

PRINCE EDWARD ISLAND INDOOR SOCCER LEAGUE

RULES AND REGULATIONS

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RULE 1 – Team Registration

- 1.1 Teams must register with the via the online registration process.
- 1.2 Team registration fees must be paid in full **before the second game of the season**. Fees not paid in full will result in expulsion from the League and loss of any funds presented to that point.
- 1.3 All players on these teams must be registered with PEI Soccer **before participating in any game**.
- 1.4 Membership in a League shall be granted only upon approval and acceptance of the application for team registration by **PEI Soccer**.
- 1.5 Teams shall register with the league as Senior Men's (Division 1, 2, 3 or 4), Senior Women's (division 1, 2 or 3) or Youth (U13, U15, U18, boys or girls), (division 1 or 2).

RULE 2 - Player Registration

- 2.1 In order to participate in the ~~PEISL~~ Indoor league, Canadian Soccer Association and PEISA eligibility rules must be met.
- 2.2 No player shall be deemed registered for participation nor shall a player compete in any game unless they are registered with a team.
- 2.3 Teams shall register no less than **ten (10)** and play no more than **fifteen (15)** players in a game.
- 2.4 Only players registered on a team are eligible to compete in the League Championships and playoff games between divisions. Call ups are **not permitted** for these games.

- 2.5 The deadline for registering new players is midnight January 31 for the Winter season and November 15 for the Fall season.
- 2.6 Where a team has been found to have played an ineligible player, the game will be a forfeit and Rule 7 will apply. The Coach who allowed the ineligible player to play may be subject to disciplinary action.

RULE 3 - TRANSFER\MOVEMENT\CALL-UP OF PLAYERS

- 3.1 Any movement of players from one team to another must be made through a request to the league coordinator. No transfer/movement of players after January 31 for the Winter Indoor League and November 15 for the Fall season.
- 3.2 Call-ups are permitted but only in an emergency.
*PEI Soccer Performance Program players are exempt from call-up rule
- 3.3 A team may call up players only if they will have no subs on the bench for that game. The number of call-ups shall not be greater than providing the team with two substitutes. *Team managers must cross out players not present in order for call-ups to be added.
- 3.4 All call ups must be added to the game sheet 30 minutes prior to the first game time of the evening.
*So by 6:00 pm on Tuesday and 6:30 on every other game day.
- 3.5 A player may only be called up to one associated team in an upper division.
*A player may be called up a maximum of **three(3)** times.
*player A can be used by team C as a call up three times and may not be called up by any other team in any division.

RULE 4 - Team Colours

- 4.1. Each team participating in the League shall have numbered team jerseys.
- 4.2. Prior to the commencement of the game, if both teams are wearing the same or similar colors, the "away" team must change. In these cases, pinnies are acceptable.

RULE 5 - Indoor Games

- 5.1 All games are played under the Rules and Regulations for Indoor Soccer and the Indoor Laws of the Game.
- 5.2 Game sheets are provided by the League Coordinator. Coaches are to enter roster changes prior to the start of the game.
- 5.3 Where a team has been found to have played an ineligible player, the game will be a Forfeit and Rule 7 will apply. The Coach who allowed the ineligible player to play may be subject to disciplinary action.
- 5.4 The league coordinator is responsible for uploading game results as soon as possible after the conclusion of the game.
- 5.5 The League shall provide the game ball for all games.
- No team or players will bring soccer balls into the complex.
- 5.6 A team will be considered in default if they have less than **six (6)** players ten (10) minutes after the coin toss with team captains.

5.7 LENGTH OF GAME - 55 minutes straight time.

RULE 6 - Appeals and Protests

6.1 The League will follow PEI Soccer Association procedures in regards to Appeals and Protests.

RULE 7 - Defaults and Forfeits

7.1 A defaulted game is one in which one or both teams do not have the minimum number of players necessary to play the game.

7.2 A forfeited game is one that is played and subsequently forfeited for a rule violation.

7.3 Where a team defaults or forfeits a game, the League coordinator may:

- i. Assess \$50 fine.
- ii. The \$50 fine **must be paid within ten (10) days of notice sent.**
- iii. Order the game to be rescheduled; or their opponent shall be awarded a win with a score of 3-0 or the score of the game, whichever is better; or declare the game a forfeited or defaulted game and award no points.
- iv. On the second default or forfeit within the same season, the Indoor League Committee will meet and at the discretion of the committee, the team may be expelled from the League.
- v. A third default or forfeit within the same season is automatic expulsion from the League.
- vi. Teams who play while not in good standing will be deemed to have forfeited the game and the above rules will apply.

RULE 8 - Discipline

8.1 Refer to PEI Soccer Policies and Procedures.(www.peisoccer.com)

8.2 In all cases of alleged verbal abuse, alleged physical contact, or attempted physical contact with a game official, by a player or by a club or team official, the accused shall be suspended until the case has been dealt with by the PEISA Discipline Committee.

8.3 Every team is responsible to the League for the actions of its players, officials and spectators, who are allowed to take part in, or be present at, games on condition that they observe the League Rules and Regulations.

8.4 Every team is required to take all precautions necessary to prevent its players, officials and spectators from threatening or assaulting anyone present at games.

8.5 Any person who has been suspended as a result of a discipline hearing shall not take part in any League activity until the completion of the suspension.

RULE 9 - Summary Discipline

9.1 Where a team or player violates any of the Laws of the Game, rules and policies of the Canadian Soccer Association, PEI Soccer or the League; or where a team or player behaves in any manner that indicates or demonstrates a pattern of conduct which would, in the opinion of the Indoor League Committee, be

prejudicial to the best interest of the League; then the committee of the League may:

- i. issue a warning to any manager, player or coach about such conduct;
- ii. suspend one or more of the manager, coach or players of a team, or any combination thereof;
- iii. order the forfeiture of a game (Rule 7 will apply);
- iv. suspend a team from further league play until such time as they show cause to the Indoor League Committee as to why that team should be allowed to continue to play in the League in the particular division affected or any other division.

RULE 10- Game Officials

- 10.1 All indoor games shall have one Referee.
- 10.2 The PEIISL will ensure suitable arrangements have been made for the assignment of officials.
- 10.3 The PEIISL is responsible for the payment of officials at indoor games according to the schedule outlined in the agreement with Referees.
- 10.4 The reason for all ejections must be noted on the game sheet.
- 10.5 Referees shall file a Misconduct Report on all players or team officials ejected from games for offences against officials, violent conduct and serious foul play within twenty-four (24) hours of the incident. This report is to be submitted to the PEI Soccer.

RULE 11 - League Standings

- 11.1 For all divisions, a team's standing within a division shall be determined by a point system based on three (3) points for a win, one (1) point for a draw and zero (0) points for a loss.
- 11.2 A maximum difference of five (5) goals shall be awarded in each league game.
- 11.3 Where two or more teams are tied in the standings of a division at the conclusion of the season, the higher standing will be awarded to:
 - i. The team with the best winning record of the games between the teams; failing which
 - ii. The team with the best goal difference (goal difference shall be calculated by subtracting goals conceded from goals scored) in games involving tied teams; failing which
 - iii. The team with the **most** goals **scored** involving the tied teams failing which;
 - iv. The team with the least goals against overall.