

TORONTO SERVICES SOCCER LEAGUE

RULES AND REGULATIONS

REVISED 2026

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PART A — REGISTRATION OF PLAYERS

1. Definition of terms:

“Form” — Registration form

“TSSL” — Toronto Services Soccer League

“Player” — any team member registered as a player with the TSSL

“Game official” — a referee or assistant referee sanctioned to officiate a TSSL match

“Team member” — any player, manager, coach or other team official for any team

2.

2.1. All team members, including non-playing coaches and managers, must be registered annually with the TSSL on a registration form provided by the TSSL. All forms must be accompanied by a digital photo (if no photo is currently on file). A digital photo for each team member must be updated every five (5) years.

2.2. A player will not be eligible to play unless the Form has been received by the TSSL at least 72 hours in advance of a scheduled TSSL game.

3. To qualify to play in any Cup game, a player must be registered with the TSSL at least seven (7) days prior to the date of the game.

4. A team found to be guilty of using an ineligible player at any time shall forfeit the game to their opponents and will be subject to fines and further disciplinary action at the discretion of the Discipline Committee.

4.1. If, upon review of the game sheets after the completion of any game, a team is found to have used any ineligible players, the game shall retroactively be forfeit and the offending teams will be subject to further disciplinary action.

5. The final date for registration of any team member shall be 31 July in any given year.

6. A player may present himself to the TSSL office to have his picture taken, or submit a digital photo, along with proof of identification. The picture will then be proof of identification of the player for the purposes of all TSSL games.

6.1. No player may compete in any game unless his picture appears on the game sheet which has to be provided for inspection by all coaches/manager to the game officials.

7. All teams must have at least 12 players registered by 1 May of each year.

8. A maximum of 30 players may be registered by each team at any time.

9. Players registering within the TSSL for more than one (1) but not more than three (3) separate teams shall be subject to the following limitations:

9.1 No player may register with more than one team in the same division.

9.2. A registration fee for that player must be paid for each team that the player is registered with.

10. Age restrictions:

10.1 For Over-35 Divisions, all registered players must be 35 years of age or older or turn 35 no later than 31 July of the calendar year.

10.2 For Open-age Divisions, any player under the age of 18 must have their waiver signed by a parent or guardian.

PART B — DISCIPLINE

1. Each season the TSSL shall establish a Review Panel consisting of at least two (2) members of the TSSL Executive Board. The League shall, at the same time, establish an Appeal Panel consisting of at least two (2) individuals not affiliated with the TSSL Executive Board.
2. Discipline Hearings will be held regularly during the playing season and shall be conducted by the Review Panel within seven (7) days of receipt at the League office of a Dismissal Report. All Discipline Hearings will be Discipline by Review (DBR).
 - 2.1. Notification of the Panel's decision will be sent to the team manager or delegate. Suspensions will take immediate effect; a hearing fee of \$50 and any additional fines must be submitted within seven (7) days of the suspension notification.
 - 2.2. Failure to pay any fine will cause the team member to be suspended until the fine is paid.
 - 2.3. Any decision of the Review Panel may be appealed (see Rule 3 below).
3. An appeal of any decision by the Review Panel must be by issuing a Notice to Appeal in writing within 48 hours of receiving a suspension notice and must include payment of any fines and a \$150 appeal fee.
 - 3.1. An Appeal Panel will render a decision on the appeal within 14 days of receiving the Notice to Appeal.
 - 3.2. Any suspensions will be deferred while the Appeal Panel deliberates the appeal.
4. A team member who accumulates three (3) cautions (yellow cards) in the same season will automatically be suspended for one (1) game. A notice will be sent to the team manager or delegate advising them of the date of the suspension. Five (5) cautions will result in a 3-game suspension plus \$50 fine; seven (7) cautions will result in an additional 3-game suspension plus \$150 fine.
 - 4.1 A suspension for cautions accumulated in the League does not apply to Cup competitions; likewise, a suspension for cautions accumulated in Cup competitions does not apply to League games.
5. A team member who receives two (2) cautions (yellow cards) in the same game, and is thus ejected from the game, will automatically be suspended for one (1) game. A notice will be sent to the team manager or delegate advising them of the date of the game suspension.
6. A player who receives a red card during a game for denying an opponent a goal or an obvious goal scoring opportunity by deliberately handling the ball during the game will be automatically suspended for one (1) game. A notice will be sent to the team manager or delegate advising them of the date of the game suspension.
7. A player who receives a red card during a game for denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick will be automatically suspended for one (1) game. A notice will be sent to the team manager or delegate advising them of the date of the game suspension.
8. Any player receiving a one (1) game suspension as outlined in paragraphs 3, 4, 5, and 6 above may request a hearing (via letter, e-mail, or facsimile) within two (2) business days of receiving the notification of suspension. The request for a hearing must be accompanied by a \$150 Request for Hearing fee (\$50 of which is non-refundable).

9. For incidents of common infractions (such as serious foul play, denial of a scoring opportunity, 2 cautions in a game etc.) and, whereas a RED card is shown and players are sent off, please note the Discipline Committee will not take into consideration when a team suspends its own player before said player has received notice of suspension from the Review Panel.

10. Any team member who has been suspended by any other League or Association shall be considered to be suspended by the TSSL.

11. After the rendering of a decision made by a Review or Appeal Panel, the following will apply:

11.1 All fines are to be paid by certified cheque, money order, cash or Electronic Funds Transfer (EFT) within seven (7) days of notification of the decision.

11.2 In the event of a successful appeal made to an Appeal Panel, the TSSL shall refund any monies where applicable minus any administration fees.

12. In all cases of alleged physical assault or violent conduct whether involving game officials, fellow members (such as players or coaches from opposing teams) or fans (family members, team supporters or casual observers), the following will apply with immediate effect: all parties will be suspended from all soccer related activities until such time that a Review Panel investigates the incident and renders sanctions accordingly.

13. Whereas a “Special Incident” report has been submitted to the League by a game official and involves any registered team member, player or coach of any TSSL-registered teams and, whereby such persons were not cautioned or sent off from the field of play for their actions contrary to the TSSL Code of Conduct or Playing Rules, a misconduct charge will be applied. Thereafter individual's involved will be subject to all conditions as it relates to disciplinary proceedings in accordance with the TSSL Rules and Regulations and Standard Penalties.

14. All reported incidents of physical assault or extreme violent conduct shall be dealt with by the Review Panel exclusively and decisions rendered will be final.

15. The Review Panel may, from time to time, publish a list of suspension guidelines. The guidelines are for reference and it should be noted that suspensions may be increased or decreased at the discretion of the TSSL Board of Directors.

16. Under special conditions the Review Panel has the power and authority to fine or bond or both, any team or team member, as well as suspend at its own discretion.

17. Standard Penalties and fines for any misconduct by a player are set out in Appendix A.

PART C — PROTESTS AND APPEALS

1. Protests and Appeals:

- 1.1. Protests must be delivered or received by Courier dated no later than two (2) business days from the date of the game; by Registered Mail, bearing a post mark no later than two (2) business days from the date of the game; or by email dated no later than two (2) business days from the date of the game.
- 1.2. A protest fee of \$150 in cash, money order, certified cheque or EMT (\$50 of which is non-refundable) must accompany all protests no later than two (2) business days from the date of the game.
- 1.3. A copy of the protest shall be delivered by the TSSL to the opposing team.

2. A protest must contain all pertinent information concerning the incident and must quote the specific Rule or Rules upon which the protest is based.

3. Where a protest concerns the eligibility of a player:

- 3.1 It is the responsibility of the protesting team to provide proof of lack of registration (i.e., signature comparison between back of game sheet and player registration form at the TSSL office) where the player in question has signed the back of the game sheet as required; or
- 3.2 Where the player in question fails to sign the back of the game sheet as required, it is the responsibility of the offending player's team to show cause why possible disciplinary action against the club or team and/or a forfeit of the game is not to be undertaken by the Review Panel. In this case, the referee must state on the back of the game sheet that the player in question refused to sign the game sheet

4. Any protest or appeal, which in the opinion of the Discipline Committee, is submitted incorrectly or improperly, may not be heard, and the fee declared forfeit.

5. Panels:

- 5.1. A Review Panel shall deal with all protests.
- 5.2. Any appeal of a decision made by the Review Panel must be made to the TSSL Board of Directors, who will then delegate the Appeal Panel to consider the appeal

6. A Protest regarding field conditions, goalposts, nets, balls or team colours does not constitute grounds for protest.

7. A decision by a referee shall not constitute grounds for a protest, except where it is considered that the LAWS OF THE GAME as published by FIFA have been misinterpreted or applied incorrectly.

8. A Protest, once lodged with the TSSL cannot be withdrawn, except by permission of the Review Panel.

9. An Appeal against a decision of the Review or Appeal Panel must be forwarded to the TSSL Executive within five (5) business days of the decision. An appeal fee of \$200 (\$50 of which is non-refundable) shall accompany the appeal.

Part D — Game Officials

1. Game Officials must be shown every courtesy and consideration by team members. It is the responsibility of each team to pay its share of the game officials' fee (\$90) to the referee prior to the start of the game, along with the game sheet signed by each player in attendance.

1.1 In the event that one game official fails to appear, the game official's fee will be \$65 per team

2. Game officials are to be present 15 minutes prior to the scheduled start of a game.

2.1. Where no game official appears within 15 minutes after the scheduled start of the game, the TSSL will reschedule the game. Under no circumstances are the teams to play an exhibition game.

3. If a referee has reason to send off (red card) a player during a game, he shall submit a comprehensive written report to the TSSL within two (2) business days of completion of the game. All cautions (yellow cards) shall be noted in the Game Sheet and submitted to the TSSL office within two (2) business days.

4. If, for any reason, the start of the game is delayed, the referee shall have the authority to shorten the playing time, but the game must still be played in two equal periods. The game official shall inform the captain of each team prior to kick-off the duration of the match.

4.1. The game official shall NOT shorten a game where any one of the game officials has delayed kick-off.

5. The game officials are to check the game sheets of each team according to the guidelines set out in Part G, Section 3.1.

6. Complaints against the conduct of a game official must be submitted in writing to the TSSL and must specify the name and RDS number of the official concerned.

PART E — PLAYING RULES

1. For the purposes of this Part, a “default” or “defaulted” game includes a default, where one team fails to show for a scheduled match, and a forfeit, where one team offers to forfeit the game in advance of the scheduled time. Game abandonment is also deemed to be a default.

2. All games must be played as scheduled. Due to the availability of permitted field for use by the TSSL, a request for change of venue or time may not be entertained. Teams failing to appear for any scheduled game will default the match to the opposing team.

2.1. Any team wishing to default a scheduled game, whether that be a League, Cup or Playoff game, must do so no less than 48 hours before the game. In the case of games scheduled to play on weekends, the following will apply:

- for a game scheduled to play on a Saturday, notice must be sent to the TSSL Administrator no later than Noon on the Thursday prior to the scheduled game;
- for a game scheduled to play on a Sunday or Monday, notice must be sent to the TSSL Administrator no later than Noon on the Friday prior to the scheduled game

2.2. Teams defaulting within 48 hours of a scheduled match will be subject to a \$250 penalty, to be paid within two (2) days of the default. Failure to do so will result in the defaulting team forfeiting all future scheduled games until the default fine is paid.

2.3. Any team showing up at the field for a scheduled game without enough players (7) to play a game will be subject to a default and must provide the game sheet along with the game officials fee of \$90, as must the opposing team, for the game to be declared final. The defaulting team will then be fined a penalty of \$90, the amount of which is the opposing team’s share of the Referee fees. The League will then reimburse the team not in default.

2.4. Where a team does not show for a scheduled game without notification to the League, the team not in default must provide the game sheet and the Referee fees of \$90, in order for the game to be declared final. The team in default will be fined the full Referee fees for the scheduled game (\$180), plus a defaulting fine of \$70. The League will then reimburse the team not in default.

2.5. Any team causing a game to be abandoned shall be deemed to be in default, and shall forfeit the game. A 3-0 win will be awarded to the team not in default.

3. In addition to the penalty as laid out in Part E, section 1, the defaulting team shall lose the game with a score of a 3-0 and shall further be penalized by having an additional 3 points deducted from its total points in the standings. The winning team will be awarded a 3-0 win and shall receive 3 points.

4. The duration of all games, except where otherwise directed by the TSSL Executive, shall be 90 minutes playing. All games must start promptly; if any team delays the start of a game by more than 15 minutes, the game is considered defaulted and Part E, section 1 is in force.

4.1. If, after a delay of more than 15 minutes or more, a scheduled game is played, and the team not delaying the game agrees that the game will proceed, the game is therefore NOT defaulted and the result may NOT be protested.

4.2. All players must be present and have signed the game sheet prior to the start of the 2nd half of any game. Any players arriving after the start of the 2nd half will not be allowed to play.

5. If a game cannot be completed due to ground or weather conditions, the entire game shall be rescheduled unless 65 minutes of playing time has elapsed, when the score at the time shall be considered official.

5.1. Where a game is not completed for any other reason, the TSSL Executive will rule on the result after due consideration of the circumstances.

6. Start times for all games shall be advised by the TSSL Executive. After 1 September, the start times for some games may be advanced to an earlier start time to take advantage of available light.

6.1. Times and venues may be changed by the TSSL Executive to meet any contingency.

7. In the event that a team fails to complete the schedule, all games played by that team shall be declared void and the results deleted from the standings. All fees paid by such team to the TSSL shall be forfeit.

8. A maximum of eighteen (18) players may be dressed for each game. Substitution is permitted at stoppages for a goal kick, when a goal is scored, at the commencement of the second half or any overtime period, in the event of an injury, or at the discretion of the game officials. Substitutes may only enter the game by notification of the game officials.

8.1. All players must be present and have signed the game sheet prior to the start of the 2nd half of any game. Any players arriving after the start of the 2nd half will not be allowed to play.

9. All teams are expected to field a full eleven (11) players, but seven (7) players shall be deemed to constitute a team in order that the start of the game shall not be unduly delayed. Any team failing to field seven (7) players within 15 minutes of the scheduled start of the game shall be deemed to have forfeit the game.

9.1. If a team is reduced to fewer than seven (7) players or through other actions causes the game to be abandoned, the team shall be deemed to have forfeit the game.

10. It is the responsibility of the Home team to provide a game ball in satisfactory playing condition as decided by the referee.

11. In the event of conflict in playing colours in any match as determined by the referee, the HOME team must change. The Home team shall be the first team listed in any pairing. Teams should consult the TSSL directories to ensure that conflicts in playing colours can be resolved before game day.

11.1. All players must (excluding the goalkeeper) wear their official team shirt with a unique number.

11.2. All players must be identified by a number on the jersey or shorts, and this number must agree with the number opposite the player's name on the team sheet. Failure to do so shall result in disciplinary action upon protest from the opposing team to the Discipline Committee. Numbers cannot be taped on. If a number is falling, or has fallen off, the referee has the discretion to allow the player to continue, providing the player can still be identified.

11.3. Shirt swapping is strictly forbidden.

11.4. Goalkeepers may wear their own shirt so long as it clearly contrasts with both teams' players' shirts, and the referee's shirt.

11.5. Players failing to abide by the uniform policy as outlined in Part F, subsections 11.1 to 11.4 are ineligible to play.

12. All teams may enter Cup competitions, for which that team is eligible, provided by the TSSL.

13. A player may only play for one team in any Cup competition.

14. With the exception of Cup finals, there shall be no “Extra time” in Cup competitions. In the event of a tie after 90 minutes, the game shall proceed directly to penalty kicks, 5 penalty kicks shall be taken alternately by each team. If the score is still tied after 5 penalty kicks, then an additional and equal number of alternating penalty kicks shall be taken until a winner is produced. If no winner has been produced after all players on the field for a team have taken a penalty kick, then the same rotation will start over again until a winner is produced. For Cup Finals, in the event of a tie after 90 minutes, there will be two 10-minute periods of Extra Time played, “golden goal” rule to be followed. If the score is still tied after 110 minutes, the game shall proceed to penalty kicks, as previously outlined.

14.1. The teams shall notify the referee prior to the beginning of the game concerning Rule F, section 13.

15. All teams are required to show up for every game, regardless of the weather conditions. Teams should not try to contact the park or groundskeeper of a field, as the field may be temporarily closed but may be available for play closer to the scheduled starting time. The groundskeeper’s decision is final.

PART F — GAME SHEETS

1. For every game, each team is responsible for printing both their game sheet and the game sheet of the opposing team. Both game sheets are to be presented to the referee. The game sheet for each team must be completed legibly and must include the attending player's name, shirt number, and his signature, while the game sheet of the opposing team will be blank. The referee will then validate the identity of each player on the game sheets. Any player unable to produce official registration (i.e., not pictured on the game sheet) will not be allowed to play. If the identity of a player is questioned by the referee and the player is unable to produce valid, corroborating identification, he will not be allowed to play.
2. The game fee must be provided to the referee prior to the start of the game. The completed game sheet must be given to the referee prior to the start of the game (or at half-time if agreed to by the referee).
3. The team manager or delegate is responsible to ensure that a completed game sheet is at each game, along with the game sheet for the opposing team, and is available for inspection by the game officials.
 - 3.1. The procedure for inspection of completed game sheets shall be as follows:

Fifteen (15) minutes prior to scheduled kick-off of the game, one of the game officials will ask the manager for both game sheets. The game official will then check the player's picture on the game sheet against the player and against the game sheet provided by the opposing team.
 - 3.2. At any time during the game, a member of the Board of Directors, or a Delegate of the Board of Directors, may inspect the game sheet of either team, and will report any discrepancy to the Manager or Delegate of both teams. It is up to the Manager or Delegate of the opposing team to initiate any action resulting from such notification as outlined elsewhere in the TSSL Rules and Regulations
4. Where a game is not played due to non-appearance of any team, the game sheet must still be prepared, and the team in attendance must pay their portion of the game officials' fee to the referee. The completed game sheet will be included with the referee's report to the TSSL as to the reasons for failure to complete the game.
5. In the event that a team wishes to protest the eligibility of a player, it should instruct the referee at any time prior to the end of the game that it wants the player in question to sign the back of the game sheet. The referee should notify the team of the player in question and note on the game sheet that the game is being played under protest.
6. In the event of a protest of a player's eligibility, the referee will instruct the player in question to sign the back of the game sheet as per the TSSL's normal protest procedures.
7. In the event of paragraphs 5 and 6 above, it shall be the responsibility of the manager of the team whose player's eligibility is being questioned to ensure that the back of the game sheet is signed by that player.
8. Where the player in question fails to sign the back of the game sheet as required, the player will not be allowed to play in the game and must remove his shirt and leave the field of play before the game may resume.

PART G — PROMOTION AND RELEGATION

1. The team finishing in first position in a division will be promoted to the next higher division. Promotion is automatic; no team may refuse promotion. The TSSL will not entertain any requests to waive promotion. The TSSL may promote additional teams and will consider any requests from teams finishing in second or third position for promotion.

2. The bottom-placed teams will be relegated. Relegation is automatic; there are no extenuating circumstances for which a team's relegation will be reconsidered. The TSSL will not entertain any requests to waive relegation. The TSSL may relegate additional teams and will consider relegation requests from teams finishing low in the standings.

3. The TSSL Executive shall make known to all teams at the start of the season how many teams will be promoted and relegated from each division.

4. In the event that vacancies occur in divisions following regular promotion and relegation, teams from a lower division may be moved up to fill vacancies, in order of finish, at the discretion of the TSSL Executive.

4.1. Teams requesting a promotion will only be promoted if, according to Part H, Rule 4, space permits and teams finishing above them have been promoted as well or requested not to be promoted.

5. Points will be awarded on the following basis:

3 points for a win

1 point for a tie

0 points for a loss

6. In the event that two or more teams should finish the regular season with an equal number of points, their final standings will be determined as follows:

1. Head-to-head record — the team that has won the season series will finish ahead
2. Goal Difference — Where the goals “against” are subtracted from the goals “for”. The team with the highest goal difference will finish ahead
3. Most Wins — The team with the most wins will finish ahead
4. Fewest Losses — The team with the fewest losses will finish ahead
5. Goal Average — Shall be calculated by dividing the goals “for” by the goals “against”. The team with the lowest goal average will finish ahead

If this fails to break the tie:

6. One Game Playoff — A playoff game must be played as soon as possible at a time and location of the TSSL's choosing. The winner of this game will finish ahead

PART H — GENERAL RULES

1. All clubs and teams are responsible for the conduct of their players, officials and spectators, and any team which fails to exercise proper control in this regard will be subject to disciplinary action.
2. It is the responsibility of all clubs and teams to ensure that the TSSL is notified of all changes in club or team names, addresses or telephone numbers in order that adequate contact may be maintained.
3. Home Team Managers must ensure that their game results are communicated to the TSSL within 1 business day of the date of the game.

PART I — TROPHIES AND AWARDS

1. Trophies and awards to the Division winners, Playoff or Divisional Cup winners, TSSL Cup winner, and TSSL Cup finalists may be presented annually.
2. Other trophies may be awarded at the discretion of the TSSL Executive.

PART J — DIVISIONAL CUPS AND PLAYOFFS

For all Divisions — Weekday Open-age Divisions, Media, and Over-35 Divisions — Teams will be entered into a draw for a Divisional Cup. Teams drawn will play each other to contest the Cup: winners progress, losers are out. Time and fields allowing, the first rounds of the Divisional Cup may be decided by a 2-leg aggregate score

The TSSL may, from time to time, offer a promotion or relegation playoff depending on time and field availability.

PART K — REFUND POLICY

1. For Teams registering as a team, withdrawing from the League after submitting team registration form and team fees:

A: Any time before a schedule has been drafted and issued to teams: Full Refund.

B: Any time after a schedule has been drafted and issued to teams: No Refund.

**APPENDIX —
STANDARD PENALTIES FOR MISCONDUCT BY A PLAYER OR TEAM OFFICIAL**

Suspension are by game

TSSL Code #	TSSL Code Description	1st Offence	2nd Offence	3rd Offence	Hearing type
1.1	Third Caution within same season	1 game +\$50 fine			DBR
1.2	Fifth Caution and any subsequent cautions	3 games +\$50 fine			DBR
1.3	Seventh Caution and any subsequent cautions	3 games +\$150 fine			DBR
1.4	Receiving a second caution in the same game	1 game +\$50 fine	3 games +\$50 fine	3 games + \$150 fine	DBR
1.5	Using offensive, insulting or abusive language and/or gestures	1 game + \$50 fine	3 games + \$150 fine	5 games + \$250 fine	DBR
1.6	Using offensive, insulting or abusive language and/or gestures directed at game official(s)	3 games + \$150 fine	6 games + \$250 fine	Expulsion	DBR
1.7	Using offensive, insulting or abusive language and/or gestures at game official(s) after having been previously dismissed	6 games + \$150 fine	Expulsion		DBR
1.8	Denying an opponent a goal or an obvious goal scoring opportunity by deliberately handling the ball	1 game +\$50 fine	2 games +\$50 fine	3 games +\$50 fine	DBR
1.9	Denying an opponent a goal or an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or penalty	1 game +\$50 fine	2 games +\$50 fine	3 games +\$50 fine	DBR
1.10	Serious Foul Play	1 game +\$50 fine	3 games +\$150 fine	6 games +\$250 fine	DBR
1.11	Serious Foul Play, where in the opinion of the Panel there was an obvious attempt to injure or a complete disregard for the safety of an opponent	3 games +\$50 fine	6 games +\$150 fine	Expulsion	DBR
1.12	Spitting at an opponent or any other person, other than game official(s)	1 game +\$50 fine	3 games +\$150 fine	6 games +\$250 fine	DBR
1.13	Violent Conduct	3 games +\$100 fine	6 games +\$250 fine	Expulsion	DBR

TSSL Code #	TSSL Code Description	1st Offence	2nd Offence	3rd Offence	Hearing type
1.14	Game abandonment	Forfeit	Forfeit +\$150 fine + points deduction		
1.15	Senior player played as an ineligible player except for a player who played while under suspension (in which case Misconduct 1.18 shall apply)	Forfeit +\$150 fine to team or points deduction	Forfeit +\$250 fine to team or points deduction	Review by Committee	DBR
1.16	Re-enters field of play or player's bench area after having been dismissed	3 games +\$150 fine	6 games +\$250 fine	Expulsion +\$500 fine	DBR
1.17	Game Official Assault for deliberate physical contact (ie, pushing, pulling, charging, etc) or attempted or threatening physical contact	6 games +\$250 fine	Expulsion +\$500 fine		DBR
1.18	Game Official Assault for striking, spitting, kicking or any form of violent conduct or attempted violent conduct	Expulsion +\$500 fine			DBR
1.19	Participated in a match while suspended	Forfeit +\$150 fine	Forfeit +\$250 fine	Expulsion	DBR
1.20	Instigated and/or participated in a brawl between two teams before, during or after a game	6 games +\$250 fine	Expulsion		DBR
1.21	Participated in a game under a false name	3 games + \$250 fine to team	Expulsion + \$500 fine to team		DBR
1.22	Ineligible player playing under the assumed identity of another registered player	3 games + \$50 fine	Expulsion + \$250 team fine		DBR
1.23	As a team official, knowingly played an ineligible player in any game	points deduction + \$250 team fine	Team Expulsion		DBR
1.24	As a team official, provided false information on a game sheet or knowingly altered or otherwise falsified a game sheet	points deduction + \$250 team fine	Team Expulsion		DBR
1.25	Racist or Sexist comments made during the game or in the vicinity of the playing field during or after the game	6 games +\$150 fine	Expulsion		DBR

Appeals of suspensions longer than three (3) matches must be made in writing within 48 hours of receiving notice of the suspension and must include payment of any fines and a \$150 appeal fee.

Appeals of discipline and/or fines levied against teams must be made in writing within 48 hours of receiving notice of discipline and must include payment of any fines and a \$150 appeal fee.

DBR = Discipline by review. League will notify Manager/Player(s) of decision of Review Panel; if found guilty of misconduct, suspensions take immediate effect, plus \$50 administration fee and any additional fines must be paid within seven (7) days.