

SOSA District Youth League Rules and Regulations

Section 1: GENERAL

1.01 In this document, the following abbreviations are used

- SOSA for Southeast Ontario Soccer Association
- OS for Ontario Soccer
- LMS for League Management System
- STRP for Short Term Registration Permit
- TEP for Temporary Eligibility Permit
- TRR for Team Roster Report
- DBR for Discipline By Review

1.02 A copy of the current Rules and Regulations must be posted on the SOSA League website.

1.03 SOSA may make changes to the Rules and Regulations as may be deemed necessary for the efficient administration of the league. Clubs will be given 14 days' notice before any changes take force.

1.04 All fines resulting from breaches of the rules identified in these Rules and Regulations, including the published SOSA Fees and Fines Schedule will be assessed against the Club, as opposed to the individual and/or teams.

1.05 In this document, any reference to an age group refers to one of the U13, U14, U15, U16, U17, or U18 age cohorts as defined under Ontario Soccer (OS) Published Rules.

Section 2: TEAM ELIGIBILITY and ENTRY

2.01 All Clubs that are Active Full Service Members of SOSA are permitted to operate youth competitive teams and may enter teams in the SOSA League.

2.02 Clubs will enter teams in the SOSA League based on their age category. Any request to play in a higher age group must have permission from SOSA League.

2.03 Team entry fees for the outdoor season are due by the posted due date. Late applications may be accepted with approval from the District Administrator and only upon receipt of a late fee of \$100 per team, to a maximum of \$500 per club.

2.04 Clubs must request team withdrawals through the SOSA League Website.

2.05 For each team withdrawn after the posted entry deadline, the Club will forfeit the full fees paid. For each team withdrawn after May 1st, the League will assess an additional fine equal to the team registration fee.

2.06 Teams withdrawing from the League to take a regional position will receive a full refund.

2.07 Club teams from other districts may apply but are subject to SOSA and OS policies. All teams whose Clubs that are members of districts other than SOSA will require a duly signed Playing out Permission form as per OS Procedure 15.0 before April 15th of the current season.

Section 3: REGISTRATION OF PLAYERS

3.01 All players must be registered with their Club's respective District Association in accordance with OS Operational Procedures.

3.02 No player may register with more than one team in the SOSA League.

3.03 All players must be in possession of valid OS identification.

3.04 A maximum of 20 players will be allowed to be rostered to a team and appear on a game sheet.

3.05 The deadline for placing a player on a team roster is July 31st of each year.

Section 4: Coaches and Other Team Officials

4.01 Each team must have a Head Coach and no team may participate in a league competition without a registered Head Coach on their TRR and a registered coach on the team bench. In accordance with OS Operating Procedures all coaches and assistant coaches must be fully certified in the following categories:

- Soccer for Life
- Respect in Sport
- NCCP Making Ethical Decisions
- NCCP Making Headway
- NCCP Emergency Action Plan
- NCCP Rule of Two
- Must have cleared the Club's volunteer screening process

4.02 All coaches and other team officials must be registered with their Club's respective District Association in accordance with OS operating procedures.

4.03 All team officials must be included on the team roster on SOSA's LMS.

4.04 The Head Coach is responsible for the activation of their team on the SOSA LMS by April 30th of each season.

Section 5: Call-Ups, TEP's and STRP's

Guiding Principle – Clubs and teams should not gain an advantage by using call-ups. Call-ups are to be used to fill gaps when a team is short players.

5.01 For SOSA League play, players may not be called up if they are registered to a regional or IModel team.

5.02 A player may only be called up a maximum of 6 times, across all teams, in one season. It is the responsibility of the player's Club to ensure this is followed.

5.03 A player may not be called up if they are on a lower age team of a combined age division.

Example – A U14 player may not be called up to a U15 team if they are in the same division for SOSA League play.

5.04 The called-up player must be registered to the same Club as the team being called up to. If not, a TEP or STRP may be able to be used.

- 5.05 If a player is registered as both a competitive and recreational player, they may only call up from the competitive team.
- 5.06 The player must not be currently suspended by any league or organization affiliated with OS.
- 5.07 The use of call-ups may not exceed the team roster size as provided on the TRR.

Call Up Administration

- 5.08 Call-ups are controlled through the LMS. Once a team official requests a call-up through the LMS, their Club must approve the call-up in the LMS. Once the call-up is approved, the player's name will appear on the game sheet with an indication that they are a call-up. In addition to being printed on the game sheet, a copy of the TRR for the team for which the player is registered must be presented at the game.
- 5.09 The age classification of a team for the purposes of play-ups and TEPs is based on their registration with OS. A team playing in a split age division (ex. Girls U15/U16) may use call-ups who are eligible under their OS team registration age, which may not necessarily be the division maximum age. For example, a team registered with OS as a U15 team playing in a Girls U15/16 age division cannot use a U16 player as a call-up.
- 5.10 Teams will often choose to maintain a lower age classification registration with OS when playing in a split age division for the purpose of participation in tournaments or to ensure promotion eligibility to the desired age for the following season.
- 5.11 Temporary Eligibility Permits may not be used for SOSA League games.
- 5.12 Players in possession of a STRP are only eligible to play two (2) games for a registered team during a fifteen-day period. A player may only be issued one STRP to play for any one club. A player may obtain two STRPs during one playing season. STRPs may not be used after July 31st.

Section 6: Game Sheets

6.01 All players and team officials participating in a game must be printed on the official game sheet as generated from the SOSA League website. Any players approved by their Club as a call-up are automatically printed on the game sheet. With the exception of players using TEPs or STRPs, no player or team official names or OS numbers may be handwritten on the game sheet. If a team's game sheet has handwritten names or OS numbers, the Club will be subject to the applicable fines as per SOSA Fees and Fines Schedule. SOSA will manually verify the registration status of the handwritten player(s) or team official(s) once the game sheet is received. Call-up player jersey numbers may be handwritten on the game sheet, but every player must be assigned a jersey number.

6.02 Only 20 players may be listed on the game sheet and are eligible to play in any game. Only four (4) Team Officials may be listed on the game sheet, and all Team Officials present at the game must sign the team's game sheet. The signature will certify the eligibility of all players whose names appear on the game sheet to participate in that game. The team will be fined for any missing team official signatures according to the Fees and Fines Schedule.

6.03 The names of players and team officials who are not present at the game must be crossed out on the game sheet. All players and team officials, including call-ups, whose names appear on the game sheet that are not crossed out, will be deemed to have played or participated in the game, and could be subject to disciplinary action based on being deemed to have participated in the game.

6.04 When a game sheet cannot be printed from the LMS due to technical difficulties, the team will inform SOSA by email that the team was unable to print the game sheet. Notice of the difficulty must be received prior to the game start time. If notice is received after the game start time, the team's Club will be subject to the applicable fine as per SOSA's Fees and Fines Schedule.

6.05 When a game sheet cannot be printed from the LMS due to technical difficulties, the affected team will create a handwritten game sheet, modify a copy of an old game sheet or use the OS TRR and add the additional game information. SOSA will manually verify the registration status and eligibility of the listed players.

6.06 Any team that fails to produce a game sheet will be subject to a fine as per SOSA's Fees and Fines Schedule.

6.07 Each team is required to provide 3 copies of their game sheet to the referee.

Section 7 Player Identification

7.01 Valid ID and the official TRR must be available at all times.

7.02 The inspection of ID and the TRR by the opposing team is mandatory and must not delay the scheduled kick-off. See Appendix A for the authorized ID inspection procedure.

7.03 No protest pertaining to the eligibility of a player will be entertained if ID is not checked prior to the game. For further clarity, a notation must be made on the game sheet that the game is being played under protest.

7.04 A player arriving after the verification is completed may play, but must first report with their valid ID to the representative from the opposing team. A player arriving after the second half of the game has started is ineligible to play.

7.05 In exceptional circumstances where a team official who is in possession of the ID and/or TRR, and any TEPs or STRPs fails to appear to permit the inspection of identification prior to 20 minutes after the scheduled kick-off time, the opposing team could accept to play the game under protest, and the protest must be noted on the game sheet.

7.06 Should the team official who is in possession of the required valid ID arrive in time to permit the inspection of identification before the start of the second half of the game, the game will continue, the final results will stand and the protest will become void.

7.07 Should the team official who is in possession of the ID not arrive or does not have in their possession the required valid ID before the start of the second half of the game, the opposing team will have the option of letting the game results stand or pursue a protest.

7.08 Any player whose name does not appear on the game sheet or who does not have valid ID or applicable TEP/STRP is ineligible to play. Such players must change out of uniform and leave the players' bench or the team's technical area.

7.09 Any team that fails to produce a game sheet or their TRR will be subject to fines as per SOSA's Fees and Fines Schedule. The team official may also be required to attend a Discipline Meeting.

7.10 If an opposing team player who is not in possession of ID, applicable TEP or STRP participates in a game the opposing team head coach must note the discrepancy on the game sheet. Failure to note the player's ineligibility on the game sheet may result in the opposing team head coach being subject to a fine as specified per SOSA's Fees and Fines Schedule. The opposing team coach may also be required to attend a discipline hearing.

Section 8: Submission of Game Reports and Scores

8.01 Each Head Coach is responsible for entering the game report, including the score, cards issued by the match official as well as the game feedback on the LMS within 24 hours of completion of the game. If the game report is not entered within 7 days, SOSA will utilize the game sheet received from the match official to complete the game report and the team(s) which failed to enter the game report will be subject to a fine as specified in SOSA's Fees and Fines Schedule.

8.02 The Match Official must enter the game report directly into the LMS, including a copy of all game sheets, permits and reports within 48 hours of completion of the game. A Match Official who fails to submit the required documents and complete the game report electronically within 72 hours of the completion of the game will be reported to the appropriate District Association for discipline.

Section 9: Equipment and Field of Play

9.01 The host club for a league game will ensure that fields are assigned and properly permitted, cleared and safe for set up, i.e. field size, lines and markers.

9.02 At each game the home team will provide game balls that are acceptable to the Match Official, put up two sets of nets and place corner flags in accordance with the Laws of the Game.

9.03 All teams must register their regular and alternate team colours with the league prior to the start of the league schedule. Where the Match Official decides that the regular team colours conflict, the home team is required to change to their alternate colours. The goalkeepers' jersey colour must be different from that of either team. It is the responsibility of the coach of the team that is required to change to have alternative jerseys available at each game.

9.04 All players on the same team, except the goalkeeper, will wear jerseys of the same colour which must be numbered on the back. Numbers must be at least 8 inches in height. No two players may wear the same number. Player numbers must be recorded on the game sheet and cannot be changed after the start of the game without the Match Official's permission.

9.05 As per OS operating procedures, team jerseys must only bear the name and/or logo of the club with which they are registered. No other branding is permitted on the team jersey, except for sponsorship branding. For greater clarity, a sponsor may not be a soccer club, which is not recognized by FIFA, whether it be profit or not-for-profit.

9.06 FIFA sanctioned safety or protective equipment may be worn after inspection by the Match Official and only if deemed that the wearing of such equipment will not be a danger to other players.

9.07 No team may display banners, posters or other advertisement of any soccer entity other than the registered club before, during or after league games, excluding banners that are posted by the facility itself.

Section 10: Duration of Games

10.01 Games will be of the following duration:

- Under 13 – Two x 40 minute halves
- Under14-Under 18 – Two x 45 minute halves

10.02 Should there be a U13/U14 division the game length will be 2x45 minute halves

10.03 There will be a 5-minute break at half time.

Section 11: Responsibilities of Coaches and Team Officials

11.01 The home team will designate the technical area for each of the teams which will be on the same side of the field. The technical area will start at 5 meters and end 10 meters on either side of the centre line. If the technical area is not painted on the field, each team will use cones to designate the technical area.

11.02 Only the players listed on the game sheet and a maximum of four (4) team officials are permitted to be in the designated technical area. All substitute players and team officials will confine themselves to their designated technical area.

11.03 The set up and/or operation of video cameras, still or digital cameras or other similar equipment in the technical area, on the side of the field with includes the technical areas, or behind the goals is prohibited.

11.04 A club head coach or technical director may be within the team technical area, but they will be included in the limit of four (4) coaches and team officials specified above.

11.05 No coach or team official may enter the field of play at any time without the prior approval of the Match Official.

11.06 No coach or team official has the right to withdraw their team or any of their players from the field of play without the prior approval of the Match Official.

11.07 Each team will ensure that its spectators sit on the side of the field opposite from the side where the players and team officials are located. All team officials must remain in the technical area and may not sit on the spectators' side of the field.

11.08 Clubs and team officials are always fully responsible, at all times, for the conduct of their players, other team officials and spectators at and in the vicinity of any game in which their team participates, including the parking lot.

11.09 Any suspended team official may not be present at or in the vicinity of the field for any league game throughout the period of their suspension.

Section 12: League Standings

12.01 In all league games three (3) points will be awarded for a win and one (1) point for a tie. The team with the most points in each division at the end of the regular league schedule for the outdoor season will be the team that places first and will be declared the League Champion for that division.

12.02 A team that forfeits or defaults on a game will lose the game by a score of 3-0. Additional penalties and fines may be imposed.

12.03 If both teams jointly agree not to play a scheduled game, then each team will receive a loss (with no score) and nil points from that game and the teams will be subject to disciplinary action.

12.04 If it becomes necessary to offer divisions where two (2) age groups play an inter-locking schedule, each age group will be deemed to be a separate division for purposes of establishing league standings and determining the division champion.

12.05 If two (2) or more teams in a division are tied in points at the end of the league schedule, then the tiebreaker to determine the team standings will be determined in the following order.

- a. The team with the most points in the head-to-head games played between the tied teams will be declared the winner of the tiebreaker.
- b. The team with the highest goal differential (GF minus GA) in the head-to-head games played between the tied teams will be declared the winner of the tiebreaker.
- c. The team with the most wins in all regular season games will be declared the winner of the tiebreaker.
- d. The team with the least goals against in all regular season games will be declared the winner of the tiebreaker.
- e. If the position is relevant for determining the division champion or the team's eligibility for promotion to a higher-level league or division, and if steps a, b, c and d do not break the tie, a playoff will be required between the tied teams to be played at a neutral site under the direction of SOSA. The game duration will be the same as specified in these rules and regulations for the age group of those teams. If the game is tied at the end of the regular time, then the game will be decided by penalty kicks in accordance with law 10 of the FIFA rules.

12.06 In cases where the process above has decided the winner of a tie between three (3) or more teams, then the process will be repeated to break the tie between the remaining teams. As an example, if three (3) teams are tied for first place, the process above will determine the champion, and then the process above will be repeated to determine which of the two (2) remaining teams receives the second place position.

12.07 Medals will be awarded to each player registered with the champion team of each division.

Section 13: Game Start Times and Abandoned Games

13.01 Teams are required to be at the game field at least 30 minutes before the scheduled kick off time. The home team will ensure that the nets, corner flags and other necessary equipment are installed and ready before the scheduled kick off. Teams must not cause the game to be delayed.

13.02 Any team that causes a game to be delayed beyond the scheduled kick off time will be subject to a fine as SOSA's Fees and Fines Schedule.

13.03 Any team that fails to present itself at the game field within 20 minutes after the scheduled kick off time or fails to field the minimum 7 players within 20 minutes after the scheduled kick off time will be considered to have failed to appear for a scheduled game. The team must start the game

immediately upon arrival of the minimum number of players if the said plays arrive within the predetermined 20-minute grace period.

13.04 At the end of the grace period the team will forfeit the game to the opposing team by a score of 3-0 and result in fines as per SOSA's Fees and Fines Schedule.

13.05 If both teams fail to appear for a scheduled game there will be no points and no score for the game, but each team will have 1 loss added to its record.

13.06 The league may order a defaulted or abandoned game reschedule where in its opinion:

- The defaulting team(s) benefits from having a defaulted or abandoned game.
- A team other than the defaulting team is adversely affected by the default

13.07 If the Match Official rules that a game should be abandoned due to adverse or dangerous weather such as in the case of electrical storms, unplayable field conditions, or bad visibility before the completion of $\frac{3}{4}$ of the total regular playing time, the game will be rescheduled. Games abandoned in the last quarter of regular playing time will be deemed complete and the score at that time will stand as the final score.

13.08 If a Match Official decides to abandon a game at any time due to the actions of players, officials or spectators/supporters of a team, said team will be deemed to have forfeited the game. The game will be automatically awarded to the opposing team by a score of 3-0 or the actual score at that time whichever is more advantageous to the opposing team. The players and the team officials may be subject to a disciplinary hearing and will be assessed penalties in accordance with OS Operating Procedures as well as any applicable fines as per SOSA's Fees and Fines Schedule.

13.09 If a game has to be abandoned by the Match Official at any time because a team is unable to field the minimum of players, the team will be deemed to have forfeited the game. The game will be automatically awarded to the opposing team by the score of 3-0 or the actual score at that time whichever is more advantageous to the opposing team. The Club will also be assessed any applicable fines as per SOSA's Fees and Fines Schedule.

13.10 If a game is abandoned by the Match Official at any time because a team removes itself from the field and is found by the League to have abandoned the game without valid justification, the team will be deemed to have forfeited the game. The game will be automatically awarded to the opposing team by the score of 3-0 or the actual score at that time whichever is more advantageous to the opposing team. Any applicable fines as per SOSA's Fees and Fines Schedule will also be assessed. The team Head Coach or the next most senior team official whose name and signature appear on the game sheet will be deemed to have acted in a manner detrimental to the game and the applicable penalties as per the OS Operating Procedures will apply.

13.11 If a game is abandoned by the Match Official before the completion of two halves for any reason other than those specified above, then the League will rule on the status of the game.

13.12 In the event of a game postponement or abandonment due to weather conditions or a Match Official no show, the home team will be responsible for advising the League within the 24 hours of the scheduled start of the game.

Section 14: Schedules

14.01 The season will begin in May on a date to be determined by the League. Notice of the season start date will be provided to clubs no later than May 1st.

14.02 The end-of-season date for all divisions will be communicated to Clubs no later than May 1st. All games must be completed by this date, except where the League has decided to extend the end date for any or all divisions.

14.03 The rescheduling of games will be in accordance with the Game Reschedule Policy only. In the event that teams agree to an unauthorized game reschedule, team officials from both teams will be subject to fines as published in SOSA's Fees and Fines Schedule.

Section 15: Player Substitutions

15.01 Player substitutions will be permitted with the consent of the Match Official during stoppages of play for the following reasons:

- Goal Kicks
- Scoring of a goal
- To replace an injured player
- Half time
- On a team's own throw in only, at which time the opposing team can also make a substitution
- Water breaks

15.02 The Match Official will have the discretion to deny a substitution if they feel that a coach is abusing the substitution rules to waste time.

15.03 No substitution is permitted for a player who is ejected by the Match Official

15.04 Substitutions will take place at mid-field unless otherwise expressly permitted by the Match Official.

Section 16: Referees

16.01 Match Officials will be assigned in accordance with SOSA's Referee Appointment Policy

16.02 Match Officials are required to be at the assigned game field a minimum of 30 minutes before the scheduled kick-off time to complete the standard field check and other pre-game procedures, including facilitation of the compulsory checking of identification. Failure to do so will result in disciplinary action by the appropriate District Association.

16.03 Match officials and assistants assigned for league game will be paid for their services in accordance with the SOSA Match Official Payment Policy.

16.04 If one of the teams raises objections as to field conditions, goalposts, balls, or team colours, the Match Official may, at their discretion, require the responsible team to correct the cause of the objection if this is possible without unduly delaying progress of the game. The Match Official will be the sole judge as to whether the matters that gave rise to the objection by one of the teams is sufficient cause to abandon the game.

16.05 If the appointed Match Official fails to appear by the appointed kick-off time, the home team will make every attempt to contact a replacement official. If not certified Match Official can be contacted the team officials from both teams may decide whether to proceed with the game under the officiating of a cooperatively chosen individual(s).

16.06 The Match Official will ensure that the well-being of the players is given priority over the progress of the game. Consequently, the Match Official must suspend play or abandon the game, if necessary, where weather conditions, and more particularly thunderstorms, or field conditions place the safety of players at risk.

Section 17: Discipline

Disciplinary action will be taken in accordance with the OS Published Rules and the League Discipline Procedures. The following guidelines will apply:

17.01 In cases where OS Operating Procedures provide for DBR the accused individual does not have to appear for a hearing. If the accused person does not request a hearing or does not file an appeal within 72 hours of the game where the offence occurred then the case will be dealt with by DBR and if the accused person is found guilty the applicable penalties and/or fines, established by the OS for the offence for which they have been charged will apply.

17.02 Any request for a hearing will be submitted by email to the League Administrator within 72 hours of the game where the offence occurred. A hearing fee as determined by SOSA will be applied and must be delivered to the League within 72 hours of the completion of the game. The hearing fee will be reimbursed only if the Discipline Panel finds the accused not guilty. An accused who has requested a hearing and fails to appear for the hearing will forfeit the hearing fee.

17.03 Failure of an accused player or team official to appear at a disciplinary hearing will result in the immediate suspension of the accused and fines will be imposed as per SOSA's Fees and Fines Schedule and OS Discipline procedures. The suspension will continue to be in effect until the accused requests a new hearing.

17.04 All youth players attending a disciplinary hearing must be accompanied by an adult who will act as an advisor, failing which the hearing will not proceed and the player will be suspended until the hearing is held.

17.05 Clubs will ensure that accused players and teams/club officials appear for their disciplinary hearing. If upon being advised of the failure of the accused to appear for their hearing, the club fails in meeting its responsibility within 0 days of the date of the original hearing, the fine specified in SOSA's Fees and Fines Schedule.

17.06 Failure of a club to appear at a disciplinary hearing will result in a fine as specified in SOSA's Fees and Fines Schedule.

Section 18: Protests and Appeals

18.01 Where a game is played under protest, such fact must be noted on the game sheet. The protest will be considered by the League only if SOSA has been noted on the game sheet and a protest fee of \$150 is paid to SOSA within 48 hours of the completion of the game.

18.02 In dealing with any protest, the League will take into consideration the possession by the protesting club or team of any prior knowledge of the facts or allegations contained in the protest, which if properly used, might have prevented the protest.

18.03 Game points may be adjusted based on the decision of the League on protest.

18.04 Game points may be adjusted based on the decision of the League on the protest.

18.05 Correctly submitted protests, delivered within the specified deadlines will be heard. All other protests will be ruled out of order and will not be heard.

18.06 No protests pertaining to the decision of the Match Official will be entertained.

18.07 Objections to field conditions, goalposts, balls or team's colours, will not be considered as grounds for a protest. Objections of this nature will be brought to the attention of the Match Official and noted in writing on the game sheet. If in opinion of the Match Official, the objections do not constitute a valid reason for abandoning the game, no further action will be considered by the League. In all cases, the League may take appropriate action based on a review of the Match Official's written report.

18.08 Appeals of any decisions by the League will be the jurisdiction of SOSA in accordance with OS Operating Procedures. Information concerning appeals can be found on the SOSA website.

Section 19: Club Representatives and Communications

19.01 SOSA will mainly use the LMS for all communications with its member Clubs and their team officials. Clubs will ensure they have valid email addresses in the LMS at all times for the following positions at a minimum:

- President
- Club Administrator
- Discipline Representative
- Scheduler

19.02 Unless otherwise specified in these rules and regulations, communication with SOSA by players, parents or team's officials is not permitted. Questions, complaints, concerns and other matters must be communicated to the appropriate Club representative. If, in opinion of the Club, the matter should be addressed by SOSA, then the Club will forward the communication to SOSA, requesting league action. Failure to follow this process will result in the communication being discarded by SOSA without further notice to the originator and may result in a fine to the Club as specified in the published SOSA Fees and Fines Schedule.

19.03 Teams will ensure they have valid email addresses in the LMS from May 1st until October 15th of each season for the following positions, as a minimum:

- Head Coach
- Manager

19.04 Notices of suspensions, penalties, or fines levied on a club, club administrator, team official or player as a result of discipline hearings will be communicated to the Club.

19.05 The email will be deemed to have been received by teams an/or Clubs 72 hours after transmittal of the email.

Section 20: Pre-Season Meetings

20.01 Each March there may be a mandatory preseason meeting for every administrator from each member club.

20.02 Each May, prior to the start of the season, there may be a mandatory pre-season meeting for a minimum of one (1) team official from each team. No proxy members will be allowed from another team or club representative.

Section 21: Other Matters

21.01 All matters not included in these Rules and Regulations will be dealt with in accordance with OS Operating Procedures.

Appendix A

HOW TO CONDUCT AN ID CHECK PRIOR TO A GAME

ID Check Process

- Compare player and team official information on game sheet to information on the TRR, including the player and team official photos that are on the TRR.
- If you notice a discrepancy, you must note it on the bottom of the game sheet.
- If you believe the player to be ineligible, notify the player and their team official
- A team official must initial the game sheets in the appropriate box to certify that the card checking procedures were followed.
- The Match Official will note all questions or protests regarding a player's eligibility or the validity of a player's ID or TRR on the game sheet.