of an email or letter to the board. The board will review reinstatement of the individual on an annual basis for each reinstatement request made by the player. If a player is reinstated, they will automatically be put on a one year probationary period and probationary rules will apply.

All other rules, concerns, issues or by laws will be reviewed by the executive.