



**ONTARIO
SOCCER**
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2026 IModel Pilot Project Rules and Regulations **Central Region Pilot Project**

Approved by the Provincial IMModel Steering Committee, November 2025

A Youth Competitive Soccer Pilot Project of Ontario Soccer
In collaboration with the Central Region District Associations



This pilot project is a strategic initiative of Ontario Soccer's [Strategic Plan \(2022-2026\)](#)

Play. Inspire. Unite.

Table of Contents

Section I – IMODEL - U14-U18 Age Divisions.....	3
1. The IMODEL Soccer League	3
2. Code of Conduct.....	3
3. Playing Rules	4
4. Uniforms.....	4
Section II – Registration and Player Eligibility	4
5. Registration	4
6. Player and Team Official Identification.....	4
7. Player Eligibility	5
a) Number of Players	5
b) Rosters	5
c) Call-Ups	5
d) Trial Registration Permits and Temporary Eligibility Permits.....	6
e) Roster Freeze Deadline and Player Movement.....	6
f) The IMODEL Playing Season.....	6
Section III – League Management.....	7
8. Responsibilities.....	7
Section IV – Club Responsibilities.....	8
9. Responsibilities.....	8
Section V – Team Officials Responsibilities	9
10. Responsibilities	9
Section VI – Competition Outside of IMODEL Qualifying C1/C2.....	10
11. Competition Outside of IMODEL League Play	10
Section VII – Competition Overview	10
12. Playing Format	10
13. Game Day.....	11
14. Scheduling.....	11
15. Rescheduled Games.....	12

Section VIII – Discipline	13
16. IModel Discipline	13
17. Decision Challenge Process	15
Section IX – Protests	15
18. IModel Game Protests	15
Section X – Match Officials	16
19. Match Officials	16
Section XI – Championships	17
20. Conference Championships (C2 & C1)	17
21. Provincial IModel Championship Showcase (C1).....	18
Section XII – IModel U13 Age Division	19
1. Introduction.....	19
2. Registration.....	19
3. Player and Team Official Identification	19
4. Player Eligibility	20
5. Playing Format	21
6. Coaching Certification	21
7. Scheduling	22
8. Discipline	23
9. Protests.....	23
10. Match Officials.....	23
Appendix A – Code of Conduct	25
Appendix B – IModel Fines and Penalties	27
Appendix C – IModel Fees	29
Appendix D – IModel Key Contacts	30
Appendix E – Key Dates	31
Appendix F – Match Days	32
Appendix G – Division Sizes	33
Appendix H - C1 Team Allocation	34
Appendix I - Allocation by Divisions	35

Notes:

1. The term "Club" refers to both Not For Profit and For Profit Clubs as per [Ontario Soccer Operational Procedures - Definitions](#).
2. Subjects not covered in these rules and regulations will be at the discretion of the Provincial IModel Steering Committee (PISC).
3. Any rules or regulations not addressed within this document will be deferred to the [Ontario Soccer Operational Procedures](#). Final authority on the use or interpretation of the Operational Procedures rests with Ontario Soccer's Chief Executive Officer.

Section I – IModel for U14 to U18 (Note: U13 is in Section XII)

1. The IModel Soccer League – Central Region

- a) The IModel is a Year 5 Pilot Project for the Central Region, which will be administered in partnership with Ontario Soccer, District Associations and a designated league service provider.
- b) IModel is a league comprised of Clubs from the Central Region District Associations only¹. The rules and regulations outlined in this document pertain solely to the IModel Pilot Project and pertain to the Qualifying, Competitive 1 (C1) and Competitive 2 (C2) phases.
- c) The IModel league is open to any properly registered Club that is in and maintains good standing as defined by the District Association they are registered in. Clubs from Districts within the applicable Region that do not offer an IModel division may apply to participate in a neighboring District but are subject to approval from the respective District Association and the receiving District.

2. Code of Conduct

- a) All IModel participating Clubs must abide by all Governing Documents of Ontario Soccer and the IModel Pilot Project.
- b) IModel Clubs are responsible for the conduct of their membership; team officials, players, spectators/parents, administrators, etc., and are expected to maintain conduct in accordance with [Ontario Soccer's Code of Conduct Policy](#) and the IModel Code of Conduct set out in "Appendix A" of this document.

¹ With the exception of the Greater North Soccer Association (GNSA) and Southern Ontario Soccer Association (SOSA) competitive Clubs/Teams as regional play does not exist.

3. Playing Rules

- a) The Laws of the Game shall be those adopted by International Football Association Board (IFAB) and shall come into force as mandated by Canada Soccer unless stated otherwise in this document.

4. Uniforms (Kits)

- a) Clubs are to confirm their primary and secondary kit colors at registration and have both kits available at all matches.
- b) In cases where kits are similar in colours, the home team must change their kit.
- c) No taped numbers on uniforms will be permitted.
- d) All players must have a unique number on their jersey and wear their registered Club branding.

Section II – Registration and Player Eligibility

5. Registration

- a) All participants shall be registered to Ontario Soccer in accordance with [Ontario Soccer's Operational Procedures Section 2.0 Registration](#).
- b) **Each Club is only allowed 1 team per gender and per age group.**
- c) A Player can only be rostered to a team that is within two (2) years older than their birth year. i.e., U14 player can only be rostered to a U15 or U16 team, U15 player can only be rostered to a U16 or U17 team, U16 player can only be rostered to a U17 or U18 team.
- d) A U13 registered player is permitted to be rostered to a U14 IModel team **ONLY**, provided a **Grassroots Fast Tracking Evaluation Form** is reviewed and processed by the applicable District Association. There will be a maximum of three (3) U13 players rostered to a U14 team.

6. Player and Team Official Identification

- a) A District validated Team Roster which contains each player's and team official's registration identification must be present at all times. If a validated team roster is not present, the game may be played under protest, and the final decision regarding game result, fines or discipline will be made by the league operator.
- b) The inspection of the validated Team Roster by the opposing team is mandatory and must not delay the scheduled kick off.
- c) Only players and team officials for whom identification is made available for inspection may have their names entered on the game sheet and be eligible to play/coach. Players and team officials without verification of identification are not eligible to play or be on the bench. All players listed on the game sheet are deemed to have played. All team officials listed on the game sheet are deemed to have participated.

- d) Protests pertaining to the eligibility of a player will not be permitted if the identification check was not completed prior to the game.
- e) Players arriving late to the game must have their eligibility checked against the validated Team Roster by an opposing team official prior to participating in the competition.
- f) Games will not be played or continued unless there is at least one coach on the bench with valid identification and head coach certification and is listed as a coach or assistant coach on the team roster. Failing to do so will result in game forfeiture and the offending team will be fined appropriately.
- g) All game sheets will be checked by the league operators and/or the applicable District Association for compliance and if noncompliant Clubs/Teams/Team Official may be subject to discipline and/or fines.

7. **Player Eligibility**

a) Number of Players

The maximum number of eligible players that may be recorded on a game sheet in any one game is twenty (20).

b) Call-Ups

- i. "Call-up" players must be rostered with a team from the same Club or, if applicable, their approved Affiliate Club through the use of a valid Player Movement Agreement Form (Youth to Youth). To meet the requirements of a call-up, the player **MUST** be called up to a higher age or division or league.
- ii. Maximum number of call-ups per game is **four (4) players**.
- iii. A player (all positions) may only be called up for a maximum total of six (6) games in total throughout the seasons – all Qualifications, C1/C2 and Championships.
- iv. All players used as "Call Ups" must have properly validated Ontario Soccer Registration Identification.
- v. **Players registered to a U13 team or younger are not permitted to be called up to U14+ or any IMModel team.**
- vi. Under no circumstance are players allowed to be called up from a higher- level competition.
- vii. Players can only be called up to a team that is within one (1) year older of their birth year. i.e., U14 player can only be called up to a U15 team, U15 player can only be called up to a U16 team, U16 player can only be called up to a U17 team, U17 player can only be called up to a U18 team.
- viii. A player that holds both a competitive and recreational registration with different Clubs is not permitted to be "called up" from a recreational registration to an IMModel team.

Example: Player A registered for Competitive IModel for Club A and then registered for recreational with Club B within same Region, or from outside the region, this player can NOT be called up to play on any other IModel Team.

c) Trial Registration Permits and Temporary Eligibility Permits

- i. Trial Registration Permits and Temporary Eligibility permits are not permitted in IModel.

d) Rosters

- i. Game Sheets are generated through the IModel's League Management System.
- ii. Each team MUST print three (3) copies to be brought to the game to provide to the Match Officials. A maximum of twenty (20) players may be listed to the game sheet with a maximum of four (4) team officials. Only those listed on the game sheet will be permitted to sit on the bench or in the designated bench area.

Roster Freeze, Deadline and Player Movement

- i. The Roster Freeze deadline for IModel C1 and C2 is **July 31** of each year. The only player who may be added to a roster after the roster freeze deadline can be the submission of an approved ITC (international) or IPC (interprovincial) transfer with the approval of the league operator.
- ii. Players registered to an IModel team after the Roster Freeze date are ineligible and will not be allowed to play into the IModel league.
- iii. A player may only register and participate with one (1) club in the IModel league during an Outdoor Season. A player transfer to another IModel team within the same Club is permitted provided it is before the roster freeze deadline of **July 31** of each year. For a U13 aged player, appropriate Fast Tracking documentation requesting the player to play up to another team is required.

Transfer from one IModel Team to another IModel Team in a different Club is not permitted in the same Outdoor season.

f) The IModel Playing Season

The IModel "playing season" is defined each year by the roster submission deadline of **April 1** to after C2 or C1 have completed their Championships.

The seasons of the IModel include;

- i. All Qualifications
- ii. Competitive 1 (C1)
- iii. Competitive 2 (C2)
- iv. Champions Provincial Showcase weekend (C1)

Section III – League Management

8. Responsibilities

- a) The supervision of the IModel League(s) will be managed by the Regional IModel Committee.
- b) The League Operator will manage day-to-day IModel League(s) administration and operations and is under the oversight and management of the Regional IModel Committee
- c) The League Operator is not authorized to change or modify league rules or regulations or waive or adjust administrative fines or discipline fines.
- d) The League Operator may make recommendations to the Regional IModel Committee to modify, change, add or delete league rules and regulations. Final approval of league rules and regulations is required by the Provincial IModel Steering Committee. Approved changes to any rules and regulations made by the Regional IModel Committee and approved by the Provincial IModel Steering Committee will be communicated to the participating clubs at least 14 days prior to the adoption of the change.

Section IV – Club Responsibilities

9. Responsibilities

- a) The host Club for a league game shall ensure that the fields are assigned and are permitted, cleared and safe for set up. i.e., field size and markings.
- b) The Club is responsible for all its players, team officials and spectators at all times (prior to, during and after the game until all have left the grounds and the parking lots). It is the responsibility of the Home Team to always ensure the safety of all the participants and officials.
- c) Club Technical Directors are not permitted to be registered on the Team Roster as the Head Coach of a team or squad but can attend a competition in the technical area any time prior to, during, or after the game.

A Club Technical Director may, in extreme circumstances and in the absence at the game of any other qualified coach, step in and be recorded on the game sheet as the Head Coach of the team for that specific game. The Technical Director must meet the Requirement of [Section V, 10 \(b\). Team Officials.](#)

- d) There shall be a District IModel pre-season meeting, either in person or virtually, at which each team Head Coach or delegate must attend. Attendance will be tracked and recorded. Failure to attend the meeting will result in a \$100.00 fine. The Head Coach or delegate will receive a team information package inclusive of all rules and regulations and a form that must be signed by the Head Coach or delegate attesting to having received the rules and regulations and that they will conform to all rules and regulations as included therein.

Teams will not be permitted to play if this form has not been received by the Host District.

- e) The IModel participating Club must include the following statement when a player is rostered to an IModel team. This statement must be individually reviewed and initialed/signed by the player or the parents/guardian and kept by the Club for the balance of the season:

Player Parent/Guardian Approval: *I have read, understand, agree, and acknowledge that by initialing/signing this registration form, I understand the following IModel rule;*

A player may only register and participate with one (1) Club in the IModel league during an Outdoor Season. Player transfer to another IModel team within the same Club is permitted provided it is before the roster freeze deadline of July 31. For a U13 aged player, appropriate Fast Tracking documentation requesting the player to play up to another team is required.

Transfer from one IModel Team to another IModel Team in a different Club is not permitted in the same Outdoor season.

Section V – Team Officials Responsibilities

10. Responsibilities

- a) All Team Officials must be registered as [per Ontario Soccer Operational Procedures – Section 2 – Registration](#), and in compliance with their respective District Association processes.
- b) A Head Coach or Assistant Coach with age & stage-appropriate certification (a minimum of either the Ontario Soccer Grassroots Diploma or higher for the Head Coach, and Soccer for Life or higher for the Assistant Coach), valid identification and who is listed on the team roster as Head Coach or Assistant Coach must be present in the technical area during each game or the game will not be played and considered a forfeit. If at any time during a game, a Head Coach is ejected by the match official for any reason, an Assistant Coach with "Soccer for Life" certification can act as the Head coach for the remainder of that one game.

Notes:

1. The previous National C Licence, trained and certified status, will continue to be recognized to meet the Head Coach requirement until their expiry at which point coaches will be offered a transition process to either the Concacaf C Diploma or the Ontario Soccer Grassroots Diploma.
2. A "C Licence" trained coach must complete their full C Licence certification within three (3) years of the date of their completion of C licence training or they will no longer be considered C licence trained.

The Head Coach, even though they may defer to other registered team officials, and/or staff, is ultimately responsible for the players, player registrations, player eligibility, the team, and the team's parents/spectators for all infractions and violations.

Additionally, the Head Coach, even though they may defer to other registered team officials, and/or staff must verify that each player has not registered with any other IModal Team or Club for the current year. This includes ensuring that players are only committed to their registered team. The coach must diligently check and confirm the eligibility and registration status of all players to comply with this rule.

- c) Each team must supply the Match Officials with three (3) game sheets prior to the start of the game.
- d) Players and Team Officials who are entered on the game sheet are considered to have participated in the game unless crossed off on the game sheets. Crossing off must be initialed by a Team Official or will not be considered as compliant.
- e) Both teams shall be responsible to report or confirm the score of the game via the league website within 48 hours of the completion of the game.
- f) The Home Team is responsible for reporting to their respective league office within 24 hours if the game was rained out or otherwise incomplete.

Section VI – Competition Outside of IModel Qualifying C1 or C2

11. Competition Outside of IModel League Play

a) Ontario Cup games take precedence over all IModel league games.

Section VII – Competition Overview

12. Playing Format

	U14-U18
Format	11 v 11
Roster Size	Min. 11 players max 20
Duration	2 x 40 mins (U14) 2 x 45 mins (U15+)
Scores/Standings	U14-U18 – Yes
Substitutions	Allow unlimited substitutions, but may only substitute on: goal kick, kick-offs (piggy backs allowed), or own throw in (no piggybacks allowed)
Throw ins/Pass in	Throw-in
Retreat Line	N/A
Offside	Yes
Field	FIFA
Ball	Size 5
Max Goal Size	FIFA
Field Markings	FIFA
Officials	1 Referee and 2 (AR)

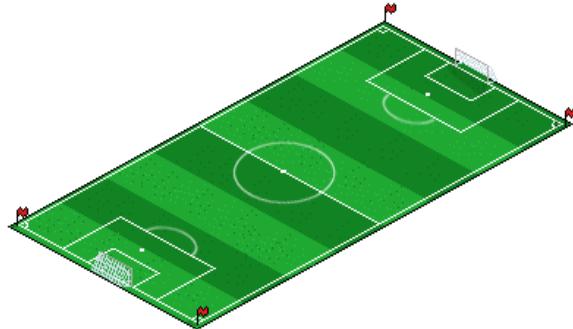


13. Game Day

U14 + (11v11)

- IFAB Laws of the Game
- Game Durations:
 - U14: 2 x 40-minute halves
 - U15: 2 x 45-minute halves
 - U16: 2 x 45-minute halves
 - U17: 2 x 45-minute halves
 - U18: 2 x 45-minute halves

*10-minute break between halves



- A team must have a minimum of seven (7) players in order for the game to proceed. If a team is unable to field seven (7) players, the offending team will forfeit the game.
- Games abandoned, after two-thirds of the allotted time has elapsed, due to weather conditions will be considered complete and the score will stand.
- The Head Referee is the sole timekeeper of the game.
- There will be no extra time or penalty kicks to determine a winner in the event of a tie for IModel league games.
- Fifteen (15) minutes of grace time from the scheduled kick off time shall be permitted for teams to field the minimum requirement of players.
- League standings for U14–U18 will be determined by points as per the following:
 - Win 3 points, Tie 1 point, Loss 0 points.
- In the case of a tie in standings (two or more teams with equal points), standings will be determined based on:
 - i. Greatest goal difference
 - ii. Greatest number of goals scored
 - iii. Greatest number of points obtained in the matches between the teams concerned
 - iv. Goal difference resulting from the matches between the teams concerned
 - v. Greatest number of goals scored in all matches between the teams concerned
 - vi. Drawing of lots by the IModel Regional Committee (District Associations)

14. Scheduling

14.1 All games will be played as scheduled unless:

- i. The Referee insists on a postponement due to weather or field conditions.
- ii. Field closure by the municipality/field owner due to inclement weather or field conditions.
- iii. A game is postponed due to unforeseen circumstances out of the control of both teams.
- iv. A game is postponed at the discretion of one of the following:

For Competitive 1 – league service provider

For Qualifying and Competitive 2 – the respective District Association

14.2 League Break

- i. There will be no C1 or C2 games scheduled between August 10 to 16
- ii. There will be no blackout dates in all Qualifying, C1 or C2, as the only break is as defined above.

14.3 Home and Away Games

All games in all seasons of the IMODEL are scheduled as home and away. This includes the Qualification Season, C2 season and C1 season.

15. **Rescheduled Games**

- a) All rescheduled games must be played at least one week prior to the Championships.
- b) If a game is postponed for any reason, the Home Team must provide reschedule fixtures to the respective league operator within seven (7) days of the originally scheduled date. Failure to do so will result in the home teams' forfeiture of the home advantage and the opposing team will provide a date and field for the rescheduled game within seven (7) days at the home teams' expense, which the Home Team must attend or forfeit.
- c) If the reschedule date conflicts with a previous commitment to a pre-approved (by the District or league operator) sanctioned event, then another date must be provided to accommodate.
- d) If a team advises the league in writing that it will be unable to field a team for a scheduled league game within a minimum **seven (7) calendar days prior**, the team will be fined as per IMODEL Fees, and Fines and the game will be considered a forfeit and will not be rescheduled.
- e) Teams found in default, or do not show for a game will be fined as per the IMODEL Fines and Penalties Appendix C.

Section VIII – Discipline

16. IModel Discipline

IModel Qualifying, Competitive1 (C1) and Competitive2 (C2) Discipline Panels shall be appointed by their respective District Association.

Jurisdiction

The applicable District Association Discipline Panel shall be responsible for handling all IModel cases of reported misconduct for Players, Team Officials, Administrators, and Clubs, as per [Ontario Soccer's Discipline Policy](#).

Each Club is responsible for the actions of their team officials, players, spectators, and administrators. Team officials, players, spectators and administrators shall be made aware of the IModel Rules and Regulations.

C1- Discipline Dates will be posted on the league website. Qualifying and C2 will follow the respective District Discipline procedures.

There are no appeals of Discipline by Review (DBR) decisions, except where a decision has been made that is in contravention of, or not in accordance with an Ontario Soccer Published Rule. Unless otherwise indicated by the applicable District Association Discipline Panel, hearings shall take place on the next available and convenient date.

C1: In cases where Discipline by Hearing (DBH) is mandatory, the appropriate parties will be notified and an administration fee of \$100 will be charged to the Club responsible for the accused.

Notwithstanding the standard disciplinary process and recognizing the time sensitivity prior to the commencement of C1/C2, any disciplinary matter whose outcome may impact a team's allocation to C1/C2 shall be adjudicated and concluded within seven (7) days following the end of the Qualifying Season, and in all cases prior to the start of C1/C2. The decision of the panel in such matters shall be final and binding, with no further right of appeal.

Discipline for Qualifying/C2 is the District Association responsibility.

Request for Discipline Hearing

- a) A Registrant is entitled to know for which offence they have been dismissed from a game and may request from their Governing Organization a copy of the report within twenty-four (24) hours of the dismissal so that the registrant(s) upon receiving the report will have seventy-two (72) hours to request a hearing if permitted as per [Ontario Soccer's Discipline Policies](#).
- b) Such a request, and subsequent hearing, must adhere to the following procedures:

i. The Request for a hearing must be forwarded in writing, by email to and received no later than seventy-two (72) hours following receipt of the dismissal in which the alleged misconduct occurred to the following:

- * For Competitive 1 (C1) league operator
- * For Qualifying/Competitive 2 (C2) – the respective District Association

ii. A \$250 Fee must accompany the Request for a Hearing as per Ontario Soccer Schedule of Fines, Fees, Bonds and Penalties.

General Discipline Rules

- a) The accumulation of cautions shall only apply to IMModel competition.
- b) During the current IMModel playing season, red and yellow cards will accrue and continue to carry over into the Qualifying, C1, C2 competitions including any playoff or the Championship Finals or the Champions Showcase Final weekend.
- c) Suspensions, penalties and fines are levied by the applicable District Association Discipline Panel, or League Operator and in accordance with [Ontario Soccer's Discipline Policy](#).
- d) If the accused is found guilty, the applicable District Association Discipline Panel shall have the power to order the accused:
 - i. To be suspended from all or any specific soccer activity for a stated period of time, in accordance with [Ontario Soccer's Discipline Policy](#);
 - ii. To be suspended for a specific number of games in the IMModel competition and;
 - iii. To be fined (with or without suspension).
- e) In the case of "suspensions for a stated period of time":
 - i. The "beginning date" of a suspension shall be determined by the applicable Discipline Panel and will commence within an appropriate timeline following the Discipline Hearing in which the player, team official and/or Club is found guilty.
- f) In the case of "suspensions for a specific number of games":
 - i. The League Operator will communicate the specific matches from which the player is suspended to the Club, in writing, via email.
- g) Game abandonment:
 - i. Discipline charges will be applied to the Club responsible. There will be an additional \$500 over and above Ontario Soccer Discipline Policy 5.70 for administration fee levied to the team responsible for the game abandonment and that team will also forfeit the match 3-0.

Fines and Penalties

- a) Fines for IModel specific Non-Compliance are listed in "Appendix C".
- b) A player who has been suspended in the IModel league, shall not be permitted to "play-up" or compete for any other teams until after the scheduled date of the final game covered by his/her suspension.
- c) Any suspensions at the end of the IModel playing season will be carried over to the next outdoor season of any league.

17. Decision Challenge Process

Challenges of IModel decisions shall be submitted as follows:

- i. Decisions made by IModel participating Clubs are to be submitted directly to the applicable Regional IModel Committee (RIC) using their prescribed format;
- ii. Decisions made by the RIC can be appealed to the Provincial IModel Steering Committee (PISC) and must be submitted on the IModel Decision Challenge Form located here; <https://www.ontariosoccer.net/imodel>.
- iii. Decisions made by the PISC can be appealed to the Ontario Soccer Discipline and Appeals Committee using the [Ontario Soccer Appeal Request Form](#).

Note: IModel challenges/appeals must be filed within a maximum of 14 days of a decision.

Section IX – Protests

18. IModel Game Protests

- a) A Team Official must inform the Match Official that the game is "being played under protest" along with the reason for such a protest, before the game begins, and the Match Official will note on the game sheet and the game will then be played. A team refusing to play may face disciplinary action.

If the protest is not recorded on the game sheet by the Match Official, the team official must report it by notifying the appropriate IModel league operator in writing of its "intent to protest" within 24 hours to:

- 1. IModel Competitive 1 (C1) – League Operator or;
- 2. IModel Qualifying/Competitive 2 (C2) – League Operator or respective host District Association
- b) C1 - All Protests MUST be received within 24 hours or 48 hours with an "intent to protest" submittal of the completion of the game and MUST be accompanied with

the \$250 protest fee in the form of a certified cheque or money order sent via registered mail or delivered in person. Payment and protest submittal must be received within three (3) business days of the game. For Qualifying/C2 – District policy applies.

- c) The IMModel league operator and/or applicable District Association may investigate any player eligibility challenge without any other written submission or protest fee being submitted.
- d) The C1 protest fee will be refunded to the Applicant excluding the outlined administrative fees, if the protest is successful. Administrative fees as outline in [Ontario Soccer's Operational Procedures Schedule of Fees and Financial Penalties](#) will be applied to the appropriate party based on the outcome of the protest.
- e) Where a game is played under protest, such fact must be noted on the game sheet, and a formal protest must then be lodged as stipulated in "a" above.
- f) A team lodging a protest pertaining to the eligibility of a player will not be entertained if registration identification is not checked prior to the game.
- g) Objections to field conditions, equipment, goalposts, ball, or jersey colors, Match Officials decisions do not constitute grounds for a protest objection of this nature, however, should be reported to the league operator.
- h) Protests will not be entertained if the issues are, according to the IFAB laws of the game, at the discretion of the Match Officials.

Section X – Match Officials

19. Match Officials

- a) All Match Officials shall be governed by the Code of Conduct of Ontario Soccer, Match Officials Protocols and Canada Soccer Rules and Regulations. Failure to abide by these documents may result in discipline.
- b) It is the responsibility of the Match Official to report the game and all discipline issues that occurred in the game, to the respective IMModel league operator (C1, Qualifying/C2) within forty-eight (48) hours from the completion of the game. Failure to do so will result in disciplinary action as per Ontario Soccer policies.
- c) The Match Official is sole authority in determining the safety and playability of the field. The decision of the Match Official to cancel or abandon the game is final.
- d) Match Officials shall not be paid at the field. Clubs will be invoiced for the Match Officials fees, and the Administration of the respective leagues will pay each official for verified games.

- e) When/if the Match Official must declare the game cancelled or abandoned prior to the start of the game, the Match Official shall be paid 50% of the game fee. The Match Official will be required by the IMODEL League Operator to collect the game sheets at the field and submit the game report within forty-eight (48) hours or will be subject to discipline.
- f) In the case of a game forfeit/no show by a team, the forfeited team will be charged 2x the total Match Official Fee by their respective District Association and all Match Officials shall be paid the game fee as published.
- g) The League Operator will assign registered officials to all C1 and C2 games.
- h) The Head (or Centre) Referee must be a minimum of three (3) years older than the age group of the teams involved. It is recommended that Assistant Referees be a minimum of three (3) years older than the age group of the teams involved.

Match Official IMODEL Fees (2026)

Age Level		Total
U14	Referee \$60, Asst. Referee (x2) \$45	\$150
U15	Referee \$65, Asst. Referee (x2) \$50	\$165
U16	Referee \$70, Asst. Referee (x2) \$55	\$180
U17/U18	Referee \$75, Asst. Referee (x2) \$60	\$195

Section XI – Championships

20. Conference Championship (C1 and C2), if applicable

- a) The Conference Championship will be determined by the respective District League Administrator.
- b) If only one division in either C1 or C2, the Conference Champion shall be the team that finishes in first place in the table. If two divisions in C1 or C2, there will be a Conference Championship playoff to declare the Conference Champion.
- c) The C2 and C1 Conference Championship finals (if applicable) are scheduled no later than **last weekend of September** and not scheduled on the same weekend.

- d) Games ending in a tie after regulation time has expired, will go directly to kicks from the penalty mark.
- e) The winner of the C1 boys and C1 girls Conference Championship will represent the Region at the IMModel Provincial Championship Showcase.
- f) The respective District Association will be responsible for all aspects regarding the administration and execution of the C2 boys and C2 girls Conference Championship, if applicable.

21. IMModel Champions Provincial Showcase Weekend (C1)

- a) The Champions Provincial Showcase Weekend schedule will be determined by Ontario Soccer in consultation with the respective Regional IMModel Committees.
- b) Games ending in a tie after regulation time has expired, will go directly to penalty kicks from the penalty mark.
- c) Ontario Soccer will be responsible for all aspects regarding the administration and execution of the Championship Showcase weekend, including trophies and medals.
- d) Ontario Soccer will be responsible for the assigning and compensation of the Match Officials for the Provincial Championship Showcase.

For review of the 2026 Champions Provincial Showcase Rules, please see [HERE](#).

Section XII – IMODEL U13 AGE DIVISION

1. Introduction

IModel for the U13 age division is open to any properly registered Club who is in and maintains good standing as defined by the District Association they are registered in.

Teams from Districts within the applicable Region that do not offer an IMODEL division may apply to participate in a neighboring District but are subject to approval from the respective District Association. **Participating in the U13 age division means that all Clubs/Teams must adhere to the mandated [Canada Soccer Grassroots Standards](#) as well as the rules and regulations outlined herein.**

2. Registration

- a) All participants shall be registered to Ontario Soccer in accordance with [Ontario Soccer's Operational Procedures Section 2.0 Registration](#).
- b) A player may only register and participate with one (1) club in the IMODEL league during an Outdoor Season. Player transfer to another IMODEL team within the same Club is permitted provided it is before the roster freeze deadline of **July 31** of each year. For a U13 aged player, appropriate Fast-tracking documentation requesting the player to play up to another team is required. **Transfer from one IMODEL Team to another IMODEL Team in a different Club is not permitted in the same Outdoor season.**
- c) Each Club is only allowed one (1) team per gender and per age group.

3. Player and Team Official Identification

- a) A District validated Game Day Team Roster ("Game Sheet") which contains each player's and team officials' registration identification and Photo must be present at all times.
- b) The inspection of the Game Day Team Roster by the opposing team is mandatory and must not delay the scheduled kick off.
- c) Only players and team officials for whom identification is made available for inspection may have their names entered on the Game Day Team Roster and be eligible to play/coach. Players and team officials without proper identification are not eligible to play or be on the bench.
- d) Players arriving late to the game must have their identification checked against the Game Day Team Roster prior to entering the field of play. This is mandatory.
- e) Games will not be played or continued unless there is at least one coach on the bench with valid identification and head coach certification and is listed as a coach

or assistant coach on the Game Day Team Roster. Failing to do so will result in game forfeiture and the offending team will be fined appropriately.

- f) Upon completion of the match, Game Day Team Roster will be checked by the league operators.

4. **Player Eligibility**

a) Open Rosters

In accordance with the Canada Soccer Grassroots Standards, U13 registered players are not to be identified and fixed to a team roster on a permanent basis. U13 utilizes "Open Rosters" with no maximum for player movement throughout the season.

Players will be assigned to a Game Day Team Roster, at either the District, OPDL (if applicable) or IModel league level, and only participate in the single competition day for that given week.

Each Regional IModel Committee is responsible to monitor that player movement is occurring and will submit a season end final report to the Provincial IModel Steering Committee on the movement that occurred during the season.

b) Game Day Team Roster ("Game Sheets")

- i. Game Day Team Rosters are generated through the IModel's League Management System.
- ii. Each team MUST print three (3) copies to be brought to the game to provide to the Match Officials.
- iii. **A maximum of eighteen (18) players** may be listed to the Game Day Team Roster with a maximum of four (4) team officials. Only those listed on the Game Day Team Roster will be permitted to sit on the bench or in the designated bench area.

c) Call-Ups

- i. **Players registered to a U13 team are not permitted to be called up to U14 or any IModel team.**
- ii. **Players registered to a U12 team or younger are not permitted to be called up to U13 in the IModel.**
- iii. Under no circumstance are players allowed to be called up from a higher level competition.

d) Trial Registration Permits and Temporary Eligibility Permits

i. Trial Registration Permits and Temporary Eligibility permits are not permitted in IModel.

5. Playing Format

	U13
Format	9 v 9
Team Size	Open rosters with maximum 18 players on Game Day Team Roster
Duration	2 x 40 mins
Scores/Standings	No
Substitutions	Unlimited Unlimited substitutions, however, may only substitute on; goal kick, kick offs, or own throw in. No piggybacks allowed on own throw-in.
Throw ins/Pass in	Throw-in
Retreat Line	N/A
Offside	Yes
Field	Align with prescribed minimum dimensions
Ball	Size 5
Goal Size	Minimum: 6x18ft <u>Ideal: 6.5x18.5ft</u> Maximum: 7x21.5ft
Officials	1 Referee and 2 (AR)
Distance to Games	As per the Canada Soccer Grassroots Standards, aligning to the 60-minute travel maximum, scheduling games at this age level must be organized so that the player is NOT travelling long distances (exception of North Region teams) to have meaningful (balanced) competition. Therefore, games within a District are encouraged where applicable.

6. Coaching Certification

- a) All Team Officials must be registered as [per Ontario Soccer Operational Procedures – Section 2 – Registration](#)
- b) A Head Coach or Assistant Coach with age & stage-appropriate certification (a minimum of either the Ontario Soccer Grassroots Diploma or higher for the Head Coach, and Soccer for Life or higher for the Assistant Coach), valid identification and who is listed on the team roster as Head Coach or Assistant Coach must be present in the technical area during each game or the game will not be played and considered a forfeit. If at any time during a game, a Head Coach is ejected by the match official for any reason, an Assistant Coach with "Soccer for Life" certification can act as the Head coach for the remainder of that one game.

Notes:

1. The previous National C Licence, trained and certified status, will continue to be recognized to meet the Head Coach requirement until their expiry at which point coaches will be offered a transition process to either the Concacaf C Diploma or the Ontario Soccer Grassroots Diploma.
2. A "C Licence" trained coach must complete their full C Licence certification within three (3) years of the date of their completion of C licence training, or they will no longer be considered C licence trained.

The Head Coach even though they may defer to other registered team officials, and/or staff is ultimately responsible for the players, player registrations, player eligibility, the team, and the team's parents/spectators for all infractions and violations.

Additionally, the Head Coach even though they may defer to other registered team officials, and/or staff must verify that each player has not registered with any other IModel Team or Club for the current year. This includes ensuring that players are only committed to their registered team. The coach must diligently check and confirm the eligibility and registration status of all players to comply with this rule.

- c) Each team must supply the Match Officials with three (3) Game Day Team Rosters ("Game Sheet") prior to the start of the game.
- d) Players and Team Officials who are entered on the Game Day Team Roster are considered to have participated in the game unless crossed off on the game sheets. Crossing off must be initialed by a Team Official.
- e) The Home Team is responsible for reporting to their respective league office within 24 hours if the game was rained out or otherwise incomplete.

7. Scheduling

- a) Under no circumstances will teams be allowed to postpone games.
- b) All games are scheduled as home and away.
- c) There are no rescheduled games.
- d) All games will be played as scheduled unless:
 - i. The Referee insists on a postponement due to weather or field conditions.
 - ii. Field closure by the municipality/field owner due to inclement weather or field conditions.
 - iii. A game is postponed due to unforeseen circumstances out of the control of both teams.
 - iv. A game is cancelled at the discretion of the respective District Association

Note: As per the Canada Soccer Grassroots Standards, aligning to the 60-minute travel maximum, scheduling games at this age level must be organized so that the player is NOT travelling long distances (exception of North Region teams) to have meaningful (balanced) competition. Therefore, games within a District are encouraged where applicable.

Season Break

- e) There will be no games scheduled between **August 10 to 16**.

8. Discipline

- a) Please see [**Section VIII – Discipline**](#)

9. Protests

- a) There are no U13 game protests

10. Match Officials

- a) All Match Officials shall be governed by the Code of Conduct of Ontario Soccer, Match Officials Protocols and Canada Soccer Rules and Regulations. Failure to abide by these documents may result in discipline.

- b) It is the responsibility of the Match Official to report the game and all discipline issues that occurred in the game, to the respective IMModel league operator (C1, Qualifying/C2) within forty-eight (48) hours from the completion of the game. Failure to do so will result in disciplinary action as per Ontario Soccer policies.
- c) The Match Official is sole authority in determining the safety and playability of the field. The decision of the Match Official to cancel or abandon the game is final.
- d) Match Officials shall not be paid at the field. Clubs will be invoiced for the Match Officials fees, and the Administration of the respective leagues will pay each official when assignments are complete.
- e) When/if the Match Official must declare the game cancelled or abandoned prior to the start of the game, the Match Official shall be paid 50% of the game fee. The Match Official will be required by the IMModel League Operator to collect the game sheets at the field and submit the game report within forty-eight (48) hours or will be subject to discipline.
- f) In the case of a game forfeit/no show by a team, the forfeited team will be charged 2x the total Match Official Fee by their respective District Association and all Match Officials shall be paid the game fee as published.
- g) The League Operator will assign registered officials to all IMModel U13 games.
- h) The Head (or Centre) Referee must be a minimum of three (3) years older than the age group of the teams involved. It is recommended that Assistant Referees be a minimum of three (3) years older than the age group of the teams involved.

Match Official IMModel Fees (2026)

Age Level		Total
U13	Referee \$60, Asst. Referee (x2) \$45	\$150

Appendix A – IMODEL Code of Conduct (All Divisions)

IMODEL has endeavoured to provide a unique competitive program to its members that strives to provide the best possible conditions for player development.

The purpose of this program is to allow players to showcase their skills and put into practice the training they received from technical staff at their member Clubs.

To that end, IMODEL enforces a strict Code of Conduct for sideline behaviour that ALL participants in this program are expected to follow.

Coaching Staff Conduct:

- Respect and honor the IMODEL Rules and Regulations
- Be respectful of the Match Officials and your opponents
- Do not use foul or abusive language
- Limit the amount of coaching done from the sidelines to only when necessary
- Keep your players and spectators/team parents under control
- Remember that the score of the game is secondary to the opportunity for your players to demonstrate and improve their game
- Present a professional example to your players before, during and after competitions
- The Head Coach is ultimately responsible for the Team and the Team parents/spectators for any all infractions/violations

Player Conduct:

- Be respectful of the Match Officials and your opponents
- Refrain from using foul or abusive language
- Remember that you are here to provide a strong performance, and that the result of the match is secondary to its benefit as a development tool

Spectator/Parent Conduct:

- Respect and honor the IMODEL Rules and Regulations
- Be respectful of the Match Officials and the teams on and off the field
- Never question the Officials judgment or honesty in public
- Remember Officials are developing in the same manner as players
- Refrain from using foul or abusive language and support all efforts to remove verbal and physical abuse from soccer games
- Keep comments positive
- Refrain from coaching from the sidelines
- Remember that you are here to support your child, not win a game where the final result is not the primary focus
- Familiarize yourself with and abide by the policies and procedures of your Club
- Keep in mind that your attendance at IMODEL events is a privilege, not a right, and that the Club will be held responsible for the behavior of its fans
- Violation of this code may result in disciplinary action

Club Conduct:

- Respect and honor the IModel Rules and Regulations
- Clubs shall not solicit players signed with other Clubs
- Clubs shall make every effort to ensure that coaches and parents understand that players signed with other club members are not to be approached in a manner that can be construed as an attempt to recruit
- Clubs will not engage in actions that bring IModel, its members or the game of soccer into disrepute.

Appendix B – IMODEL FINES AND PENALTIES

INFRACTION	DESCRIPTION OF INFRACTION	1ST OFFENCE	2nd + SUBSEQUENT OFFENCES *
1.1	Failure to provide IMODEL Game Day Team Roster ("Game Sheet")	\$50	\$100
1.2	Team Officials or Players in Violation of IMODEL Code of Conduct	\$250	\$500
1.3	Not reporting scores/outcomes via the designated reporting system within 48 hours of the game being played (U14-U18 only)	\$75	\$150
1.4	Submission of non-compliant game sheets/ game day rosters	\$75	\$150
1.5	Home team not changing kits when required	\$75	\$150
1.6	Failure to present approved IMODEL Game Day Team Roster ("Game Sheet") alongside Player Registration Identification	\$250	\$500
1.7	Failure to Comply with any stated IMODEL Registration Deadlines DISTRICT/C1	\$100	\$250
1.8	Late Payment on Fees and Fines Fees and fines are considered late 14 calendar days after notification of the fine sent	\$50	\$100
1.9	Failure to attend a mandatory IMODEL meeting and return the signed form attesting to having read and understood and agreeing to abide by the IMODEL Rules and Regulations. Without this form signed by the Head coach or delegate, the team will not be allowed to start the Season	\$100	N/A
2.0	Team Withdrawal DISTRICT/C1	After April 1st – \$500 Fine and Forfeit Deposit	After May 1st – \$1500 Fine and Loss of League Fees

2.1	Defaulted game when travelling 300 or less kms	\$1,500 Game Forfeit	\$3,000 Game Forfeit and possible team removal from the league for the season
	Defaulted game when travelling more than 300 kms	\$3,000 Game Forfeit	\$4,000 Game Forfeit and possible team removal from the league for the season
2.2	Red Cards Yellow Cards	Red Cards - \$30 10 yellows/ team is a \$100 fine.	
2.3	Coach playing an ineligible player.	\$250 fine and 3 game suspension	\$500 fine and suspended for remainder of the IModel playing season.

Items not covered above will be in accordance with the Standard Penalties for Misconduct Tables in [Ontario Soccer's Discipline Policy](#).

Appendix C – Model Fees

CODE	DESCRIPTION OF FEE	FEE AMOUNT
2.1	Team League Fee	\$825
2.2	Request for Hearing	\$250 (\$150 will be returned if found not guilty)
2.3	Request for Hearing Postponement	\$50
2.4	Discipline by Hearing (DBH) (When required by Discipline Panel)	\$100
2.5	Protest Fee	\$250 (\$200 refunded if protest upheld) Team found guilty will be billed for the protest fee
2.6	Late Team Application Fee	\$150

Appendix D – IMModel Key Contacts

<p>Durham Region Soccer Association</p> <p>Bob Tanner, President btanner@sympatico.ca</p> <p>Michelle Loveless, Executive Director: mloveless@durhamregionsoccer.ca</p> 	<p>East Central Ontario Soccer Association</p> <p>Scott Cockburn, President scottcsoccer@gmail.com</p> <p>Jeff Bird, District Administrator: Email: ecosa.exec.da@gmail.com</p> 
<p>Huronia District Soccer Association</p> <p>John Copp, President president@hdsasoccer.ca</p> <p>Brad Doubrough, Senior Manager & HDSL Operations hds@hdsasoccer.ca</p> 	<p>TO Soccer</p> <p>Jim Barnes, President jamesfbarnes@hotmail.com</p> <p>Sergi Ivanchenko, Operations Manager: tsaleagues@torontosoccer.net</p> 
<p>YORK REGION SOCCER ASSOCIATION</p> <p>Tony Barbieri, President tony@magnasyber.com</p> <p>Tony Fonseca, Sporting Director tfonseca@yrsa.ca</p> 	
<p>OPERATIONAL CONTACTS / WEBSITES</p>	
<p>ONTARIO SOCCER IMModel</p>	<p>https://www.ontariosoccer.net/imodel Email: imodel@ontariosoccer.net</p>
<p>AHEG/TRAVEL APPROVAL & INTERNATIONAL TRANSFERS</p>	<p>ctms.ontariosoccer.net</p>

Appendix E – Key Dates

KEY DATES	
All Levels	
Application Deadline	January 30
Roster Submission Deadline	April 1
League/Season Break	August 10 to 16
U14-U18	
Qualifying Season*	To end by or before June 21
Competitive 2 Season	Start July 6
Competitive 1 Season	Start July 6 Note: Regional Finals no later than end of September
Roster freeze C1 and C2	July 31 st * Where applicable, players may only be added to a roster upon submission of an ITC (international) or IPC (interprovincial) at the discretion of the league operator
Conference finals C2	TBC
Championship Showcase (C1) (Regions TBC)	October 3-4, 2026 Zanchin Automotive Soccer Centre, Vaughan
U18	Single table play to end by Mid-August

* Where dates are not specified, they will be determined based on registration

Appendix F – Match Days

AGE GROUP	GENDER	PLAYING DATES OPTIONS
Under 13	Girls	Monday / Weekends
	Boys	Tuesday / Weekends
Under 14	Girls	Thursday / Weekends
	Boys	Wednesday / Weekends
Under 15	Girls	Monday / Weekends
	Boys	Thursday / Weekends
Under 16	Girls	Tuesday / Weekends
	Boys	Tuesday / Weekends
Under 17	Girls	Wednesday / Weekends
	Boys	Thursday / Weekends
Under 18	Girls	Tuesday/Thursday/Weekends
	Boys	Monday/Wednesday/Weekends

NOTE: Some games may need to be played on Weekends for all age groups/genders.

Appendix G – Division Sizes U14-U18

League	Division size	
Qualifying	Minimum 6 teams	TBC when known
C1	Boys/Girls 8 teams per age group	TBC when known
C1 Placement formula		TBC when known
U18	Dependent on registration	TBC when known

Appendix H – C1 Team Allocation U14-U18

Process used to determine # teams qualifying for C1 from each qualifying season:

TBC when known

Appendix I - Allocation by Divisions U14-U18

TBC when known

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