

CORNWALL INDOOR SOCCER LEAGUE

BY-LAW'S

1 EXECUTIVE

1. 1 The affairs of the League shall be managed by executive officers comprised of the of those set out in the Duties of the League Executive of the Club policies. Assignments of the duties will be based on the volunteer club member's ability and is at the discretion of the president. The C.I.S.L. will have two appointed boards administering two separate Leagues (Youth / Senior).

1. 2 Term of Office / Appointments

1. 2. 1 Term of office shall be for one indoor soccer season.
1. 2. 2 The positions on the executive and the appointments to this executive will be carried out by the Club executive.

1. 3 Executive Meetings

1. 3. 1 All meetings shall be conducted under Robert's Rules of Order.
1. 3. 2 The League executive shall meet at the request of the President when the need arises.
1. 3. 3 The sub-committees (Youth / Senior) shall meet as determined by the Vice-President of that sub-committee.
1. 3. 4 A quorum shall be 50% plus or more of voting members for that committee.

1. 4 Remuneration

1. 4. 1 No remuneration shall be paid to any appointed officer of the League for performance of their duties. The League may approve out-of-pocket expenses.
1. 4. 2 Appointed special task executive may be compensated for the performance of their duties, subject to the approval of the Club executive.
1. 4. 3 If C.I.S.L. executives or officials are required to attend meetings on behalf of the League, they shall be reimbursed for any expense incurred. Proper receipts will be required for reimbursement.

2 ANNUAL GENERAL MEETING

2. 1 General

2. 1. 1 The meeting shall be open to all teams and players of the League.
2. 1. 2 Only teams in good standing are entitled to vote. A list of these teams shall be determined by the roll call at the beginning of the meeting.
2. 1. 3 The League executive may review membership approval for teams who fail to send a delegate to the A.G.M.
2. 1. 4 The League will make every attempt possible to notify all teams of the time and place at which the A.G.M. will be held.
2. 1. 5 A simple majority of voting teams will constitute a quorum.

2. 2 Time

An A.G.M. shall be held prior to every season on a date determined by the League executive.

2. 3 Purpose

The purpose of the A.G.M. shall be to conduct the order of business stated in the A.G.M. agenda.

2. 4 Agenda

The following order of business shall be conducted at the A.G.M.

- A) Roll Call
- B) Correspondence
- C) Old Business
- D) Fee Schedule
- E) Amendments
- F) New Business
- G) Adjournment

3 MEMBERSHIP, REGISTRATION / FEES, TRANSFERS, WITHDRAWALS, AND TEAM RESPONSIBILITIES

3. 1 Membership

- 3. 1. 1 The executive will consider and review all new team applications for membership.
- 3. 1. 2 Any group of essentially the same personnel will not be considered as a new team. They will therefore, be accountable and subject to the By-Law's as the same team. This group is to be reviewed by the League executive.
- 3. 1. 3 No new team membership will be accepted after the A.G.M. The Executive may review each case based on the circumstances and for the good of the League.

3. 2 Registration / Fees

- 3. 2. 1 Prior to the commencement of the current indoor soccer season all appropriate fees and completed player registration forms must be returned to the League Registrar. Failure to pay such fees on or before the pertinent date will result in the inability to play. The amount of such fees shall be that approved at the executive A.G.M. of that year.
- 3. 2. 2 Each team may register a maximum of 16 players.
- 3. 2. 3 Only players turning 16 years of age by December 31 of the current season will eligible to play in the adult League.
- 3. 2. 4 Registration deadline will be the first Sunday after January 1st.
- 3. 2. 5 A player will be eligible to play only after he/she has completed the required registration forms and the League executive has received the appropriate fee.
- 3. 2. 6 Players may only register for one team. The executive may review this for special circumstances within the youth division.
- 3. 2. 7 The League executive may require a team/player to post a performance bond and or a good behavior bond at any time they deem necessary. The duration of this bond shall be stated when assessed.

3. 3 Transfers

- 3. 3. 1 Player transfers will only be permitted in the C.I.S.L. with the following stipulations: (Adult)
 - A) The League must receive written notice asking for the transfer along with the \$10.00 fee.
 - B) The player requesting the transfer must be released by the coach that he/she is currently playing for, prior to the transfer
- 3. 3. 2 Each case will be dealt with on its own merits.
- 3. 3. 3 Transfers will not be permitted after the registration deadline.
- 3. 3. 4 The League executive must approve all transfers.
- 3. 3. 5 A team that releases a player by a transfer may not register another player if they had 16 players registered.

3. 4 Withdrawals

- 3. 4. 1 If a team ceases operation for any reason during the current indoor soccer season the statistics will automatically be removed from the records. Exception where such a team has played each team in the division an equal amount of games, then the statistics will stand. (A forfeit will not be considered as a game played.)
- 3. 4. 2 Any team, which withdraws from competition during the current indoor soccer season for whatever reason, shall forfeit all fees and bonds where applicable.
- 3. 4. 3 Any group of essentially the same personnel who have withdrawn from the League during a previous indoor soccer season may be required to post a bond before being reconsidered for re-application.
- 3. 4. 4 Registered members of a team, which ceases operation during the current indoor season, may be accountable for any outstanding team fees and fines.

3. 5 Team Responsibilities

- 3. 5. 1 Each team is responsible for the behavior of their players, coaches, and spectators.
- 3. 5. 2 Team representative are responsible for ensuring that their players and coaches are aware of the rules and regulations in these By-Law's.
- 3. 5. 3 Team colors shall be registered and approved by the League executive. In a case of color clash, the home team will be responsible for changing of shirts.
- 3. 5. 4 Team representative must at all times be aware of the disciplinary status of their team, coaches and players.
- 3. 5. 6 Team representatives will be responsible to properly complete game sheets, which are to be presented to the game official prior to the game.
- 3. 5. 7

4 DISCIPLINE / FEES / FINES

4. 1 Discipline

- 4. 1. 1 The League will have a Zero Tolerance with respect to the abuse of referees, the League and Club executive members.

- 4. 1. 2 Any player or team official charged with referee assault will be reported and handled by the CISL disciplinary committee. Offenders may be required to attend a disciplinary meeting before being permitted continued participation in League activity.
- 4. 1. 3 An automatic disciplinary system has been in effect and will be enforced by the League. Disciplinary meetings will be held for offences not covered under the automatic disciplinary system.

4. 2 Player Discipline

- 4. 2. 1 Time penalties
 - A) If a player is cautioned (yellow card) by the referee, he/she will serve a 5 minute penalty on the bench away from his/her teammates, until the 5 minutes has expired. (He/She will be replaced if the opposition scores a goal)
 - B) If there is more than one caution given to the same team, the 5 minute penalties will be served consecutively.
 - C) If each team receives a caution the players cautioned must serve their 5 minute penalty but they can be replaced by another player. (coincidental cards)
 - D) If a player receives a red card he will be expelled from the game and his team will play a man short for ten minutes.
- 4. 2. 2 A player who is ordered off the playing surface may remain seated on the bench, but if he/she persists the referee can eject him/her from the facility. Should this player refuse to leave, his/her team will be subjected to a default.
- 4. 2. 3 The League will be using an automatic disciplinary system. A player who defaults under this system will be charged as follows:
 - A) Uses offensive, abusive, or insulting language (AL) – 1 game plus a \$10.00 fine
 - B) Spits at an opponent or any other person (S) –1 game plus a \$10.00 fine
 - C) Receives a second caution in the same game (SC) –1 game plus a \$10.00 fine
 - D) Denies an obvious goal-scoring opportunity by deliberately handling the ball (DG) - 1 game plus a \$10.00 fine
 - E) Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal punishable by a free kick or penalty kick (DGO) – 2 games plus a \$20.00 fine
 - F) Serious Foul Play (SFP) – 2 games plus a \$20.00 fine
 - G) Violent Conduct (VC) – 3 games plus a \$30.00 fine
 - H) Uses foul and abusive language directed at a game official (ALO) – 3 games plus a \$30.00 fine
 - I) Violent conduct directed at a game official (VCO) – automatic suspension until CISL disciplinary hearing
- 4. 2. 4 Further disciplinary measures
 - A) If a player receives 4 cautions (yellow card) during the current indoor season he/she shall serve an automatic 1 game suspension plus a \$10.00 fine
 - B) The executive may take further action against players that have repeated offences (e.g. 2nd red card or more than 4 yellow card)

4. 3 Team Discipline

- 4. 3. 1 Teams playing an illegal or unregistered player will default the game 0 - 2 and be subject to a fine of \$25.00.
- 4. 3. 2 Any team, which fails to have 5 players 5 minutes after kick-off time, will default the game 0 - 2 and may be fined \$25.00.
- 4. 3. 3 Teams failing to pay fines in the allotted time of **7 days** shall not be in good standing and will be suspended until fines are paid. A 0 - 2 default and a fine of \$25.00 will be imposed for each game while under suspension.
- 4. 3. 4 A team, which defaults 3 games without notification, will be ejected from the League, forfeiting all fees to the League.
- 4. 3. 5 The League executive will review any team, which defaults 3 games with notification.
- 4. 3. 6 A team, which fails to give the **League** notification (2 hours notice) of inability to attend a game **due to weather** conditions, will be subject to a forfeit and may be fined \$25.00. The executive will review each case based on circumstances.
- 4. 3. 7 A team (home team) which fails to provide an acceptable game ball (at the referee's discretion) within 5 minutes of kick-off time will default the game 0-2 and may be fined \$25.00.

5 APPEAL / PROTEST

5. 1 Appeal

- 5. 1. 1 Any alleged offender wishing to appeal an offense may do so in writing to the League executive within 72 hours of the offense. This appeal shall be accompanied by the appeal fee of \$25.00 and must include all relevant information such as date, time, location, and circumstance etc.
- 5. 1. 2 The disciplinary chairman will review the facts for the appeal and determine whether there are grounds for an appeal providing proper procedure has been followed.
- 5. 1. 3 If all requirements have been met, the disciplinary chairman will then schedule a meeting for the C.I.S.L. disciplinary committee at which the alleged offender must appear in person. Failure to appear in person will result in immediate suspension until he/she does appear. The individual appealing an offense will be given proper notification of the date, time, and place of the hearing.
- 5. 1. 4 Individuals who are successful in their appeal will be refunded the appeal fee.

5. 2 Protest

- 5. 2. 1 Any team wishing to protest a referee decision may do so in writing to the League executive within 72 hours of the game in question. This protest shall be accompanied by the protest fee of \$25.00 and must include all relevant information such as date, time, and circumstances etc.
- 5. 2. 2 The disciplinary chairman will review the facts for the protest and determine whether there are grounds for a protest providing proper procedure has been followed.
- 5. 2. 3 If all requirements have been met, the disciplinary chairman will then schedule a meeting for the C.I.S.L. disciplinary committee at which a team representative must appear in person. Failure to appear in person will result in immediate defeat of the protest. The team submitting the protest will be given proper notification

of the date, time, and place of the hearing.

5. 2. 3 A team whose protest is upheld will be refunded the protest fee.

6 OFFICIALS

6. 1 A referee shall be appointed by the referee in chief to officiate each game.
6. 2 Game officials shall receive a set fee per game as is determined by the League executive. Travel expense may also be awarded to out of town referees. This amount is also to be determined by the League executive.
6. 3 Game officials shall enforce all League rules and regulations. Referees shall complete all game reports and disciplinary forms (red cards only) for each game they officiate forwarding them to the League. Failing to properly complete game reports may result in the official being assessed a fine equivalent to the game fee of the game in question.

7 RULES AND REGULATIONS

7. 1 Unless otherwise stated in these By-Law's O.S.A. rules of indoor soccer will apply.

7. 2 Equipment

7. 2. 1 The Ball shall be spherical with an outer casing of leather or other suitable material. For competition up to and including Under-11 the ball shall be size 4. For all other competition the ball shall be size 5. The ball shall be judged fit by the game official and shall not be changed during the game unless authorized by the game official.
7. 2. 2 Player's equipment shall consist of a numbered jersey, shorts, shinguards, socks, and running shoes (gym shoes) or indoor turf shoes. Shinguards are mandatory. (Outdoor cleats are not permitted)
7. 2. 3 The keeper shall wear an alternate jersey, which is distinct from his/her teammates, the opposing team, and the official.

7. 3 Field of Play

The field of play shall be 60 wide long by 100 feet long for competition up to and including Under-11. The field of play shall be 100 feet wide by 200 feet long for all other competition.

7. 4 Duration / Kick-off

7. 4. 1 The start of play will be a kick-off from the center spot in any direction by the team who loses the toss of the coin. A goal may not be scored directly from a kick-off. The team who wins the coin toss decides which goal it will attack in the first half of the game.
7. 4. 2 The duration of the game shall consist of two 25 minutes halves, with a 5minute break in between. The executive may review the format for youth divisions.
7. 4. 3 There will be no injury time added to the duration of the game, except under special circumstances, which will be left to the discretion of the referee.
7. 4. 4 Time shall be extended to allow a penalty kick at the conclusion of the game if time has expired.

7. 5 Number of players

- 7. 5. 1 Each team may dress a maximum of 16 players.
- 7. 5. 2 Each team shall play with 6 players, one of whom shall be the goal-keeper.
- 7. 5. 3 No team shall be allowed to play with less than 5 players including the goal-keeper. If a minimum of 5 players are not present 5 minutes after the schedule starting time, the game shall be considered a forfeit providing the opposing team is present. For youth Divisions, the minimum numbers of players shall one less than the maximum numbers of players on the field, during regular play.

7. 6 Ball In and Out of Play

- 7. 6. 1 The ball is in play when it has rebounded off:
 - A) a goal post or a crossbar
 - B) the referee
- 7. 6. 2 The ball is out of play when:
 - A) it hits the ceiling
 - B) it crosses the touch line or the goal line
 - C) it hits any surface outside the play area
 - D) the referee has stopped play

7. 7 Free-Kicks

- 7. 7. 1 Free-Kicks
 - A) all free-kicks are indirect
 - B) a free-kick is awarded to a team when the ball has gone out-of-play off the opposing team
 - C) the opposing team must be at least 3 meters (10 feet) from the ball
 - D) the ball must be stationary on a free kick
 - E) the kicker shall not play the ball a second time until it has been touched or played by another player
 - F) free kicks shall be taken 1 metre inside the field of play
- 7. 7. 2 Corner kicks are awarded when the ball has crossed the goal line after it has been kicked or has deflected off the defending team.
- 7. 7. 3 Goal-kicks are awarded when the ball has crossed the goal line after it has been kicked or has deflected off the attacking team.
- 7. 7. 4 Kick-ins are awarded to a team when the ball has crossed the touch line after it has been kicked or has deflected off the opposing team. The ball must completely cross the touch line to be in play.

7. 8 Substitution

- 7. 8. 1 Substitutions shall be made at anytime as long as the player leaving the playing surface is within 1 metre of his/her team bench before the replacement player enters the playing surface.
- 7. 8. 2 A free-kick will be awarded to the opposing team at the point of entry for any infringement of By-Law 7. 8. 1
- 7. 8. 3 No substitute is permitted for a player who has been ordered off the playing surface by the referee.

7. 9 Fouls and Misconducts

- 7. 9. 1 A player who commits an offense in a manner considered by the referee to be careless, reckless or involving disproportionate force shall be penalized by the award of a free-kick to be taken by the opposing team from the place the infraction occurred.
- 7. 9. 2 A player who slide tackles in a manner considered to be dangerous to himself or his/her opponent will result in a free-kick being awarded to the opposition. Slide will not be permitted to score a goal. Slide tackles will not be permitted at any time in the Youth division.
- 7. 9. 3 A player shall be cautioned and shown the yellow card if the player:
 - A) persistently infringes the rules of play
 - B) shows by word or action, dissent from any decision given by the Referee
 - C) is guilty of un-sportsman conduct
 - D) is the sixth player on the playing surface
- 7. 9. 4 A player shall be sent off the field of play and shown the red card, if in the opinion of the referee, the player:
 - A) is guilty of violent conduct
 - B) is guilty of serious foul play
 - C) denies a goal by means not in accordance with the rules of play
 - D) uses foul or abusive language
 - E) is guilty of a second cautionable offense in the same game

8 LEAGUE STRUCTURE

- 8. 1. 1 The League shall be comprised of a ladies and a men's division. A first and second division may also be incorporated into each of the ladies and the men's divisions, depending on the number of teams registered.
- 8. 1. 2 The relegation system shall be used to determine in which division each team will play. This system will be based on the previous year's regular season standings. The top two teams in the lower division move up to the higher division and the bottom two teams in the higher division move down to the lower division.

- 8. 1. 3 The executive reserves the right to assign teams to a specific division and may review requests by teams to play in a specific division.
- 8. 1. 4 All teams will play other teams within their own division
- 8. 2 Mercy Rule - When a 7 goal difference has been reached the score will cease accumulating with the following stipulation:
 - A) Youth – the goals will stop accumulating, but the teams will continue play. Any infractions by players or teams from that point on will still apply
 - B) Adult – the goals will stop accumulating, but the losing team at that point will have the option to continue or cease play. Any infractions by players or teams from that point on will still apply. The game official reserves the right to or may discontinue play if he deems that continued play may be dangerous to the players.
- 8. 3. 1 Point system – In all competition 3 points for a win, 1 point for a tie and 0 points for a loss shall be awarded.
- 8. 3. 2 Tie-breaker - If two or more teams in the same division complete the regular season with the same number of points the higher standing shall be awarded based on:
 - A) points in head-to-head between teams involved
 - B) plus minus between teams involved (head-to-head)
 - C) goals scored between teams involved (head-to-head)
 - D) plus minus in league play
 - E) the League will decide a competition
- 8. 4. 1 One play-off format will be such that the top two teams during regular season play will only meet in the finals.
- 8. 4. 2 Should there be an uneven number of teams in a division, the first place finisher during the regular season will receive the bye in the play-offs.
- 8. 4. 3 Play-Off format for game duration:
 - A) Tie breaker will be determined with kicks from the penalty mark for all play-off competition with the exception of the Divisional Finals.
 - B) A 5 minute overtime period will be played in the event of a tie at the end of regulation during the Divisional Finals. This overtime period is to be played in its entirety. (no golden goal)
 - C) If the game is still tied at the conclusion of the overtime period, the winner will be determined by kicks from the penalty mark.
 - D) Kicks from the penalty mark (shoot-out) format:
 - Any five shooter
 - If still tied – sudden death – one shooter per side
 - No player shall take a second penalty kick until one team has gone through it's entire rotation

9 TOURNAMENTS

9. 1. 1 Adult - The League will require a one-month notice from teams who wish to attend tournaments, in order to reschedule their game. Each case will be dealt with individually and is subject to approval by the League executive.
Youth – The League executive will review any request from youth teams wishing to attend tournaments. Length of notification and effects on the League program will be determining factors to these requests.
9. 1. 2 The League will not reschedule any games for reason other than tournaments or weather. The executive will review special circumstances.

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