



Huronian District Soccer Association

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# 2024

## Huronian District Soccer League Youth Competitive Rights and Responsibilities





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## 1. Membership

- I. All Clubs within Huronia District have the right of Membership to the HDSL if they are deemed in good standing and can provide the required administrative support that comes with HDSL participation.
- II. A District Competitive Leagues may be formed for the Under 13 to Under 18 age classifications. Each division will be comprised with minimum of 4 Teams. At the discretion of the HDSL, age divisions can be combined if there are an insufficient number of teams, only after exploring all options for multi-jurisdictional leagues of the same age division.
- III. A Club entering a team to the league must post a team bond refundable (if requested) at the end of the season, upon being in good standing and all outstanding amounts being paid to the league.
- IV. All coaches will receive a copy of the League Constitution and Rights and Responsibilities. A waiver form provided by the league is to be signed by all coaches. This waiver stated that the coach has read and understood the rules of the league and that they agree to abide by the rules. The waiver is to be completed and submitted to the league office before the start of Season. Failure to comply will carry a fine to the Club for each team in default and teams will forfeit games until waiver received (See Appendix A).
- V. All divisions are subject to the approval of the League Committee or HDSA Board.
- VI. Teams applying from other districts must submit their playing out permission by February 28<sup>th</sup> and will be subject to HDSL approval.
- VII. The League may make such changes to the Rules and Regulations as may be deemed necessary for the efficient administration of the League within its jurisdiction, subject to HDSA Board approval. Members will be notified within seven (7) days when changes are made.

## 2. League Applications

- I. Club applications to have a team play in a HDSL competitive division must be received in the league office by January 15th. The application must be submitted with the full registration fee.
- II. Teams withdrawing from the league will incur a fine (See Appendix A).
- III. Notice of withdrawal must be in writing on club letterhead.
- IV. Teams may submit with their application or by March 15th up to three (3) time periods when they require time blocked from the schedule, up to a maximum of 10 days. No additions or changes will be accepted after March 15th Failure to submit will result in no time being blocked for that team.



- V. Exception: Teams travelling outside North America may block 1 time period of up to 15 days.
- VI. Draft schedules will be circulated at the end of March with the schedule being finalised by April 30th.

### 3. Divisions

HDSL operates U14 / U16 / U18 Boys and Girls divisions combined with the age group 1 year younger. This division standard means that teams are not guaranteed playing out permissions if a viable combined division exists. For example, a U13 team will not automatically be granted playing out rights if a viable U14 division exists. If registration numbers are strong, divisions would still be based on one year age groupings if the current minimum of 4 teams per division is met.

### 4. League Season

- I. The playing season shall commence as early as possible in May and shall conclude with the final scheduled (re-scheduled) games of the League which must be completed by September 30th unless otherwise agreed to by the League Committee or HDSA Board.
- II. League Cup and Playoff competitions must be completed by September 30th or as determined by the League ensuring no conflict with other District events.
- III. Teams failing to meet their obligations to play a game will be subject to a fine.
- IV. Notification of forfeiture must be received in writing from the Club. Scores of a forfeited game will be recorded as 3-0.

#### Playing Nights

GIRLS		BOYS	
<b>U13 Girls</b>	Tuesday	<b>U13 Boys</b>	Wednesday
<b>U14 Girls</b>	Wednesday	<b>U14 Boys</b>	Tuesday
<b>U15 Girls</b>	Tuesday	<b>U15 Boys</b>	Monday
<b>U16 Girls</b>	Monday	<b>U16 Boys</b>	Thursday
<b>U17/18 Girls</b>	Thursday	<b>U17/18 Boys</b>	Tuesday

### 5. League Games

- I. The age divisions formed by the League shall be as initiated and ratified by the OS. Ages are to be computed as of January 1st in the current year.
- II. The duration of all League and Cup Games will be as follows:



Under 13	2 x 35 min halves	11 v 11
Under 14	2 x 40 min halves	11 v 11
Under 15-18	2 x 45 min halves	11 v 11

**The half time interval shall be 5 minutes**

- III. **The maximum number of players allowed to participate in the game is 20.**
- IV. A grace period of twenty minutes will be allowed for ALL HDSL games.
- V. In the event that a team has less than the minimum number of players ( 7 ) , as is necessary for their age division, at the appointed kick-off time, and after expiration of the grace period, shall forfeit the said game. The defaulting team will be subject to discipline and the points will be awarded to the opposing team. In the event both teams have less than the minimum number of players, no points will be awarded. Both Teams shall be subject to discipline (See Appendix A).
- VI. In the event a team has its compliment of players reduced to less than the minimum number of players, during a game for whatever reason, the club will be subject to a fine, and the game shall be abandoned (See Appendix A).
- VII. Home teams must ensure that corner flags and goal nets are in place for all games, at all age groups, prior to the scheduled kick-off time. Failure to comply may result in a fine (See Appendix A).
- VIII. Substitutions can be made on a team's own throw in, on any goal kick, after any goal, as well as for an injured player. Team's may piggyback on another team's substitution.
- IX. The home club is responsible for providing assistant referees for all home games. Failure to do so will result in the respective game fee being fined from the club, as well as an administration fee being charged per missing official (See Appendix A).

## 6. Field Standards

All HDSL registered clubs will be subject to pre-season field checks. All fields submitted during registration will be checked. Registration is not considered final until field checks have been completed. A club representative(s) will need to be present at the field(s) check.

Full size field requirements are as follows:

- Field length (touchline) is between 90m and 120m.
- Field width (goal line) is between 45m and 90m.
- Penalty area is 16.5m from each goal post and 16.5m towards the half-way line.
- Goals are approximately 7.32m wide and 2.44m tall.
- Field is deemed to be safe (lack of significant holes/divots that could cause injury to participants)



## 7. Team Roster

- I. 11 players must be submitted by May 1st. Teams that have not submitted an official OS roster from the Provincial online system by this date will be subject to a fine.
- II. Any change to the roster must be reported to the league by submitting an updated OS Roster. All changes in team official(s) or player(s) must be reported within 3 business days of the change and 24 hours prior to the game. Failure to comply will result in a fine.

## 8. Team Officials

- I. Team officials must be registered on OS Roster and must possess valid OS Registration Book/Card.
- II. Maximum 4 team officials allowed on the bench/game sheet.
- III. Changes in team official(s) must be advised to the league office within 3 business days of the change, and 24 hours prior to the game Failure to comply will result in a fine.
- IV. All Competitive Head Coaches and Assistants MUST have the appropriate certification and requirements.
  1. Soccer For Life
  2. Make Ethical Decisions
  3. Respect in Soccer
  4. Making Headway in Soccer
- V. Failure to produce Ontario Soccer Registration book/card will result in the game being played under protest and a fine and a suspension for the next scheduled fixture for the respective official (See Appendix A).
- VI. Technical Directors are not permitted to be carded as the Coach of a team or squad, but can attend in the technical area any time prior, during and after the game but must be listed on the game sheet.

## 9. Player Identification

- I. The inspection of OS digital/physical cards by the opposing team is mandatory prior to the start of the game and must not delay the scheduled kick-off.
- II. Failure to produce the OS digital/physical cards will result in forfeiture of the game and fine (See Appendix A).
- III. Only players for whom cards are made available for inspection may have their names entered on the game sheet and be eligible to play.



- IV. Once a game has been started, team officials forfeit the right to investigate player cards, excluding late player arrivals only, whose documentation must be checked prior to entering the field of play and must refer to League Rules should they wish to initiate a protest.
- V. Any player arriving after the start of the second half is not eligible to play in that particular game.
- VI. Violations of this Section may result in forfeiture of game and fine (See Appendix A).

## 10. Player Eligibility

- I. All players shall be duly registered in accordance with OS Policies and Procedures.
- II. A player must be registered to be eligible to play and their book/card must be stamped.
- III. A player who is registered with a team in the HDSL will not be eligible to play in a game for any other HDSL team if he has been added to the team roster after August 1st. (Exception: Transfers from the teams in the same club.)
- IV. A player registered to a club after August 1st will not be eligible to play in a HDSL Game as a registered player or call-up.
- V. ANY Player added to an OS Roster after August 1 is not eligible for HDSL Competition. (Exception: Transfers from the teams in the same club.)
- VI. All Rights and Responsibilities as set out in OS Policies and Procedures regarding the signing and transfer of players shall apply.
- VII. Teams found to have used an ineligible player(s) or deemed to be an ineligible team, shall default the game(s) to its opponent(s), provided a protest is made according to League Rights and Responsibilities or at the discretion of the League Committee or HDSA Board. In the event both teams are found guilty of using ineligible players, no points will be awarded. A team found guilty of using ineligible players will subject its Club to a fine and suspension as per League Rules (See Appendix A).
- VIII. Violations of this Section may result in forfeiture of game and fine (See Appendix A).

## 11. Call Ups

- I. Teams may only use call ups from their own club for U13 – 18. Call ups may be used provided:
  - a. The player is a recreational player at the same age group or younger.
  - b. The player is a competitive player in a younger age group.
  - c. The player is a competitive player in the same age group at a lower level.
  - d. The player has not already played in six games as a call up for the team in the current season.
  - e. No Regional Players can be used as a call up.
  - f. Not more than three players may be called up for any one team, in any game.





- g. They are not being used in a Cup Game or playoff game.
- h. All call ups must carry a validated OS player book/card.
- i. Teams may not use players from another club under any circumstances.
- j. A player registered to a club after August 1st will not be eligible to play in a HDSL Game as a registered player or call up. (Exception: Transfers from the teams in the same club.)
- k. Violations this Section may result in forfeiture of game and fine (See Appendix A).

## 12. Match Officials

- II. Games must be played provided at least one District or Club registered official has arrived. No game shall be played without Referee being a District or Club registered Match Official. In the event that no Game Officials has arrived after a twenty-minute grace period, the game shall be rescheduled by the league.
- III. The Match Official fee, payable 100% by the home team and presented to the Match Official with the completed game sheets, before the start of the game.
- IV. Referee and Match Official Fees are listed in Appendix B.
- V. Competitive Cup Final – HDSL will pay the Match Officials.
- VI. No Fees shall be paid if the Referee must declare the game cancelled or forfeited prior to the start of the game. Referee is required to collect the game sheets at the field and submit to the League within forty-eight (48) hours to be eligible for payment by the HDSL.
- VII. In case of a game forfeit day of the match/no show by a team, the team will be subject to a fine, discipline, in addition to 100% of Match Official fees. Referee is required to collect the game sheet of the Team present at the field and submit to the League within forty-eight (48) hours to be eligible for payment by the HDSL.
- VIII. For all weather related that occur at the field but prior to kickoff, HDSL will pay Match Officials 50% of game fees.
- IX. For any game that must be rescheduled due to weather after kickoff, HDSL will pay home club 100% of match officials fees for the new game. Home club will be responsible for full field costs and will still be responsible for paying Match Officials at the field.
- X. Once the game has been started it is considered played (not necessarily competed) and Match Officials are entitled to their fees regardless of how much of the game has been played
- XI. The District Executive will appoint a Match Official assignor, who will be responsible for covering all competitive divisions.
- XII. If District assignor is required to find a referee for a game due to lack of availability of local referees the home team will be responsible for mileage costs. An out of town official is deemed as someone who lives 20km or further one way from the field. Clubs will be notified in advance and then billed monthly for the mileage. The District will be responsible for paying the referees mileage unless otherwise agreed upon with the club.



- XIII. All discipline reports are to be completed on **E2E RefCentre** within 48 hours of match completion by the match official. This is also to be reported on E2E by the offending team.

## 13. Schedule

- I. No games will be scheduled on Statutory/Civic holidays.
- II. All games will be played as scheduled unless:
  - a. At the discretion of the Match Official, postponement is necessary due to bad weather or field conditions.
  - b. A game is postponed at the discretion of the League.
  - c. A game is postponed at the discretion of the Parks Official.
- III. Requests to league to reschedule games other than for the blocked times submitted to the League will not be entertained except for the following:
  - a. **U13/14 teams** will be allowed to reschedule 1 game in either June or September for school function. Must submit in writing 10 days prior and submit backup documentation.
  - b. **U18 teams** will be allowed to reschedule 1 game in June for school function. Must submit in writing 10 days prior and submit backup documentation.
- IV. A game is deemed complete if 80% has been played when called by a game official due to weather or playing conditions. All games not completed will be replayed in full.
- V. Games on fields with no lights in August may start at 6:30pm.
- VI. Games on fields with no lights after Labour Day will be scheduled on weekends.
- VII. The schedule must be fulfilled as per OS governing documents and teams not in compliance shall be subject to discipline.
- VIII. Any game that is farther than 150km one-way will be played on a weekend unless both teams agree during the draft schedule phase that a weeknight is preferred.
- IX. Clubs are to notify the league administrator by no later than 16:00 (for games beginning at 19:00) on game days which have inclement weather, or extreme heat (35 Celsius) if home fields are to be closed. The HDSL administrator also has the right to cancel games by this time on days of extreme heat/inclement weather. Team's coaches and club administrators will receive an email from HDSL if the game has been canceled. If no email has been sent, teams are to arrive for game as originally scheduled and decisions about safety will be made by appointed referee.

## 14. Rescheduling

- I. Primary team contact will be sent to all teams in the division at beginning of season with release of the final schedule.



- II. For weather related reschedules, or games the League Administrator has approved for reschedule due to Cup games; home team is to provide 3 potential dates (dates must be before September 30th, but as soon as possible) to reschedule the match. Dates offered cannot be within 48 hours of already scheduled games, (excluding cup games which take priority), or within team's block out dates that were submitted prior to season). **Dates must be sent to *HDSL and opponent via email* within 10 days of the originally scheduled date.**
- III. If dates are not provided within the 10 days of original date, the away team becomes the home team, and field costs will be covered by the ORIGINAL home team; barring the submission of new home team's field permit/costs being sent to league in a timely manner. If both teams do not provide dates to play, the game will be forfeited and both teams subject to discipline.
- IV. In-season Game Reschedule form can be found on HDSL website. Forms and admin fee (See Appendix A), must be submitted no less than 7 days prior to original game schedule date, and at least 1 week prior to new date (without league approval for shorter timeframe for exceptional circumstances). Both teams must agree to rescheduling the game and provide all details on the form-or the game will remain as initially scheduled. No games will be rescheduled without the submission of this form after the completion of the final schedule.

## 15. HDSL Cup

- I. The Cup Draw will be made at the League meeting held in May of each year.
- II. All rounds of the Cup will be scheduled as not to coincide with Ontario Cup.
- III. The District will schedule all cup dates for the Competition. The home team will be responsible for giving a kick off time to District no games shall begin before 12 noon on weekends. District will assign the fields for the Final Round games.
- IV. Cup Final dates will be included in the schedule.
- V. Cup Games take precedent over league games.
- VI. Failure to play Cup Games will result in forfeiture of game and a fine to the Club. If both teams are responsible for forfeiting a game, they will each be subject to fine (See appendix A).
- VII. Players must be registered with their Club and District prior to any Cup Game in order to be eligible to play.
- VIII. A player is deemed to be "Cup Tied" to a team once they have played in a HDSL Cup game and may not play for any other team in subsequent rounds of the Cup competition in any division of the League.
- IX. Teams may only use players registered to their team for ANY Cup Game.
- X. In all rounds of the Cup, if the game is tied at the end of regulation time, the game will go straight to kicks from the penalty mark in accordance with FIFA law.
- XI. Match officials fees are to be split 50/50 by home and away team for all cup games.



- XII. Teams/clubs that win HDSL cup trophies will be allowed to keep trophy until April 30th the following year. Club will be responsible for ensuring the trophy is returned in the same condition or will bare the cost for replacement.

## 16. Uniforms

- I. Teams must provide each player with identical sweaters with unique identification.
- II. The goalkeeper must wear a contrasting sweater which also must be different from Match Officials and the opposing team.
- III. The home team will be designated on the league schedule. When uniform colours are similar, the home team must change to distinct colours at the discretion of the Match Official. Failure to comply will result in a fine.



## 17. Game Ball

- I. The home team will be responsible to provide a minimum of 3 game balls.

## 18. Game Sheets

- I. All teams shall furnish a complete list of players and team officials on the game sheet provided/generated, showing the full name of all players participating in the game and their OS number. The top portion of the game sheet must be fully completed by the team. Incomplete game sheets will be subject to a fine (See appendix A).
- II. The game sheet, bearing the name of the players and the team officials must be handed to the Match Official **no later than 15 minutes before the start of the game**. Coaches are required to print their names on the game sheet in addition to signing the game sheet.
- III. Only players/team officials listed on the game sheet are allowed on the bench.
- IV. 3 Copies of the game sheet must be completed prior to the game and submitted to the referee. 1 copy for referee/league, 1 copy for home and 1 for away team.
- V. Teams failing to provide a game sheet will result in the game not being played and the responsible team being fined for forfeiting the match.

## 19. Game Reporting Requirements

- I. Both team head coaches shall be responsible to report the score of the game online (using the system designated by HDSL) within forty eight (48) hours of completion of game. Failure to report the result (score), and all cautions and dismissals reported on the game sheet will result



in a fine (See appendix A). If there is a discrepancy on the score line the Game sheet from the Match Official shall be deemed as the official score.

## 20. Discipline

- I. The League will follow the Discipline by Review (DBR) process for all cases as outlined in OS Published Rules. In some cases, a Hearing will be required and as such the appropriate parties will be notified.
- II. The player has a right to request a hearing (DBH). There will be an administrative fee to those that want to request a hearing for a DBR case (See appendix A). The request for hearing (in writing) and the fee must be received no later than 72 hours from the date of the game. If the party is found not guilty, then the administrative fee will be returned.
- III. The league will follow OS Standard Penalties for Misconduct. This can be found on the League Website.
- IV. The OS Player Book/card must be presented at all hearings otherwise there shall be no hearing held and the player shall be considered as having missed the hearing. Failure to appear for a hearing will result in an immediate suspension from All Soccer Activity. The accused must then request a discipline hearing and pay the appropriate fee (See appendix A).
- V. The OS Player Book/card must be marked at the District Office/HDSL Office for all suspensions within 7 days from the notification of suspension. Failure to do so will result in a fine (See appendix A).
- VI. All suspensions will begin after notification from the league.
- VII. Any player or team official listed on a game sheet is deemed to have participated in that game. Players or team officials participating in a game while under suspension will be subject to severe disciplinary action which could result in forfeiture of game and/or fine (See appendix A).
- VIII. A team using a player in a game that is not listed on the game sheet will be subject to disciplinary action which will include forfeiture of the game and/or fine (See appendix A).
- IX. A team using a Team Official in a game that is not listed on the game sheet will be subject to disciplinary action which will include forfeiture of the game and/or fine (See appendix A).
- X. Accumulation of cautions by a team in all HDSL competitions will be dealt with at the end of the season (See appendix A).
- XI. Accumulation of dismissals by a team in all HDSL competitions will be dealt with at the end of the season (See appendix A).
- XII. Any discriminatory behaviour may result in an immediate suspension until an investigation has been fully conducted. If found guilty individuals may expelled from the league for the season or indefinitely.



- XIII. Match official assault either verbal or physical will not be tolerated. Individuals found guilty may be expelled from the league.
- XIV. Clubs that have had numerous discipline incidents throughout the season may be subject to a review by the HDSL League committee, or the HDSA Board of Directors.

## 21. Club Conduct

- I. Coach, players and team officials, (registered on game sheet) shall confine themselves to the players' bench which shall be deemed to be an area ten yards long commencing five yards and finishing fifteen yards from the centre line on either side of the field.
- II. Spectators must be on the opposite side of the field and be at least 2 meters away from the touch line. Team officials or spectators are not permitted at the end lines.
- III. Clubs and Team Head Coaches have responsibility for the conduct of their team's spectators matches. Clubs have a responsibility to ensure spectators treat their teams, opponents and match officials with respect.
- IV. Any game abandoned by a game official will be dealt with by the League discipline committee. A team found guilty of causing abandonment will forfeit the game and be subject to a fine (See appendix A).
- V. If both teams are found guilty, no points will be awarded, and both teams will be subjected to fine and a hearing by the League discipline committee (See appendix A).
- VI. Every Club\Team is responsible for all its players and spectators at all times and shall conduct themselves in a sportsmanlike manner in accordance with the laws of the game.
- VII. A player, coach, team official or spectator impeding, harassing, or otherwise intimidating a game official, opposing coach, members of the League Executive or opposing players, will be subject to severe disciplinary action, including a fine (See appendix A).
- VIII. If misconduct(s) occurs after the final whistle, and any players have removed their game jersey, that team will be disciplined and fined (See appendix A).
- IX. If a Club or Team wishes to film their game, they are permitted to do so provided the camera is placed on the spectator's side of the field. The camera is **not** to be on the same side of the field as the team benches, or behind the nets.

## 22. Fees and Fines

- I. Any League invoice for fees, not paid within twenty-one days of issue may result in a suspension of League privileges to all teams of the offending Club, until the invoice is paid. Any games scheduled during the suspension period will be forfeit, and the points awarded to the opposing team. No applications will be accepted for the following season while a Club is in bad standing.



- II. Performance bonds will only be reduced if at the end of the season the team/club have unpaid/overdue fines past November 30th.
- III. Performance Bonds must be paid in full before a team/club can participate in the playing season.
- IV. Clubs will be notified when a team Bond has been exhausted at that time another performance bond must be paid before that team is allowed to continue with the playing season.
- V. All monies remaining in the team bond deposits will be returned to the clubs for each team at the end of the playing season if requested on club letterhead.

## 23. Protests and Appeals

- II. Correctly submitted protests will be heard at the next scheduled League Committee meeting. In the event a decision is required prior to the next League Committee meeting, the protest will be heard by a committee of three, appointed by the head of the league committee.
- III. No protest pertaining to the decision of a game official will be heard.
- IV. Appeals will be in accordance with the Constitution of the League.

## 24. League Standings

- I. A team shall be awarded three points for a win, and one point for a tie. In the event of a two-way tie for first and/or second, and/or third in the League standings at the end of the season, the following shall apply:
  - a. The team with the most points from head-to-head competition will be declared the winner.
  - b. Head-to-head goal differential. Most away goals in head-to-head matchup will be used for tie breaker if necessary, only if home and away between teams were scheduled. If uneven number of regular season games are played between tied teams, away goals will not qualify as a tiebreaker.
  - c. The team with least goals against throughout duration of season.
  - d. The team with the highest goal differential
  - e. The team with the most goals for
  - f. A coin-toss conducted by the league.
    - i. Tie Breaking rules, as listed in 1a, 1b, 1c and 1d will be used to determine standings for applicable promotion.
- II. Scores and Standings will be updated on E2E, no later than 7 days after completion of game, contingent that at least 1 team and the referee has submitted the scores.
- III. If the game is under protest, standings will not be updated until protest has been resolved.



## 25. Promotion

*Please note as of 2022, Ontario Soccer has removed Regional Soccer Leagues and has replaced them with iModel. These rights and responsibilities are here for reference and to be used only if a regional model returns.*

- I. Promotion and Relegation to be determined by end of season standings, and League Committee.
- II. Team with a record below .500 is not eligible for promotion to a Regional League
- III. At the discretion of the League Committee or HDSA Board and subject to the approval of the HDSA and the OS league management committee, a relegated team may be reinstated in the division from which it was relegated, if there are some available team positions in that division due to team(s) not returning to play in that division of the league.

## 26. Meetings

- I. All participating clubs must send a representative to all League meetings. Clubs failing to attend will receive a fine (See Appendix A).
- II. Club representative is only deemed to be present if the attendance sheet is signed.

## 27. Amendments

- I. Amendments to the Rights and Responsibilities can be made by HDSA board /HDSL committee.
- II. Amendments to the Rights and Responsibilities can be made by members:
  - a. Submitted in writing and is signed by a minimum of 5 member clubs, who are in good standing.
  - b. HDSL will provide notice of changes to rights and responsibilities. Changes will come into effect 15 days after notice provided.
- III. Members must provide 15 days notice for amendments to rights and responsibilities.
- IV. HDSL All changes must be ratified at AGM. Must pass with 2/3 majority of voting members.

## 28. Other Matters

All matters not included in these by-laws shall be judged in accordance with the Constitution and By-laws of Ontario Soccer.





## Appendix A

Please see HDSL Fees and Fines 2023 on HDSL Website.

## Appendix B

The duration of all League and Cup Games will be as follows:

Under 13	2 x 35 min halves	11 v 11
Under 14	2 x 40 min halves	11 v 11
Under 15-18	2 x 45 min halves	11 v 11

**The half time interval shall be 5 minutes**

**The maximum number of players allowed to participate in the game is 20.**

A grace period of twenty minutes will be allowed for ALL HDSL games.

Maximum 4 team officials allowed on the bench/game sheet.

**Referee and Match Official Fees for 2024:**

DIVISION	Ref	AR #1	AR #2
U13	\$50	\$40	\$40
U14	\$55	\$40	\$40
U15	\$60	\$45	\$45
U16	\$60	\$45	\$45
U17/18	\$65	\$50	\$50