



Provincial Indoor Soccer League

March Break Madness

Rules & Regulations

Laws of the Game:

All games shall be played in accordance with the Laws of the Game as observed by Ontario Soccer using indoor soccer rules.

Team Eligibility:

- a) All teams participating must be currently registered with Ontario Soccer.
- b) All teams not playing in the current PISL season and outside of York Region SA must obtain an ATF (Application to Travel) from its District Association prior to tournament start date. Failure to present a Travel Permit will result in forfeiture of all scheduled games without refund.
- c) No refunds will be issued for any team withdrawing from the tournament.
- d) All teams MUST be registered with an affiliated club, players MUST be registered with their District Association as an indoor player for the current indoor season and will be required to show their indoor 2022-2023 duly stamped Ontario Soccer player registration books/cards on tournament day.

Team Registration:

- a) A team official must check-in prior to the teams first game and submit their playing out application and team roster (if they have not handed/sent it in prior to the tournament). Only those players listed on the team roster are eligible to play in the tournament. Teams failing to register as required may, at the discretion of the tournament committee, be dismissed from the tournament, forfeiting their entry fee.
- b) U13-U18 may roster a max of 18 players.
- c) Teams may use a maximum of three players that are registered with their club from an equal or younger age division as call-ups. These players must be registered and have their Ontario Soccer Player Registration Books/ID Cards or roster photos present and stamped for the current indoor season.

General Rules:

- a) Each team will be guaranteed a minimum of 3 games.
- b) Game duration (U13-U18): Each game shall consist of one 25-minute running time period. In the event of a delay in the start of a game, the tournament may alter the game duration as required.
- c) Duration of Games
 - a) The tournament shall not exceed the permitted time limit per day:
 - i. Under-13 and Under-14 not to exceed 150 per day
 - ii. Under-15 and older not to exceed 180 minutes per day
 - b) There must be a minimum of one hour between each game played by any team.
- d) The player's bench shall be deemed to be an area designated as such by the League. Only the players and team officials entered on the game sheet with SEOS numbers are allowed on the bench. (Only registrants of that particular team). Only players who are dressed to play in full uniform are eligible to be on the team bench.
- e) If the ball is to touch the ceiling or netting above the field, the opposing team will have an indirect free kick from the position in which the ball touched.

- f) The goalkeeper must wear a contrasting jersey which also must be different from the opposing team and be numbered.

Game Sheets:

- a) Game Sheets must be completed and signed by a team official and presented to the referee/convener prior to the game.

Player Uniforms :

- a) The equipment of all players must conform to the Laws of the Game as set out by FIFA.
- b) All players must wear a number on the back of their shirt. This number must coincide with the player's name and number as shown on the game sheet. Each player on a team shall have a different number.
- c) The first team named on the schedule shall be the home team. When uniform colour are similar, the home team must change to a distinct colour shirt. If necessary, the Field Convener may provide contrasting pinnies to one or both teams.

Game Equipment:

- a) The home team may be asked to provide the game ball.
- b) No headgear, watches, jewelry, or glasses will be permitted for safety reasons.
- c) All players regardless of age, must wear shin guards.
- d) No metal studs on shoes.
- e) All other uniform items will be within the referees' discretion.

Substitutions:

Unlimited substitutions are permitted at any time and may be made on the fly. Substitutions do not require a stoppage in play. All substitutions must take place within one metre of the half way line on the side of the field where the substituting player's bench is located.

Determining Group Winners:

- a) A winning team receives 3 points for a win, 1 point for a tie and 0 points for a loss.
- b) At the end of the preliminary round, the group winner shall be the team with the most points. If the teams are tied in points, the following criteria shall be used to determine the winner:
 - Most wins
 - Winner of the game between the two teams tied (applied to two team ties only)
 - Winner of games between all tied games (applies for multi-team ties, only applicable if one team has won all games against tied teams)
 - Goal differential in all matches
 - Fewest goals against in all matches
 - Coin flip

Overtime Rules:

- a) If knockout games are tied at the end of regulation time, the game will go directly into penalty kicks.

- b) Each team will take five penalty kicks (with any five different players), and the teams with the most goals will be declared the winner. If the teams are still tied, then each team will take one penalty kick into “sudden death” until a winner can be declared. Shin guards and footwear for all players must remain intact during the taking of penalty kicks.
- c) All players must shoot once before a player may shoot a second time.

Discipline:

- a) If a player receives a red card or dismissal in a game, he/she will be disciplined in accordance with the Ontario Soccer Policies and Procedures 9.0.
- b) Any player ordered from the field of play by the referee for misconduct shall receive an automatic one game suspension and shall sit out his/her next scheduled game. The tournament committee shall decide if further disciplinary action is required.
- c) In cases of violent conduct or misconduct against a game official, the offending player may be dismissed from the tournament. The tournament committee has the right to assign any added disciplinary decisions as they deem necessary.
- d) Anyone disputing his/her ejection from a game may request a hearing. Such request must be made in writing accompanied by a \$100.00 hearing fee in cash. The person requesting a hearing must notify the field convener of his/her intentions within 10 minutes of the conclusion of the said game. If the appeal is upheld, the \$100 fee will be returned.

Protests:

- a) Any protest arising from a game in the competition shall be submitted in writing to the tournament director, within 10 minutes of the completion of the game in question. A protest fee of one hundred dollars (\$100, non-refundable) must accompany the protest. A game can only be protested by teams directly involved in the protested game. Protest of a decision by a Referee will not be entertained.

Defaults:

- a) Teams will be allowed a 5-minute grace period after the scheduled kick-off time before they are considered to have failed to show. A minimum of 4 players constitutes a team for 6-a-side play. The game shall be started if a team has at least that number of players.
- b) The period of grace shall only be allowed if a team has less than the minimum number of players required present at the field. In the event of a failure to show, the offending team shall forfeit the game. If both teams fail to show, a ruling will be made by the Tournament committee.
- c) Defaults will be recorded as a 3-0 game score.
- d) At the discretion of the tournament committee, teams that fail to show or otherwise forfeit a game may be subject to dismissal from the tournament and forfeit all entry fees without appeal. Furthermore, such action may be reported to the governing body of the team involved.

The tournament committee’s interpretation of the rules is final. For any issues not covered in the above, a decision will be made by the Tournament Director.