

# **Scarborough Indoor Soccer League**

## **2017/2018 Season**

### **Rules and Regulations**

#### **RULE 1 – THE FIELD OF PLAY**

1. Boards or walls immediately surrounding the playing area shall not be less than 1.2 meters (4 feet) in height and shall be regarded as part of the playing area.
2. The playing area shall be marked with clearly visible lines, which measure from 5cm to 12cm in width. All lines shall be of the same width. The lines are part of the area, which they encompass.
3. The goals shall be placed on the centre of each goal line. The width of the goals shall be measured from the inside of each goal post. The height shall be measured from the floor to the underside of the cross bar. The thickness of the goal posts and the crossbars shall be the same.
4. The goal size shall be: Width: 3.5 meters (11.6 feet)  
Height: 2 meters (6.5 feet)
5. Nets shall be attached to the goal posts, cross bar and the floor behind the goals, and placed so as to allow the goal keeper ample space.

#### **RULE TWO: THE BALL**

1. The ball shall be spherical and shall be an approved outdoor ball. The outer casing shall be constructed of material, which is not dangerous to players.
2. The ball shall be inflated to the pressure recommended by the manufacturer. This is usually from 50 to 70 kilopascals. The ball shall be a size 5. A size 4 ball is recommended for players under 12 years of age.
3. Should the ball become defective, the game shall be stopped. The referee dropping the ball in accordance with Section 6 of Rule 8 shall restart play.
4. If the ball becomes defective during a stoppage of the game, the restart shall be in accordance with the reason for the stoppage.

#### **RULE THREE: NUMBER OF PLAYERS**

1. The game shall be played by two teams, each consisting of no more than six players, one of whom shall be the goalkeeper. A game shall not commence or continue if either team has less than four players.
2. Teams may dress a maximum of 16 players. All players who are dressed to play shall be under the jurisdiction of the referee.
3. All Players must be registered 24 hours before they play as per OSA rules.
4. Unlimited substitution shall be allowed at anytime during the game. Player(s) must leave the playing surface before a substitute may enter. Taking of a free kick shall not be delayed to allow a substitution to take place.
  - 4a. The substitution of the Goal Keeper can take place anytime during the game provided the Goal Keeper leaves the field of play first and the **SUBSTITUTED GOAL KEEPER MUST BE WEARING A JERSEY WITH DIFFERENT COLOUR THAN ANY OTHER PLAYER ON THE FIELD.**
5. Should a player enter or re-enter the playing area for a reason other than permitted in these rules, that player shall be cautioned. If play is stopped to administer the caution, a free kick shall be awarded to the opposing team, to be taken in accordance with Rule 13.
6. A player, who is sent off the playing area or from its vicinity in accordance with Rule 12, may not re-enter the game. The player may be subject to time penalty regulations, and/or be replaced by a player whose name appears on the team sheet.

## **RULE 4: PLAYER'S EQUIPMENT**

1. Players may not wear anything that endangers themselves or others.
2. Equipment shall consist of a numbered shirt, shorts, socks; shin guards and footwear appropriate for indoor use. The number on the back of the shirt shall measure not less than 20cm in height. Players from the same team shall not have the same number. Goalkeepers shall wear colours, which are distinguishable from all other players. Team colours shall not conflict with those of the official uniform for referees (black with white trim).
3. Shin guards, which must be covered entirely by the socks, shall be made of a suitable material (rubber, plastic, polyurethane, or similar substance) and shall afford a reasonable degree of protection.
4. A player who is sent off by the referee because of defective, dangerous or missing equipment may not re-enter the game until the referee is satisfied that her/his equipment complies with section 1 of this rule.
5. Players shall be allowed to wear spandex type pants. The pants, however, must be the same colour as the predominant colour of the shorts and they must not extend down beyond the top of the knee.
6. Home team must change if both teams clash. Bibs are available for rent from the Centre. The cost is \$20.00 plus a set of car keys, which will be handed back when the bibs are returned.

No metal braces allowed. All other types of braces must have metal parts padded and covered.

## **RULE 5: THE REFEREE**

1. The referee shall be appointed to officiate in each game. Her/His authority shall commence as soon as s/he enters the playing area and shall extend to offenses committed when the game is in progress or when the game is stopped. Her/His decision on points of fact connected with play shall be final.

The Referee shall:

- a) Enforce the Rules of the Game, and the Regulations of the Competition
- b) Refrain from penalizing in cases where the offending team may gain an advantage;
- c) Keep a record of the game;
- d) Have discretionary power to stop, suspend or terminate the game for any infringement of the rules, infringement by spectators, or any other cause;
- e) Caution any player or team official guilty of misconduct or unsporting behavior and if the offender persists, suspend him/her from further participation in the game;
- f) Send from the playing area and its vicinity any player or team official who, in her/his opinion, is guilty of violent conduct or serious foul play, or the use of foul or abusive language;
- g) Report in writing to the appropriate authority, any misconduct by players, team officials, spectators or other persons which takes place on the playing area or its vicinity, any time prior to, during, or after the game. Reports shall be made according to the Regulations of the Competition;
- h) Control who may enter or leave the playing area;
- i) Stop the game if, in his opinion, a player is seriously injured;
- j) Signal the start of the game and the re-start after a stoppage;
- k) Decide if the ball, the playing area, and other equipment are suitable.
- L) **ALONG WITH HIS/HER ASSISTANT, THE REFEREE SHALL CHECK THE PLAYERS CARD ENSURING THEY ARE PROPERLY REGISTERED, STAMPED AND BE UNDER NO SUSPENSION**

## **RULE SIX: ASSISTANT REFEREE**

1. The Assistant Referee shall:

- a) Check ALL player cards with the Referee, as well as retain player books of all who have received an ejection, and hand the book and the game sheet to the referee who will write his/her report and place those reports in the designated box in the referee's dressing room and deliver the game sheets into the office immediately following the game.
- b) Be appointed to assist and be under the jurisdiction of the Referee;
- c) Start and stop the time clock when signaled to do so by the Referee;
- d) Keep the score and record the name and number of those who score;
- e) Record the name and number of any player or the name of any team official who is cautioned or sent from the playing area or it's vicinity;
- f) Control time penalties;
- g) Report any apparent misconduct to the Referee;
- h) Not enter the playing area.

## **RULE SEVEN: DURATION OF THE GAME**

1. The duration of the game shall be 50 minutes, which shall be divided into two equal halves of 25 minutes each.

- 2. a) The grace period shall not exceed 10 minutes
- b) The game will then be two 20-minute halves

3. The half-time interval shall not exceed 3 minutes

4. At the end of each half the teams shall change ends.

5. The Referee may, at her/his discretion, signal for a stoppage of the time clock. Time shall be extended at the end of the first half and at full time to allow the taking of a penalty kick to be concluded in all games where a decision is required.

6. In all games in which a winner must be declared, if at the end of regular time, the game is still tied, kicks shall be taken from the penalty mark to determine the winner. Only the players on the field at the end of overtime shall be eligible to take part in the taking of the kicks. The following conditions shall apply;

- a) The Referee shall choose the goal at which all of the kicks shall be taken. All players except the goalkeeper and the player taking the kick shall remain at the centerline;
- b) The Referee shall toss a coin, and the team winning the toss shall take the first kick;
- c) Both teams shall take 5 kicks;
- d) The kicks shall be alternately
- e) If after both teams have taken 5 kicks, and they are still tied, the taking of kicks shall continue by the balance of both teams until such time as both teams have taken an equal number of kicks and one team has scored one goal more than the other;
- f) A different player shall take each kick. Not until all have taken a kick may a player take a second kick;
- g) A goalkeeper, who is injured during the taking of the kicks and is unable to continue, may be replaced.

## **RULE EIGHT: START OF PLAY**

1. At the beginning of the game, the home team shall kick-off with the away team having the choice of ends.
2. At the kick-off all players shall be in their half of the playing area. All players opposing the team taking the kick-off shall not be less than 3 meters from the ball until it is kicked off. The Referee giving a signal shall start the game.
3. Should the player who took the kick off play or touch the ball a second time before it is played or touched by another player, a free kick shall be awarded to the opposing team, to be taken in accordance with Rule 13.
4. After a goal has been scored, the game shall be restarted by a kick off, to be taken by a player of the team against which the goal was scored.
5. After the end of the half, both teams shall change ends and a player of the team opposing that, which started the game, shall take the kick off.
6. For any stoppage not mentioned in these rules, the Referee shall restart the game with a dropped ball. The ball shall be dropped closest to the place where the ball was when the play was stopped. The ball shall be in play as soon as it touches the floor.
7. A goal may not be scored directly from a kick off.

## **RULE NINE: BALL IN AND OUT OF PLAY**

The ball is out of play when:

- a) It has wholly crossed a perimeter wall or hits the netting immediately surrounding the playing area
- b) It has made contact with any part of the ceiling or fixtures above the playing area. In this instance, the game shall be restarted with a free kick against the offending team closest to where the ball made contact
- c) The Referee has stopped the game.

The ball is in play at all other times, including when:

- a) It rebounds into play from a goal post, cross bar, board, or wall (the Plexiglas shall be deemed to be part of the wall)
- b) It rebounds from the Referee when s/he is within the playing area.

## **RULE TEN: METHOD OF SCORING**

1. A goal is scored when the whole of the ball has crossed over the goal line between the goal posts and the cross bar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking team.
2. The Referee shall be the sole judge as to whether a goal has been scored
3. During the course of the game, should an outside agent assist the ball into the goal or prevent the ball from entering the goal, play shall be stopped. The referee shall restart the game by dropping the ball.
4. The team scoring the greater number of goals shall be the winner. If no goals or an equal number of goals are scored the result of the game shall be a draw.

## **RULE 11: THREE LINE PASSES**

1. Three line passes are not allowed. A free kick is to be taken by the opposing team from where the pass originated.

## **RULE 12: FOULS & MISCONDUCT**

1. An indirect free kick is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee to be careless, reckless or using excessive force:

- a) Kicks or attempts to kick an opponent
- b) Trips or attempts to trip an opponent
- c) Jumps at an opponent
- d) Charges an opponent
- e) Strikes or attempts to strike an opponent
- f) Pushes an opponent

2. An indirect free kick is also awarded to the opposing team if a player commits any of the following four offenses:

- a) Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.
- b) Holds an opponent
- c) Spits at an opponent
- d) Handles the ball deliberately (except for the goalkeeper within his/her own penalty area)

3. An indirect free kick is taken from where the offence occurred.

## **PENALTY KICK**

A penalty kick is awarded if any of the above ten offences is committed by a player inside her/his own penalty area, irrespective of the position of the ball, provided it is in play.

## **INDIRECT FREE KICK**

1. An indirect free kick is awarded to the opposing team if a goalkeeper, inside her/his own penalty area, commits any of the following five offences:

- a) Takes more than six seconds while controlling the ball with his/her hands, before releasing it from their possession
- b) Touches the ball again with her/his hands after it has been released from her/his possession and has not touched any other player
- c) Touches the ball with his/her hands after s/he has received it directly from a kick-in taken by a team mate
- d) Wastes time

2. An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee:

- a) Plays in a dangerous manner
- b) Impedes the progress of an opponent
- c) Prevents the goalkeeper from releasing the ball from her/his hands
- d) Commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player

3. The indirect free kick is taken from where the offence occurred.

## **DISCIPLINARY SANCTIONS: CAUTIONABLE OFFENCES**

1. A player is cautioned and shown the yellow card if s/he commits any of the following seven offences:

- a) Is guilty of unsporting behavior
- b) Shows dissent by word or action
- c) Persistently infringes the Laws of the Game
- d) Fails to respect the required distance when play is restarted with a Corner kick or free kick
- e) Enters or re-enters the field of play without the referee's permission, other than a substitution
- f) Deliberately leaves the field of play without the referee's permission

## **SENDING-OFF OFFENCES**

1. A player is sent off and shown the red card if he commits any of the following seven offences:

- a) Is Guilty of a serious foul play
- b) Is guilty of violent conduct
- c) Spits at an opponent or any other person
- d) Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- e) Uses offensive, insulting or abusive language and/or gestures
- f) Receives a second caution in the same match

2. If in the opinion of the Referee, a player who is moving towards his opponents goal with an obvious opportunity to score a goal is intentionally fouled by an opponent through unlawful means, (i.e. an offence punishable by a free kick, or penalty kick thus denying the attacking player's team a goal scoring opportunity) the offending player shall be sent off the field of play for serious foul play.

3. If, in the opinion of the Referee, a player other than a goalkeeper, in his own penalty area, denies an obvious goal scoring opportunity by intentionally handling the ball, s/he shall be sent off the field of play for serious foul play.

4. Once a goalkeeper has controlled the ball with his/her hands or arms, s/he cannot touch the ball again with hands or arms, until a member of her/his own team outside of the penalty area has played it, or by a member of the opposing team inside the penalty area. Control of the ball would include the goalkeeper intentionally parrying the ball, but would not include the circumstances where in the opinion of the Referee, the ball rebound accidentally from the goalkeeper, for example making a save. For any infringement of this rule a free kick shall be awarded to the opposing team from the place where the infringement occurred.

## **TIME PENALTIES**

1. In addition to the foregoing, the following system of time penalties shall be implemented:

- a) A player committing any of the offenses above, at the discretion of the Referee be assessed a two minute time penalty to be served in a designated penalty box. The team of the offending player shall play one player "short", until the time penalty has expired, irrespective of whether or not the opposing team scores a goal.
- b) A goalkeeper receiving a two-minute time penalty shall not serve his/her own penalty. Another player of the same team on the playing area shall serve the penalty at the time of the penalty.
- c) All time penalties must be served in full.
- d) A player who is guilty of violent conduct, abusive language, etc., shall be sent off for the duration of the game and her/his team shall play one player "short" for the next five minutes of play, irrespective of whether the opposing team scores a goal. Another member of the offending player's team shall be sent into the penalty box until the five minutes has expired.
- e) Should a team be found to have more than the permitted number of players on the playing area, the offending player(s) shall be dealt with in accordance with disciplinary action. Players returning directly to their team bench after serving a penalty shall not be penalized.
- f) Should a team, which has too many players on the playing area, score a goal, the goal shall be disallowed. The game shall be restarted by a goal kick being taken by a player of the opposing

- team.
- g) **There will be NO Slide Tackles. Any slide tackle will result in a two-minute time penalty.** A slide tackle is defined by the S.I.S.L. as a player leaving their feet while making an attempt to slide into the ball, which is in the possession of an opposing player.
  - h) **There will be NO Boarding. Any person who is in the opinion of the Referee deliberately causing an opponent to fall into or strike the boards, shall receive a FIVE-MINUTE PENALTY, and may be issued a caution. If in the opinion of the Referee, the player responsible for the Boarding, was committing this act with intent to injure, s/he shall be sent from the field of play for VIOLENT CONDUCT and receive a five minute time penalty. The team of the offending player shall place a player in the penalty box and play “short” handed until the five minutes has expired.**
  - i) **If any player leaves the bench area to participate in any kind of misconduct s/he may, at the discretion of the Referee, be ejected from the game.**

### **RULE 13: FREE KICK**

1. For any infringement in the Rules of the game when the ball is in play, the Referee may award a free kick to the team opposing that of the offending player. The free kick shall be taken from the place where the offense occurred, unless:
  - a) If an indirect free kick is awarded to the attacking team within its opponent’s goal area, the free kick shall be taken from the part of the goal area line, which runs parallel to the goal line, at the point nearest to where the offence was committed.
  - b) The free kick is awarded to the defending team within its own goal area, in which case the free kick may be taken from any point within that half of the goal area where the offence was committed.
  - c) The free kick is awarded for an offense-taking place against the boards or a wall, in which case the free kick shall be taken from within the one-meter line, at a point nearest to where the offence occurred.
2. At the taking of a free kick, the ball shall be stationary and all opponents shall be not less than three meters from the ball until it is in play.
3. A player taking a free kick within her/his own penalty area shall kick the ball into play beyond the penalty area. The ball has to move outside of the penalty area. All opponents shall be outside of the penalty area and at least 3 meters from the ball until it is in play. For any infringement of this rule, the free kick shall be retaken.
4. A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player. For any infringement of this rule, a free kick shall be awarded to the opposing team.
5. A player who does not retire the required distance, or who dances about, or gesticulates in a manner calculated to distract an opponent, or delay the taking of the free kick should be cautioned for unsporting conduct.
6. All free kicks are indirect, except if a member of the defensive team within his/her own penalty area, as mentioned in Rule 12, commits one of the ten penal offenses, then a penalty kick shall be awarded.

### **RULE 14: PENALTY KICK**

1. A penalty kick shall be taken from the penalty mark. All players with the exception of the defending goalkeeper and the player taking the kick shall be outside of the penalty area, and not less than 3 meters from the ball until it is kicked.
2. The goalkeeper shall stand, without moving his/her feet, on her/his own goal line and between the goal posts until the ball is kicked.

3. The player taking the penalty kick must kick the ball forward. The kicker shall not play the ball a second time before it has played or touched by another player. For any infringement of this rule a free kick shall be awarded to the opposing team.

4. Time of play shall be extended at the end of the half or the end of the game to allow for the taking of a penalty kick. In the event that time is extended, play, or the kick is ended when:

- a) A goal is scored;
- b) A goal is scored by the ball going directly into the goal, or when the ball rebounds into the goal directly from the goalkeeper, a goal post or the cross bar.

5. For any infringement of this rule:

- a) By a member of the defending team, if a goal is not scored the kick shall be retaken;
- b) By a member of the attacking team, if a goal is scored it shall be disallowed and a free kick awarded to the defending team.
- c) A member of both teams, retake the kick.

6. If after the kick has been taken, an outside agent interferes with the ball or the goalkeeper, the kick shall be retaken.

### **RULE 15: KICK-IN**

1. When the whole of the ball has crossed a sidewall, or hits a side net, a member of the team opposing that of the player who last played or touched it shall kick in the ball. The kick shall be taken from the floor and within the one-meter line, at the point nearest to the wall where the ball went out of play.

2. At the taking of a kick-in, all opponents shall be not less than 3 meters from the ball until it is in play. For any infringement of this rule the kick-in shall be retaken.

3. If the player taking the kick-in, plays or touches the ball a second time before it has been played or touched by another player, a free kick will be awarded to the opposing team.

4. A goal may not be scored directly from a kick-in.

### **RULE 16: GOAL KICK**

1. When the whole of the ball has crossed a goal line, end board or end wall excluding that portion between the goal posts and under the cross bar, having been last played or touched by a member of the attacking team, a goal kick shall be awarded to the defending team.

2. The goal kick shall be taken from any point within that half of the goal area nearest to where the ball went out of play.

3. At the taking of a goal kick, the ball should be stationary and all opponents shall be outside of the penalty area and at least 3 meters from the ball until it is in play. The ball is in play when it has traveled half the distance of its own circumference and has passed beyond the penalty area. For any infringement of this rule the goal kick shall be retaken.

4. If the player taking the goal kick plays or touches the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the attacking team.

5. A goal may not be scored directly from a goal kick.



**RULE 17: CORNER KICK**

1. When the whole of the ball has crossed a goal line, end board or end wall, excluding that portion between the goal posts and under the cross bar, having been played or touched last by a defending player, a corner kick shall be awarded to the attacking team.
2. The corner kick shall be taken from the corner mark nearest to the wall where the ball went out of play.
3. At the taking of the corner kick the ball shall be stationary and all opponents shall be not less than 3 meters from the ball until it is in play. For any violation of this rule the kick shall be retaken.
4. If the player taking the corner kick plays or touches the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team.
5. A goal may not be scored directly from a corner kick.

## **BYLAWS**

### **ARTICLE 1 OBJECTIVE**

The objective of the indoor League shall be:

To provide and operate indoor soccer for various ages within the geographic and political area governed by the Scarborough Soccer Association.

### **ARTICLE 2 MEMBERSHIPS**

Membership is open to soccer team as follows:

Youth teams must be registered properly through constituted Youth Soccer Club according to the Ontario and Scarborough Soccer Association Bylaws, Rules and Regulations governing the formation of youth soccer clubs.

Adult teams must be registered according to the Ontario and Scarborough Soccer Association Bylaws, Rules and Regulations.

### **ARTICLE 3: LEAGUE COMMITTEE**

A league Committee, which shall be comprised of the elected Chairman, shall conduct the business of the Indoor League and the Chair appointed office.

### **ARTICLE 4: LAWS OF THE GAME**

The Indoor League shall support and maintain the principles of the Laws of the Game, as established by the International Football Association Board and recognized by F.I.F.A., except as amended by the Indoor League for use in indoor soccer and to Accommodate differences in age or physical conditions within the playing facilities.

Changes shall come into effect in the playing season immediately following their adoption.

### **ARTICLE 5: OTHER REGULATIONS**

The Indoor League may make such miscellaneous rules and regulations as may be deemed necessary to promote, develop, govern and control the game of indoor soccer within its jurisdiction.

The Indoor League may impose such other regulatory measures, as it deems necessary for the efficient administration of the playing structure of the game within its jurisdiction.

No such regulation may violate the individual's rights of freedom, except as may be required to protect the rights and freedom of any other individual, and to ensure the stability of the basic structure of the game.

### **ARTICLE 6: LEAGUE FEES**

League fees shall be set each year by the League Committee and will be based on the League's operating expenses.

All monies owing to the Indoor League shall be due and payable within thirty days of invoicing unless otherwise stipulated.

## **ARTICLE 7: REGISTRATION PLAYERS & TEAM OFFICIALS**

1. All players shall be registered (24) twenty-four hours prior to playing in a league game, or prior to a cup game.
2. Transfers and De-Registration of players are closed as of January 31 of each playing season.
3. Youth players must present proof of age in the format of a birth certificate, a passport, or a baptismal certificate, that clearly shows the date of birth. Photocopies will be accepted.
4. Teams may register a maximum number of players as per the Ontario Soccer Association Guidelines.
5. All rules and regulations as set out in the Ontario Soccer Association Administrative Guide regarding the signing and transfer of players shall apply.
6. The determining factor for age groupings shall be taken from the O.S.A. Registration Guide, following the year of commencement of the league competition.
7. A PLAYER MAY PLAY ON ONLY 1 (ONE) TEAM IN THE LEAGUE. They may coach a team in another division but **NOT** the same division they play in.
8. No Trial permits will be allowed.
9. No Guest Players
10. Players are Cup-Tied. If a player has played for a team he is considered Cup Tied for the season.

## **ARTICLE 8: PLAYING SEASON**

The playing season shall commence on or about October 15 and shall conclude on or about April 30.

## **ARTICLE 9: DISCIPLINE**

The SISL Discipline procedures are governed by **Section 9: Discipline of the OSA's Published Policies**. From time to time, the league encounters various incidents that do not fall comfortably within the Misconduct structure contained in Section 9:Discipline Policies.

Broadly speaking these situations occur outside the game itself--before or after a game--and reflect various forms of **anti-social behaviour** including assault, threatening, property damage and unsporting conduct that the league is obliged to deal with.

The league has the right to incorporate its own sanctions for Misconduct that occurs within the Scarborough Soccer Centre and its environs. Accordingly, herein, the SISL states Rule 1 of its Discipline procedures as follows:

1. At its discretion, the League reserves the right to fine, suspend or—if necessary—ban from the Scarborough Soccer Centre any player, coach, other team staff or spectators for activities it deems violate the orderly running of the league and the safety and comfort of all those people engaged in the league as players, officials and spectators.

### **FINES**

The SISL has the right to impose fines up to \$1000.00 and/or demand a team increase its Bond for actions a Discipline panel concludes fall under this SISL rule (Rule 1).

### **SUSPENSIONS**

The SISL has the right to impose time suspensions of up to three months for actions that a Discipline panel concludes fall under this SISL rule (Rule 1).

2. The League Discipline Committee shall deal with players and Club or Team Officials reported for misconduct.
3. Discipline will be by review, which means that each case will be reviewed by the committee and given an automatic suspension and fine as per the referees report. SISL Discipline Rules are those of the Ontario Soccer Associations Discipline Rules.
4. If a player wishes to have a hearing they must book it within 3 days of receiving a Red Card. The Discipline Committee shall meet as requested on Wednesday at 7:00pm at the Scarborough Soccer Centre. The Committee shall consist of the Chairman of Discipline and one or more Committee members. Clubs/Teams shall be responsible for ensuring that any player or official ordered off requesting a hearing appears before the Committee on the scheduled hearing date and time.
5. In all cases of alleged physical assault on a game official, by a player, Club or Team Official, s/he shall be suspended until a Discipline Committee of S.S.A., as per the O.S.A. Constitution has dealt with the case.
6. Any player or official failing to appear as above shall be suspended until the Indoor League in writing receives a request for a hearing.
7. It will not be necessary for a player receiving a caution to appear before the Committee. If, however a player receives three cautions during the season, s/he will be informed to appear before Committee.
8. Players appearing before the Committee may be accompanied and or represented by a team or club

official.

9. Any player or official appearing before the Discipline Committee must pay an administration fee per the fee schedule prior to the start of the hearing.

10. Any player, Coach, Club or Team Official reported for violent conduct during a match, who is found guilty of such conduct, may be suspended for the remainder of the season.

11. Players, officials and spectators are allowed to take part in or attend matches on condition that they observe the Constitution of the Ontario Soccer association, the Scarborough Soccer Association and the Indoor League.

12. Every club is responsible to the League for the actions of their players, officials and spectators, and is required to take all precautions necessary to prevent spectators threatening or assaulting Officials and players.

13. No referee, player or official of any club shall bet on any soccer match under the jurisdiction of the Indoor League.

14. Players and club or team officials suspended from the Indoor League shall not take part in any soccer activities until the completion of their suspension.

15. The Indoor League has the right to levy monetary fines against players, coaches, teams, or clubs where it is necessary to maintain a higher degree of control over the game of soccer. Teams or clubs may be required to post bonds for future participation in certain instances.

16. Anyone found guilty and subsequently penalized by the league Discipline Committee has the right to appeal the decision to the Committee of the Scarborough Soccer Association in accordance with the rules of Appeal of the S.S.A.

17. Any Player who plays in the Senior Division and the Over 35 Division and then receives a suspension, the suspension applies to both divisions.

## **ARTICLE 10: PROTESTS**

Each protest arising from a game in the competition shall be sent to the Indoor League by Written Request or Email with a confirmation reply receipt from the league, accompanied by a protest fee of **\$125.00**, paid by cash, money order, or certified cheque.

If you win your protest a **\$60.00** administration fee will be deducted from the **\$125.00** protest fee.

In all protests, the protesting team must also send to the team protested against an email within two days of the game to which it relates, a copy of the protest that was submitted to the league.

Teams directly involved in the protested game can only protest a game.

## **ARTICLE 11: APPEALS**

Appeals of decisions made by the League Discipline Committee shall be submitted by Written Request or Email to the Ontario Soccer Association (OSA). Any appeal to the OSA must be accompanied with the required fee of \$500.00 payable to the OSA. There is an administration fee charged by the OSA.

Any appeal of an SISL decision must be made to the OSA within 10 days of receiving the decision.

The lodging of an appeal shall not affect the decision of the SISL and remains in effect while the appeal is being lodged and considered. Any fine payable to the SISL must be paid prior to an appeal. (Under OSA policies an unpaid fine would be grounds not to consider the appeal at all.)

## **ARTICLE 12: GENERAL RULES**

The team official must present the Player Books of all players dressed for the game with the game sheet and the appropriate officiating fee to the assistant referee.

Failure to do so may result in forfeiture of the game, even though the game is played to completion.

The team official is responsible for obtaining the player books from the assistant referee at the end of the game.

The assistant referee shall retain the player books of all players ejected for discipline.

The team official is responsible for all the players on her/his team at all times, and shall conduct her/himself in a sportily manner in accordance with the rules of the league, and shall confine her/himself to the bench area along with the players.

The player's bench shall be deemed to be an area designated as such by the indoor league. Only the players and team officials entered on the Game Sheet are allowed on the bench.

The Clock does not stop unless at the Referees discretion.

## **ARTICLE 13: TIE BREAKER**

A team that wins a League game will be awarded 3 points, a tie will net 1 point a loss will net 0 points.

In case of a tie, the following criteria shall apply:

- a. Points
- b. Head to Head
- c. Goal Difference
- d. Most Goals
- e. Least Goals
- f. Goal average = Goals Against divided by Goals For
- g. Draw/Toss of a coin

## **ARTICLE 14: SISL BONDS AND BOND RETURNS**

All Men's SISL teams are responsible for paying a \$200 Bond for the league. The team contact(s) are responsible for the team Bond. The contact(s) can decide to keep the team bond with the league if they wish to return. All teams who are not returning are responsible for their team bond. If the team does not return the bond will only be available for pick-up **within 1 year** of the team leaving the SISL. If the bond is not claimed within 1 year it will no longer be available for pick-up.

## **ARTICLE 15: RULES NOT COVERED**

Rules not covered by the Indoor Leagues Rules and Bylaws, the rules of the Scarborough Soccer Association and/or the Ontario Soccer Association shall apply.

## **INCLEMENT WEATHER AND THE SISL**

The Scarborough Indoor Soccer League (SISL) believes scheduled games should be played whenever possible. Indeed, until (2007-2008) the league had never closed its doors on a scheduled game day.

Nonetheless, our experience last year made it clear we require a policy to address such extreme weather eventualities and that all teams are aware of it.

Accordingly, the SISL reserves the right to cancel all games on a specific day if inclement weather threatens to make the arrival of ALL teams uncertain. It would lead to a chaotic situation to have some teams arriving and their opponents not due to the road and weather conditions.

**Thus, all teams should be aware that if the SISL decides to close down for a day of games this will be treated as "an act of nature" and these games will not be replayed at a later date.**

### **TEAMS WITH A BYE WEEK**

It is possible that some teams may have a bye week (no game) on the day of cancelled games. This could result in them playing one more game than their opponents over the season (because they missed no games) and effectively "gift" such team's three points that all other teams in the division do not have the chance to compete for.

In such circumstances, the SISL may—at their discretion—remove three points from those teams who have a bye on a day games are cancelled. *This ensures that ALL teams have the same number of games played at season's end.*

This is the only way the league can ensure all teams are treated equally and also allow an equitable assessment of the Division standings.

All teams should be aware of this policy and note that no protests or appeals will be considered under this policy.

The league has a long history of meeting all its scheduled game days. Canceling an entire day of games is never taken lightly. Such a decision would only be made where the league judges that many teams simply could not navigate to the centre to play their game.

## **ARTICLE 16: FEE & FINE SCHEDULE 2017-2018** **SEASON**

TEAM REGISTRATION: SENIOR **\$2200.00** (+\$200 Bond for Men only)

OFFICIATING FEE (SENIORS)  
PER TEAM, PER GAME **\$22.50**

### **DISCIPLINE:**

RED CARDS/SPECIAL INCIDENT REPORTS: **\$30.00 FOR 1<sup>ST</sup> OFFENCE**  
**\$50.00 FOR 2<sup>ND</sup> OFFENCE**  
**\$100.00 FOR 3<sup>RD</sup> OFFENCE**  
**4<sup>TH</sup> OFFENCE – SEE YOU**  
**NEXT SEASON!**

YELLOW CARDS **NO FEES FOR YELLOW**  
**CARDS!**  
**THREE YELLOWS BECOME A RED**  
**CARD!**

FINES FOR NO SHOWS **\$50.00 + FULL REFEREE FEES**

FINE FOR NO BOOKS **\$50.00 + FULL REFEREE FEES**

FINES FOR PLAYING AN UNREGISTERED  
INELIGIBLE, OR SUSPENDED PLAYER **\$200.00**

PROTEST FEE **\$100.00 + \$25.00 ADMIN FEE**

NSF CHEQUE **\$25.00**

PLAYER BOOK/TEAM OFFICIAL **\$5.00**

PLAYER REGISTRATION FORM **\$20.00**

**TO FORFEIT/CANCEL A GAME MUST BE IN WRITING**  
**TO OFFICE 3 FULL BUSINESS DAYS BEFORE GAME**