

TORONTO CENTRAL SOCCER LEAGUE – INDOOR RULES AND REGULATIONS

1. GENERAL

The TCSC operates a “Members Only” policy. For insurance purposes, anyone who plays on your team needs to be listed on your roster. One off substitutes must be listed on your roster or an active TCSC roster. Please report all injuries which require medical attention and incidents must be reported to the TCSC if you require an official TCSC investigation.

2. MEMBERSHIP

- a) Application for membership to this league shall be made annually on a form to be provided by the league. The membership application must be accompanied by the required membership fees, together with a list of the contacts for the team and proof of membership to the T.S.A. or other district association.
- b) Any team who has not paid their team registration fee in full by the deadline date prior to the start of the indoor season, will not be permitted to play and shall have their scheduled games recorded as defaults until such time as their fees are settled in full. Default games are recorded as a 3-0 win for the opposing team.
- c) Should your team be registered through another District Association, you must provide the League with a copy of your OSA roster. Any changes to this roster throughout the season must be communicated to the League within 48 hours.

3. REGISTRATION OF PLAYERS

- a) Each player must sign the official OSA Registration form obtained from the Registrar of the league. No player shall be deemed registered for the league competition, nor can she compete in league competition, unless her registration is in the hands of the league no less than 48 hours prior to participation.
- b) Each team must register at least 10 players 48 hours before the first game of the season.
- c) Each team can register and dress to play a maximum of 16 players. Players must be 18 years of age or older and no more than a maximum of four (4) players between the ages of 18 to 21 years will be allowed on a single roster.
- d) Player's names and jersey numbers must be on the game sheet handed to the referee at the start of the game. A player named on game sheet is deemed to have played.
- e) No metal cleats or six studs will be permitted. Footwear must be indoor soccer shoes (flat soles), turf shoes or running shoes.
- f) Shingards and socks are mandatory at all times.

4. GAMES

- a) To ensure we start on time, please arrive 15 minutes before the start time. A 10 minute grace will be awarded if a team does not have at least five (5) roster players by game time. Games consist of **2 X 25 minute halves with a 5 minute break between halves**. Halves will be shortened by the grace time and must finish on time. If grace time has elapsed, teams may still play without a referee but the game will be recorded as a default with a score of 3-0 awarded to the opposing team.
- b) The home team will be responsible for providing the game ball of regulation size (5) in a condition satisfactory to the referee. In the case of similarity of colours, the home team must change their colours. Player numbers **are required on all jerseys**. Goalkeepers must wear a contrasting colour to both teams.

5. RULES

In general, the standard soccer rules apply to all TCSC games. Notable exceptions are listed below:

- a) Teams will comprise of 7 players (including goalie) with substitutions allowed on the fly. Player coming off must have completely entered the team area before a new player joins the action and the change does not disrupt the flow of the game. Goalies cannot change on the fly and must wait for a stoppage in play before coming out. Goalie changes and substitutions must be communicated to the referee in charge of the game prior to.

- b) A team can borrow up to two (2) players from another TCSC indoor team. They may not borrow players to provide substitutions (bench). Once roster players arrive, borrowed players must be substituted out of the game. All registered players at the game must be listed on the game sheet.
- c) The game will begin when the team initiating play makes a pass from the centre of the court either forward or backwards.
- d) All free kicks are indirect. To score off an indirect kick, the ball must first be touched by another player (offense or defense, but not the goalie). This holds true for corner kicks. All corner kicks must touch another player prior to the goalie before counting as a goal. Defensive players cannot be within **5 metres** of the ball when an indirect or corner kick is being taken.
- e) If a ball is kicked out of bounds along the sidelines, a kick-in is awarded to the opposite team. There will be NO throw-ins at any time.
- f) If a ball is kicked out of bounds along the goal line by the offense, a goal kick is awarded to the defending team.
- g) There are NO off-sides at any time.
- h) If the ball hits the top or sides of the Bubble or any lights, an indirect kick is awarded to the opposite team. The ball should be placed at the point on the field that is closest to where the ball made contact with the Bubble or light, i.e. directly underneath the point at which the ball hit the ceiling or light, and on the sidelines for balls that hit the side of the Bubble.
- i) A game can end in a tie during regular play. In the playoffs, a game that is tied at the end of regulation time is decided by a three-shot-shoot-out; three of the players on the floor at the end of the game take one shot each at a distance of ten paces. Only players on the court at the end of the game can participate and the goalie the finished the game remains in net for the shoot-out. If teams are still tied after three shots, teams will continue taking single shots until one team has scored one more than the opposing team. The order of shooters must be maintained. The referee in charge may choose an alternative format for breaking the tie, depending on the time constraints, etc.
- j) All decisions made by the referee are final. Standard rules regarding yellow/red cards will apply. Players who receive a red card will be subjected to TCSC discipline procedures including suspension or ejection. A blue card may be issued to a player as a warning/cool down and she will be asked to leave the game for 5 minutes. Her team will play short for the duration of the 5 minutes. The referee must call back the carded player once the time has elapsed before she will be allowed to play.
- k) **There is no sliding allowed. The player cannot intentionally leave their feet. The exception is the goalie and this can only occur inside the box.**

6. GOALIES

- a) Goalies can use her hands ONLY when she is inside the lined goalie crease.
- b) When inside the goal crease, the goalie CANNOT pick up the ball with her hands if the ball has been kicked intentionally back by a player on her team. This includes all forms of passing and kick-ins from her team players. The only exception is if the player directs the ball back to her goalie with her head. In this instance the goalie MAY pick up the ball with her hands. A violation of this rule will result in an indirect free kick awarded to the opposing team at the spot where the goalie inappropriately used her hands.
- c) A goalie can "roam" as far from her goal as she wishes, but once outside their lined crease she CANNOT use her hands at any time.
- d) **Once the goalie is on the ground and in position of the ball, PLAYERS CANNOT CONTINUE TO PLAY THE BALL.**

7. SCORING

- a) To score a goal, the ENTIRE ball must pass over the goal line and into the net.

8. POINTS

- a) 3 points will be awarded for a win, 2 points for a tie, 1 point for a loss.

9. STANDINGS

Deciding standings for teams with equal points after regular season play will be determined as follows:

- a) The team with the fewer goals against (GA) will rank higher.
- b) If still undecided the team with the most goals for (GF) will rank higher.
- c) If still undecided the team with the best result of the games against each other (head-to-head) will rank higher.

10. FINALS

- a) The four top teams at the standing in the end of the regular league schedule will advance to the semifinals, playing 1v4 and 2v3 the winners will advance to the finals.

11) ROUGH PLAY

- a) **Serious foul play and violent conduct WILL NOT be tolerated. A player receiving two (2) yellow cards in a single game will result in a red card with automatic ejection of the game and a one (1) game suspension. Two (2) red cards awarded to a single player in one season will result in automatic and immediate dismissal from the league and a possible year or more ban may be imposed.**

12. SERIOUS FOULS

- a) **Yellow cards will be a 2 minute penalty. Player must sit on the bench and the team will play short. A team fine of \$10 will be imposed by the league. (2) yellow cards in a single game awarded to the same player will result in a red card.**
- b) **Blue cards will be a 5 minute penalty. Player must sit on the bench and the team will play short. Two (2) blue cards or one (1) blue and one (1) yellow card in a single game awarded to the same player will result in a red card. A team fine may be imposed by the league.**
- c) **Red cards will be an automatic suspension. Player will be ejected from the game and a one (1) game suspension will be served the following game. The team will play short for the duration of the game and a team fine of \$20 will be imposed by the league.**

13. DISSENT

- a) **Players shout NOT argue with the referee at any time. A player who is inappropriate with the referee will be asked to leave the league without refund.**

14. DISCIPLINE

- a) **Discipline for the league will be handled by the League committee, except as otherwise stipulated on the T.S.A. and O.S.A. rules and regulations.**
- b) **In all cases of all physical assaults on a game official, the person shall be suspended from all soccer activities until the case has been dealt with by a discipline committee of the Ontario Soccer Association.**