



Mens' StThomas Soccer League (MSSL)

Rules and Regulations

1. TEAM REGULATIONS

1.1 Teams must be registered and fully paid by the deadlines set by the STSC. Teams failing to meet the registration/payment deadlines will forfeit games until they are paid.

1.2 A maximum of 25 players may be registered per team, with an additional cost of \$35/player for registration of players #22-#25

1.3 All players must be registered by July 31st of the current season. No new players may join a team after that date. All player additions require 48hrs notice.

1.4 Players in their U17 eligibility year or greater are eligible (for 2022 players must be born in 2005 or earlier).

1.5 Teams are permitted to roster any player who is NOT carded to any Premier Competitive League (WOSL Premier or higher). All players from WOSL Div1 and lower, and all Recreational Leagues (ie MMSL, LOSL, MXP, etc.) are permitted without restriction. Any team found to be using illegal players will be stripped of points and Fined.

1.6 Players from each team may be called up to a STSC Competitive team (WOSL) an unlimited number of times, as necessary.

1.7 No team, either entering the league or changing uniforms, may choose a colour in conflict for another team already established in the league. If a team chooses a conflicting colour they will be required to wear an alternate uniform regardless of home field advantage.

2. DISCIPLINE AND FINES

2.1 There will be no financial penalties for yellow or red cards.

2.2 Yellow card Accumulation:

- 5 yellow cards accumulated during the season will result in 1-game suspension
- 3 subsequent yellow cards will result in another 1-game suspension
- 2 more yellow cards will result in another 1-game suspension

2.3 Red Card Accumulation



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- 1 red card will result in a 1-game suspension
- A 2nd red card will result in a 3-game suspension
- A 3rd red card will result in the player being suspended for the balance of the season

2.4 A player may receive additional suspension for any red card offense based on the discretion of the Referee.

2.5 Any player (excluding a goalkeeper) must substitute following a yellow card. They are eligible to return to the field on the next eligible substitution period.

2.6 Any player receiving two yellow cards in the same game will receive an automatic red card.

2.7 Any player who receives a red card during the course of play will be sent off the field and the team will play short-handed for the duration of the game.

2.8 Teams may be fined \$50 for their 1st default, \$100 for their 2nd, and \$150 for their 3rd. A team may be excused from the league after their 3rd offense. Early communication with the League and opposing team, and working on alternative options for games will negate potential fines.

3. GROUNDS

3.1 All games will be played upon STSC designated fields.

3.2 Any setting up of goal nets and corner flags will be the responsibility of the home team and needs to be done at least 20 minutes prior to the scheduled game time.

4. GAMES, GAME SHEETS, AND SCHEDULING

4.1 All games shall be played under the Laws of the Game as approved by Ontario Soccer.

4.2 The league schedule will be posted on the league website prior to the start of the season.

4.3 All games must be played on the scheduled date at the assigned field unless both teams agree to reschedule AND it is approved by league management.

4.4 Game sheets need to be complete and submitted to the referee by the scheduled game time. Game sheets must contain only the names of those players present and in uniform. Players who show up late but prior to the half may request to be added to the game sheet and enter play upon approval by the referee.



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- 4.5 The home team must provide an approved game ball to the referee at least 10 minutes before kickoff. Each team will be supplied with 1 Match Ball prior to the start of the season.
- 4.6 Any team found to be guilty of playing an ineligible or suspended player may result in the offending team forfeiting the game with a recorded score of 3-0.
- 4.7 A team must have a minimum of 7 players to start and continue a game.
- 4.8 Failure to field a team within the allowable time or without the minimum players
- a) Will result in the game being cancelled and a win awarded to the other team (3-0 recorded score).
 - b) In cases where both teams fail to comply with the above rules, the game will be cancelled, no win will be awarded, and the referee will receive payment. The game will not be replayed unless league management decides otherwise.
- 4.9 If by an act of God, a game is not 60 minutes long, it is not considered to be a full league game. The time remaining to play a full 90 minute game will be rescheduled by both teams on a mutually agreeable date (also requires league management approval). If the game is over 60 minutes when the act of God occurs it qualifies as a full game.
- 4.10 Each game will be officiated by a Referee and may also include 2 Assistant Referees, assigned by the STSC, if necessary and available.
- 4.11 Cancellation of a game due to field or weather conditions is at the Referee's discretion.
- 4.12 Substitutions will be allowed at:
- a) A goal kick
 - b) After a goal has been scored
 - c) At halftime
 - d) As a result of an injury (only injured players may be substituted)
 - e) At a throw in, but only if initiated by the team making the throw. After the team throwing the ball requests a substitution, the other team may also request a substitution.

5. PROTEST

- 5.1 All decisions made by the referee during the game are final.
- 5.2 All protests made by a team must be dealt with by league officials. If this is not resolved prior to game time the game must be played and a ruling will be made following the game.



6. DIVISION FORMAT AND YEAR-END MSSL CUP

6.1 At the end of the regular season, in order to determine Divisional placement or Playoff Cup matchups, if there is a tie in the standings the following criteria will be used to break the tie:

1. Points in Head-to-Head Meetings
2. Most Wins in all League Games
3. Fewest Goals Against, all League Games
4. Coin Toss

6.2 MSSL Divisions and Playoff Cup format and schedule will be determined based on the number of teams registered for the league.

6.3 Players (including goalkeepers) must be registered prior to July 31 a team's regular season games to be eligible to play in the MSSL Cup.

6.4 If a MSSL Cup game is tied after regulation play, a full 10mins OT will be played. If the game is still tied after OT, a 5-player shootout will be used to determine the winner.