Goulbourn Lanark Soccer League

Procedural Agreement

Version 2026

Summary of Amendments – Version 2026

Summary of Amendments – Version 2025

Corrected minor typo / format errors.

Summary of Amendments – Version 2024

Corrected minor typo / format errors.

Removed references to Women's over 30 and over 40

#4 Match Schedule, updated "Sunday after Labour Day" to "day before the Festival or Cup for the Division" as the last day of regular season play.

#7 added additional information regarding high scoring and short-handed game rules.

#8 updated "extreme heat policy" to Weather Policy

#9 removed reference to "GLSL Misconduct Procedures"

Updated declaration for 2024 season

Summary of Amendments – Version 2022

Corrected minor typo / format errors.

Addition to Number 2, registration eligibility requirements

Addition of number 15, Rowan's Law/Concussion Awareness

Updated declaration for 2022 season.

Summary of Amendments – Version 2019

1. Corrected minor typo / format errors.
2. Updated declaration for 2019 season.

Summary of Amendments – Version 2018

1. Updated section 8 to include reference to new policy for Extreme Heat.
2. Updated section 4 to include last date for games.
3. Update declaration for 2018 season.

Summary of Amendments – Version 2016

1. Updated declaration for 2016 season.
2. Corrected minor typo / format errors.
3. Updated declaration for 2016 season.

Summary of Amendments – Version 2015

1. Law 1 – Laws of the Game – included reference to the Women's Division rules document.
2. Law 3 – Referees – changed reference from OS Level 3 referee to OS District Youth Referee.
3. Law 9 – Discipline – made all references to Director of Discipline consistent.
4. Updated declaration for 2015 season.

Summary of Amendments – Version 2014

1. Corrected the age division between grassroots and full field
2. Added rules to "playing up" as per OS LTPD policy changes. Clarified playing up rules, found in FIFA rules but not previously written in Procedural Agreement (across is not playing up).
3. Indicate all grassroots divisions will not record standings (as per OS).
4. Clarified how match reports are handled for the grassroots division
5. Changed the outdated references to Player Registration Books (PRB) to the currently used Play ID card (also called player card or ID card)
6. Updated declaration for 2014 season.

Summary of Amendments – Version 2013

1. Removed amendment summaries for 2008 and 2009.

2. Rule 2 Registration of Players and Team Formation – Added clarification regarding players in an older division must adhere to OS Published Rules,

3. Rule 7 Determining the Winner of a Match – Clarification regarding divisions not recording standings.

4. Rule 14 Declarations for 2013 Season – Identified the divisions that are NTO recording standings for the2013 season.

1. Laws of the Game

All Laws and Procedural documents will be reviewed annually by the Member Clubs of the GLSL ("Clubs"), and updated as required.

All Goulbourn Lanark Soccer League ("GLSL" or "League") matches for recreational players U14 and older are played according to the "GLSL Amendments to the Laws of the Game".

All League matches for recreational players U13 and younger are played according to "*Grass Roots Laws of the Game". *See current rules summary for GLSL playing rules.

Should the League add additional Divisions, the playing Laws for each Division shall be submitted to the GLSL Board, and accepted by same, prior to the start of the season.

THE GLSL AND ITS MEMBER CLUBS WILL NOT TOLERATE:

- Profane, obscene or objectionable language and/or gestures,
- Criticism of referees or other officials,
- Verbal abuse of any player by anyone, including teammates,
- Damage to property or theft,
- Unsporting conduct.

2. Registration of Players and Team Formation

Registration

All players must be registered and assigned to a team in the OS registration system at least the day before playing their first game. Clubs are responsible for ensuring their players and team officials meet OS eligibility requirements and requirements of Federal, Provinicial, Municipal Governments and local Public Health Units as may be in place during the season.

Youth players registered to play in the GLSL cannot be registered in any other league (school leagues excepted) that plays at the same time as the GLSL. Except those divisions specifically exempted by the GLSL Board, players may be registered on only one League team during the playing season.

Each player's birth date will determine the division in which he or she should play, as set out by OS. See "Playing Up" and "Playing Down" for exceptions.

Whenever a club registers more than one team in a division, that club will allocate its players in such a way as to form the most equal teams in both numbers and talent as possible.

By OS Rule, boys may not at any time be registered or play in a girls' division.

Playing-Up

Intent

At the discretion of a club, to allow exceptional players the opportunity to play in older age divisions on a permanent basis.

At the discretion of a club, to allow players the opportunity to play in older age divisions on a temporary basis for the purpose of gaining experience and/or to assist a team that may be short of players due to temporary circumstances. To ensure that players who are playing-up are not treated differently from the regular players on the team, e.g. playing time. To ensure playing-up opportunities are spread among eligible players.

Rules

Any player may be registered for the duration of the season for a team in an older age division, at the discretion of the club (in accordance with OS published rules).

There is no restriction on the number of times a player may play up in the youth recreation divisions. Permission must have been gained from the coach of the team from which the player is borrowed.

Players U13 or younger cannot be called up to play on a higher aged team per Ontario Soccer rules

Playing across same age divisions is not allowed. Example: a girl registered to a team playing in the GU15 Division cannot play for a BU15 team (even if she is younger than U15).

A player that is playing-up must be identified on the match report as "playing-up", by writing the player's name on the Match Report, and check-marking the "Up" column.

Notwithstanding OS published rules, the GLSL further restricts the playing-up opportunities as follows:

- Players who are registered to any team in any other league are not eligible to be called-up to play on a GLSL team (a club development program is acceptable).

Playing-Down

Intent

To allow players, under exceptional circumstances, to play in a lower age division.

Rules

Under exceptional circumstances, a club may apply to the GLSL Board to assign a player to a team in a lower age division. Applications must be made before the beginning of the season, are in effect for the full season, and will be reviewed on an individual basis. Should the GLSL Board agree that the player may play down, the recommendation will be submitted to OS (through the EOS) for playing-down permission. The player is permitted to play down upon receipt of OS/EOS approval.

3. Referees

Each home team's Club will provide the referee for their home matches.

All referees will be registered with OS and have attended certification courses as required by OS. All referees will dress in accordance with OS guidelines.

Referees for U14+ matches should be at a minimum OS certified District Youth Referee. Exceptions to this provision are to be approved by the Club Head Referee.

Each year, all beginning and returning referees may be requested to complete the GLSL referee orientation for the level of match they will be officiating.

Youth referees must be at least two years older than the players in the division they are refereeing.

It is expected that all clubs will evaluate their referees on a regular basis.

Pay rates for referees in all GLSL matches will be set by the GLSL in accordance to OS and EODSA guidelines.

4. Match Schedule

Each division will be scheduled to play the maximum number of matches possible in the course of the season. All teams in any one division will be scheduled to play the same number of matches. The schedule may not be balanced. Prior to the start of the season, the GLSL Board will establish the date by which all clubs must enter their teams. The club must supply one field for every two teams. The day before the festival or club for the division is the last day for regular season GLSL games.

5. Standings

NOTE: All grass roots divisions will not record standings. For these divisions, the following section does not apply. In all League matches 3 points shall be awarded for a win or to the non-forfeiting team, 1 point for a tie and no points for a loss or to the forfeiting team. The team with the most points at the end of the regular League schedule shall be the division winner.

If more than one team has the same number of points at the end of the season, then no tie-breaker formula will be used: Co-winners of the division will be declared.

6. Assistant Referees

If Assistant Referees are not assigned to a match by the home club, each team will supply one linesman, whose duty is to signal that the ball has gone out of play. Referees may, if they so desire, request additional assistance from the linesmen (usually direction indication).

Individuals who have been designated as linesmen have accepted the responsibility for the full game.

Prior to the start of the game the linesmen will meet with the referee at the centre of the pitch:

- The referee will signal each team to send their representatives to the centre of the pitch.
- Team Captains and team-supplied linesmen will proceed to the centre of the pitch.
- After the coin toss the captains will return the bench area. The linesmen will remain with the referee to receive instruction on their roles and responsibilities, to receive Law clarifications, and any other instructions deemed necessary by the referee.

The visiting team's linesman will take the sideline opposite the player benches. Linesmen

are impartial, and may not at any time coach from the sideline.

7. Determining the Winner of a Match

For divisions recording standings, regular season League matches may end in a tie. Extra periods and/or kicks from the penalty mark are not used to determine a winner.

In a regular-season game, the GLSL expects that each Coach will take assertive steps to prevent running up the score, should there prove to be an imbalance between the teams.

***HIGH SCORING GAME RULE** A team ahead by four (4) goals must remove one player from the field until the score returns to a three (3) goal spread. An additional player will be removed by the team ahead, with each additional goal, to a maximum of three (3) players removed if the team ahead continues to score.

***SHORT-HANDED RULE** If one team does not have enough players and is short-handed, the opposing team must play with only one player more on the field. It is recommended that teams share players if one team is short-handed. U15/U18: teams unable to field the minimum number of players will forfeit the game.

*It is the responsibility of the coaches to understand and abide by the above rules."

In a Tournament or Cup, the GLSL may adopt provisions to determine a winner of a match. In a Festival, no scores are recorded and winners are **not** determined for a match. Un-playable and abandoned matches:

- Games abandoned or terminated for reasons of weather or field conditions before the half shall be rescheduled. If the game is abandoned or terminated after the completion of the first half, the score will be considered final and will be entered by the league (after verification provided on the referee incident report).
- **No match will be played in the presence of an electrical storm.**
- Coaches may not arbitrarily abandon any match.
- Any team failing to field the minimum number of players required within 20 minutes of the scheduled start time shall be considered to have forfeited the match. If both teams forfeit, no points will be awarded for the match. If a game does not start on time and another game is scheduled for the same pitch for the same evening, the referee is to equally shorten the halves of the game so that the game will complete at approximately the originally scheduled time, thus not delaying subsequent game(s). Defaulted matches will not be rescheduled

8. Postponed Matches

Coaches may, of necessity, reschedule a match. This must be done at least 6 days before the scheduled game start time. Should a coach propose postponement of a game with less than 6 days' notice, the opposing coach may choose to accept the postponement, or to accept a win by default (applies only to division where scores are posted).

It is the responsibility of both coaches to notify the League of a postponement. The League will notify the home team's field assignor and referee assignor.

Within 14 days of the original game date, coaches are to advise the League of the new date/time for the match. If the League has not been advised of the new date/time within this deadline the League will re-schedule the match on behalf of the teams. Teams which are not able to play the game on the League-scheduled date will lose the match by default.

Games may be cancelled during a "Heat Wave" per the GLSL Weather Policy. During very hot weather when games are not cancelled, Game Officials will confer with Coaches and Team Officials before the start of the game in regards to providing water-breaks, **consider shortening the time played** or postponing the game if both coaches agree to do so. During games, Game Officials are encouraged to incorporate a water-break during injury stoppages, penalty kicks, goal kicks, and other appropriate stoppages, etc., to address this concern of ensuring the health and safety of our athletes.

For full field divisions all games (including rescheduled games) must be played before the date of the start of the Cup Competition. For grassroots divisions all games should be played before the year end festival. If a match is not played before this deadline, then both teams shall be charged with a loss-by-default (applies only to division where scores are posted) regardless of the original reason for postponement.

9. Discipline

The GLSL Director of Discipline reports to the GLSL Board, and has responsibility for all Discipline matters for the League.

The GLSL Director of Discipline administers the discipline process arising from the activities of the League, within OS and EOS guidelines, and has jurisdiction over all OS-registered individuals who are members of the League, including administrators, coaches, players and referees.

Should there be an incident involving a non-OS member (e.g., an unregistered individual such as a parent or a spectator) which does not result in abandonment of a game, the Director of Discipline will refer the incident to the appropriate club. After administration, the club will submit an informational report to the Director of Discipline regarding the outcome.

Participation of a team in the League may be revoked if deemed necessary by the GLSL Board.

10. Match Reports

Each team will provide two match reports to the referee prior to the start of the match. The match reports are to make note of all players who are playing up or suspended for each match. If a suspended player's name is not shown on a match report, then the player is assumed to have not participated, and the game counts towards fulfilling the suspension. With the implementation of the E2E League Management System, match reports (game sheets) are printed by the team officials through the GLSL website.

For divisions posting standings, match reports will clearly show the final score, and note any incident that resulted in a caution, send-off, and/or any incident involving a team official or spectator. The referee and both coaches must sign both match reports.

At the conclusion of the match, the referee will enter the score in the referee assigning system, and each team will also ensure that a team official also enters the match result in the GLSL website. The score is shown on the league website only when the scores have been entered by both teams.

For the Grassroots divisions the referee reports a completed game with a 0-0 draw as the result and note any incident that resulted in a caution, send-off, and/or any incident involving a team official or spectator. The referee and both coaches must sign both match reports. Team officials are required to update the match results on the GLSL website by entering 0-0.

Each club will define a procedure for the club to collect and store all match reports.

11. Field Maintenance

Each home club will accept responsibility for the scheduling, maintenance and regular lining of its own fields. Goal nets and four corner flags are to be provided by the home club for all games.

12. Uniforms

Teams shall wear uniforms of different colour. In the event of a similarity of colours, it is the responsibility of the home team to change.

Commercial sponsorship or advertising may be affixed to the uniform of any GLSL player provided the sponsorship information is silk screened and not sewn or otherwise affixed to the uniform.

13. Player ID Cards

Prior to the start of each season the GLSL Board will declare which, if any, divisions will require the use of Player ID Cards for the coming season, in addition to those divisions specified by OS/EOS Rule.

Team coaches are not required to possess an ID card, unless the coach's team is also required to possess an ID card. In divisions where players are required to possess ID cards:

- Cards must be brought to each game,
- At the start of each game, checking of cards is optional, upon the request of the opposing team,
- The right to check cards is "use it or lose it": Once a game has started a team may not subsequently request checking of cards for players which were present at the start of the game,
- Regardless of whether or not the opposing team requested to check the opposing team's cards at the start of the game, a player who arrives late must produce a card upon request. A request to check a late-arriving player's card must be made at the first opportunity (e.g. half-time).
- A player who is unable to produce a valid card upon request will not participate in the game,
- If the minimal number of players required is unable to produce their cards when requested, then the game will not be played. One, or both, teams will be charged with a default.

14. Declarations for 2026 Season

- Player ID cards will not be required for GLSL teams.

15. Rowan's Law (Concussion Awareness)

Each club will provide and identify on their game sheet a "responsible person" as defined in the Rowan's Law requirements, as distributed by OS, for each team at every GLSL game. Each club will be responsible for carrying out the requirements of Rowan's Law in removal from/return to play and tracking of players from their club. Team officials are to ensure that players removed from play per Rowan's Law requirements are noted on the game sheet.