



INDOOR SOCCER RULES

PAYMENT

-ALL TEAMS MUST BE PAID IN FULL BY GAME 3 IN ORDER TO PARTICIPATE IN ANY LEAGUE GAMES. FAILURE TO COMPLETE FULL PAYMENT WILL RESULT IN A FINE OF \$50.00 AND OR DEFAULT OF THE 4TH GAME AND SO FOURTH

-ALL FINES THAT ARE INCURRED BY ANY AND ALL PLAYERS ARE TO BE PAID IN FULL PRIOR TO THE TEAMS NEXT GAME. ALL TEAMS ARE HELD ACCOUNTABLE FOR THEIR PLAYERS AND PAYMENTS OF FINES ARE THE RESPONSIBILITY OF THE TEAMS AND FAILURE TO PAY WILL RESULT IN A DEFAULTED GAME PLUS ANOTHER FINE FOR DEFAULTING

TEAMS

-ALL TEAMS ARE RESPONSIBLE FOR CLEANING UP THEIR OWN MESS AFTER EACH GAME. ANY REFEREE OR LEAGUE OFFICIAL CATCHING ANY TEAM THAT FAILS TO CLEAN UP AND LEAVES A MESS THAT THEY CREATED WILL BE FINED BY THE LEAGUE \$50.00. THE 2ND TIME THE TEAM LEAVES A MESS THAT THEY CREATED THE LEAGUE WILL SUSPEND THE TEAM REP AND WILL ALSO BE FINED AGAIN

-ALL TEAMS ARE RESPONSIBLE FOR THEIR SPECTATORS AND FANS. ANY SPECTATOR OR FAN THAT GETS ROWDY DURING A MATCH THAT IS DEEMED UNCONTROLLABLE BY THE REF WILL BE ASKED TO LEAVE THE PREMISES. FAILURE TO LEAVE MAY RESULT IN THE ABANDONMENT OF THE GAME BY THE REF AND THE TEAM WILL BE AWARDED A DEFAULT PLUS ANY INCURRING FINES WILL BE PLACED ON THE TEAM THE FAN OR SPECTATOR BELONGS TO

-A TEAM THAT DOES NOT HAVE ENOUGH PLAYERS TO START THE GAME (4 AND 1 GOALIE) WILL BE GIVEN A 5 MINUTE GRACE PERIOD WITH THE CLOCK RUNNING. AFTER WHICH THE REF WILL AWARD A DEFAULT TO THE TEAM WITH NOT ENOUGH PLAYERS. SHOULD THE TEAM PROVIDE THE PROPER AMOUNT OF PLAYERS WHATEVER TIME WAS DELAYED WILL BE TAKEN OFF THE GAME AND THE GAME WILL BE PLAYED WITH LESS TIME

-ALL NO SHOW TEAMS WILL BE GIVEN A \$100.00 FINE AND DEFAULT LOSS 3-0

-ANY DEFAULT MATCHES BY ANY TEAM MAY RESULT IN THE LEAGUE SUSPENDING THAT TEAM FROM GOING TO THE PLAYOFFS

-ALL TEAMS ARE ALLOWED TO SIGN PLAYERS UP UNTIL THEIR 6 GAME OF A 10 GAME SEASON. AFTER THE 6TH GAME THERE WILL BE NO MORE SIGNING OF PLAYERS. WHEN SIGNING PLAYERS, TEAMS MUST NOT EXCEED THE ROSTER MAX OF 15 PLAYERS. IF THEY DO, THEY MUST DROP A PLAYER BEFORE SIGNING ANOTHER

-THE LEAGUE RESERVES THE RIGHT TO AMEND OR BALANCE THE DIVISIONS BASED ON THE ABILITY AND NUMBER OF TEAMS WHO APPLY

-THE LEAGUE RESERVES THE RIGHT TO PREVENT TEAMS FROM GOING TO PLAYOFFS AND KICK OUT ANY TEAM FROM THE LEAGUE FOR DEFAULTS DURING THE SEASON

PLAYERS

-ALL PLAYERS MUST SIGN AN O.S.A. FORM ALONG WITH THE PROPER REGISTRATION FEE

-ALL TEAMS ARE ALLOWED TO SIGN 15 PLAYERS ON THEIR ROSTER

-ONLY PLAYERS AND COACHES ARE ALLOWED ON THE BENCH DURING ANY AND ALL GAMES

-ALL COACHES MUST BE IDENTIFIED TO THE LEAGUE AS THE COACH IN ORDER TO BE AT THE PLAYERS BENCH. ANY AND ALL PERSONS THAT ARE NOT ON THE TEAM ROSTER FOR THE GAME OR ON THAT GAME SHEET AS THE COACH WILL BE ASKED TO LEAVE THE BENCH PRIOR TO THE START OF THE GAME

-ALL TEAM REPS WILL BE HELD RESPONSIBLE FOR ALL PLAYERS AND COACHES DURING ANY AND ALL VSL GAMES AND FAILURE TO CONTROL THESE PERSONS WILL RESULT IN FURTHER SUSPENSION AND FINES

-ANY TEAM WISHING TO CHALLENGE THE ELIGIBILITY OF A PLAYER OR PLAYERS MUST LET THE REF KNOW PRIOR TO THE GAME SO THAT HE MAY MAKE A NOTE ON THE GAME SHEET. THE CONVENOR WILL THEN CHECK TO SEE IF THE PLAYER IS ELIGIBLE OR NOT. SHOULD THE PLAYER NOT BE ELIGIBLE THEN THE PLAYER WILL NOT BE ALLOWED TO PLAY. SHOULD THE PLAYER PLAY AND WAS NOT ELIGIBLE THEN THE TEAM WILL BE GIVEN A DEFAULT LOSS

-ANY USE OF AN ILLEGAL PLAYER OR PLAYERS WILL RESULT IN THE PLAYER BEING SUSPENDED AND THE TEAM BEING AWARDED A 3-0 DEFAULT LOSS

-ALL PLAYERS MUST ONLY PLAY FOR 1 TEAM PER DIVISION

UNIFORMS

-ONLY PLAYERS ON THE TEAM ROSTER ARE ALLOWED TO DRESS AND SIT ON THE BENCH

-ALL PLAYER JERSEYS MUST BE THE SAME COLOUR AND HAVE A NUMBER ON THE BACK. ANY PLAYER WITHOUT A NUMBER WILL NOT BE ALLOWED TO PLAY

-PLAYERS ARE NOT ALLOWED TO SHARE JERSEYS OR NUMBERS

-ALL TEAM ARE REQUIRED TO WEAR THE SAME COLOUR UNIFORMS AT ALL TIMES. ANY PLAYER THAT DOES NOT HAVE A PROPER COLOURED UNIFORM WILL NOT BE ALLOWED TO PLAY IN THE GAME

GAMESHEET

-ALL TEAMS ARE REQUIRED TO SUBMIT A TYPED OR LEGIBLE GAME SHEET TO THE REF PRIOR TO THE START OF ALL GAMES. FAILURE TO DO SO WILL RESULT IN THE ABONDENMENT OF THE GAME. THE LEAGUE WILL NOT ACCEPT ANY GAME SHEETS THAT ARE NOT LEGIBLE AND PLAYERS AND NUMBERS MUST BE IDENTIFIED PROPERLY. ALL GAME SHEETS MUST CONTAIN THE 1ST AND LAST NAME WITH A JERSEY NUMBER BESIDE ALL PLAYERS NAMES ON THE GAME SHEET

-ALL GAMES ARE 40 MINUTES IN DURATION EXCLUDING TOURNAMENTS

-THERE ARE UNLIMITED SUBSTITUIONS

EQUIPMENT

-ALL GAMES ARE TO BE PLAYED WITH A SIZE 5 BALL

-ALL PLAYERS ARE TO WEAR PROPER SOCCER SHOES, SHINPADS, AND EQUIPMENT OR THEY WILL NOT BE ALLOWED TO PLAY

RULES

-ALL GAMES WILL BE 2 - 20 MINUTE HALVES

-ANY BALL THAT IS PLAYED OUT THE SIDELINES WILL BE PUT BACK INTO PLAY VIA A KICK IN

-ALL PLAYERS MUST BE 3 YARDS AWAY FROM ANY KICK IN, FREE KICK, OR CORNER KICK

-ANY PLAYER THAT DOES NOT GIVE THE PROPER EDISTANCE WILL BE GIVEN A 2 MINUTE PENALTY

-ALL KICKS ARE INDIRECT EXCEPT FOR PENALTY KICKS ARE DIRECT

-IF A PLAYER CHOOSES TO PLAY THE BALL WITHOUT ASKING FOR THE PROPER YARDAGE, THE PLAY WILL CONTINUE WITHOUT A RETAKE SHOULD THE BALL GET BLOCKED DUE TO LACK OF DISTANCE

-THERE IS ABSOLUTLEY NO SLIDE TACKLING ALLOWED. ANY SLIDE TACKLING IS A 2 MINUTE PENALTY WITH A POSSIBLE RED CARD AND SUSPENSION PENDING IF THERE IS A FOUL ON THE PLAY AND THE EXTENT OF THE FOUL

-ANY FOUL FROM BEHIND IS A 2 MINUTE PENALTY

-ALL SUBSTITUIONS MUST BE MADE AT CENTER FIELD, FAILURE TO DO SO WILL RESULT A 2 MINUTE PENALTY

-ALL PENALTIES WILL LAST THE FULL DURATION REGARDLESS OF WHO SCORES

-ALL RED CARDS ARE 5 MINUTES

-THROWING A PUNCH IS A 3 GAME SUSPENSION

-FIGHTING IS A 5 GAME SUSPENSION

-ANY TEAM OR TEAMS INVOLVED IN A BRAWL, THE PLAYERS WILL BE SUSPENDED AND THE LEAGUE RESERVES THE RIGHT TO EJECT THE TEAM FROM THE LEAGUE AND TBAN THE TEAM AND OR ITS PLAYERS FROM PLAYING IN THE LEAGUE IN ANY AND ALL DIVISION FOR AS LONG AS IT DEEMS SO

-ANY PLAYER THAT LEAVES THE BENCH TO ENTER A ALTERCATION WILL BE GIVEN A 2 GAME SUSPENSION THAT MAY RESULT INTOMORE GAMES PENDING THE REF REPORT

-SWEARING AT THE OFFICIAL IS A 1 GAME SUSPENSION PENDING THE REF REPORT

-ALL OTHER CIOLENT CONDUCT WILL BE GIVEN SUSPENSIONS PENDING THE REF REPORT AND DETERMINED BY THE LEAGUE

-THE REF MAY EJECT A PLAYER FROM THE GAME WITHOUT GIVING THAT PLAYER A PENALTY OR SUSPENSION

-TEAMS ARE NOT ALLOWED TO HAVE MORE THEN 1 PLAYER ON A PENALTY AT A TIME. SHOULD A TEAM RECEIVE A 2ND PENALTY THEN THE GAME WILL BE CALLED AND THE TEAM THAT COULD NOT FIELD 4 AND A GOALIE WILL BE AWARDED A LOSS.

-FPR5V5 TEAMS MUST HAVE NO LESS THEN 3 AND A GOALIE

-HOME TEAM MUST SUPPLY THE GAME BALL

-IN THE EVENT THAT THERE ARE 2 TEAMS WITH THE SAME COLOUR JERSEY THE LEAGUE SHALL PROVIDE PINNIES AND THE TEAM WITH FEWER PLAYERS SHALL WEAR THE PINNIES. SHOULD THE NUMBER OF PLAYERS ON BOTH TEAM BE CLOSE TO EQUAL THEN THE HOME TEAM SHALL WEAR THE PINNIES

DISCIPLINE

-YELLOW CARDS \$0

-RED CARDS \$20.00

-2 YELLOW CARDS IN 1 GAME WILL RESULT IN A RED CARD AND AUTOMATIC SUSPENSION WHICH IS TO BE SERVED THE VERY NEXT GAME

-ALL SUSPENSIONS AND THE LENGTH OF EACH SUSPENSION WILL BE DETERMINED BY THE LEAGUE AND DISCIPLINE COMMITTEE

-ANY TEAM THAT USES A SUSPENDED PLAYER IN A GAME, THE TEAM WILL BE GIVEN A DEFAULT LOSS AND THE SUSPENDED PLAYER WILL BE SUSPENDED AN EXTRA 2 GAMES ON THE AMOUNT ALREADY GIVEN TO THEM

-ALL SUSPENSIONS CAN BE APPEALED WITH A LETTER OR EMAIL TO THE LEAGUE WITHIN 24 HOURS OF THE GAME. ALL APPEALS WILL GO BEFORE AS DISCIPLINARY COMMITTEE. THE APPEAL MUST BE ACCOMPANIED WITH A \$50.00 DEPOSIT THAT WILL BE GIVEN BACK TO THE TEAM ONLY IF THEY WIN THE APPEAL. THE LEAGUES DECISION IS FINAL AND NO OTHER APPEALS WILL BE HEARD

-ANY COMPLAINTS REGARDING REFEREES MUST BE SUBMITTED TO THE LEAGUE IN WRITING OR BY EMAIL

WEATHER

-ALL TEAMS MUST SHOW UP TO THE GAME AND FIELD PLAYING AREA AT ALL TIMES

-IN THE EVENT THAT THERE IS A SEVERE WEATHER CONDITION THE LEAGUE WILL CONTACT THE TEAMS AND WILL POST THE NEWS ON THE WEBSITE

STANDINGS TIE-BREAKER

1. POINTS

2. HEAD TO HEAD

3. MOST WINS

4. GOAL DIFFERENTIAL

5. LEAST LOSSES

6. MOST GOALS FOR

7. LEAST GOALS AGAINST

8. SHOOT OUT

-ALL PLAYOFF GAMES WILL FOLLOW THE SAME RULES AND REGULATIONS OF THE REGULAR SEASON WITH THE EXCEPTION OF A TIE. AT THE END OF THE GAME, IF THE 2 TEAMS ARE TIED THEY WILL PLAY 5 MINUTES UNDER THE GOLDEN GOAL RULE. IF THE SCORE REMAINS TIED, THEN BOTH TEAMS WILL GO TO A SHOOT-OUT. DURING THE SHOOT-OUT EACH TEAM WILL SEND 3 PLAYERS TO KICK THE BALL. AFTER THE 3 PLAYERS SHOOT, IF THE GAME IS STILL TIED, EACH TEAM WILL SEND 1 PLAYER AT A TIME UNTIL SOMEONE MISSES AND THE OTHER SCORES. EACH PLAYER IS ALLOWED TO SHOOT ONCE ONLY UNTIL ALL THE PLAYERS HAVE HAD A SHOT WHICH AT THIS POINT WILL GO BACK TO THE BEGINNING OF THE SHOOT-OUT ORDER.

THE LEAGUE RESERVES THE RIGHT TO APPROVE OR DENY THE ACCEPTANCE OF A TEAMS APPLICATION. ANY RULES OR MISCONDUCTS THAT ARE NOT LISTED WILL ABIDE BY THE O.S.A. RULE BOOK AND THAT OF FIFA RULE BOOK.