

**Canlan Indoor Soccer Center
Burnaby 8 Rinks
Laws Of Indoor Soccer
Revised: September 2008**

Changes/Additions to these rule revisions
are highlighted in **YELLOW**



Section One – The Facility

- **Arena/Indoor Field Property:** Any damage to the Arena/Indoor Field property will be paid for by the individual(s) responsible, prior to participation in any further League games. Non-compliance constitutes automatic indefinite suspension from the League and possible legal action. If the individual(s) responsible for the damage cannot be identified, the Team will be removed from the schedule until the damages are paid in full.
- Individuals using the facility do so at their own risk. The operator assumes no liability for any injuries or accidents, which may occur.
- **Alcohol, Containers & Smoking Policies:** Alcoholic beverages and / or glass containers are prohibited in unlicensed areas of the facility. Failure to comply with this policy will result in disciplinary action against the offending individual(s), including possible suspension from the League. This rule applies to the dressing rooms, playing area, parking lot, grounds, and restaurant / bar area (alcoholic beverages are not allowed to be brought into the restaurant / bar area). Due to liability issues and the potential to jeopardize our license with the Liquor Control Boards across Canada and the United States, consumption of alcoholic beverages in unlicensed dressing rooms will result in stricter control by Canlan Ice Sports staff. Teams are to be out of dressing rooms after their games in the specified time period as outlined in the facility. Teams in violation of this alcohol and smoking policy will be given a written warning for the first offence; a \$100.00 fine for the second offence that will be donated to a recognized charity of the Team's choice; and should a third occurrence occur, the Team will be immediately expelled from the League (no refunds will be issued). We remind all Canlan Indoor Soccer League members that the consumption of alcohol in unlicensed locations is against the law and that serious liability issues may arise from this action.
- **Illicit Drug Use:** Illicit drug use in Canlan Ice Sports facilities or any of our managed locations, including satellite locations is strictly prohibited. Teams or Individuals found in violation of this policy will be suspended indefinitely. No refund will be issued.
- No food, beverages, chewing gum or tobacco products are permitted within the Indoor Soccer Centre (water bottles are permitted on player benches. Please respect this rule as the makeup of the FieldTurf playing surface restricts excessive cleaning) Please respect the needs of other user groups in the facility at all times!
- **Personal Property:** The League accepts no responsibility for lost or stolen personal property. We strongly suggest that no valuables be taken into the facility. Locks are not provided for dressing rooms and no dressing rooms are to be locked at any time for personal team use. Players are advised to take all personal property with them to the bench areas by the field.
- **Notices:** All players should check the League bulletin board and the internet for any postings concerning game changes, standings and League news. Team Representatives are encouraged to check in with the League office before each scheduled game and communicate all concerns to the League Manager.
- **Accidents:** All accidents and injuries must be reported to the League Manager and to the Arena Management, immediately after an incident has occurred.
- Participants and spectators are to be advised that the Canlan Indoor Soccer Centre is a private facility and anyone who does not act or behave in an appropriate manner can be disqualified from participation in our leagues and also barred from entering our property and premises. Any such decision to bar any individual from our facility will be the decision of the facility general manager and is **NON APPEALABLE!**
- **Rule Changes and Amendments:** All changes and amendments to the Canlan Indoor Soccer Laws shall take effect at the beginning of a new season, unless deemed by the league management to be directly linked to player safety, whereby changes can be imposed during mid season. In these situations, law changes must clearly be posted on the league notice board at field level.

CANLAN LAWS OF INDOOR SOCCER

(Revision Date September 5, 2008)

All games are to be played under the recognized FIFA laws of the game. However, the following rules have been adapted for the facility and may differ from those of similar indoor facilities.

FIELD OF PLAY

195 feet x 80 feet (enclosed by dasher boards and glass)

EQUIPMENT

Due to insurance requirements, all players are required to wear shin-guards at all times. Sweat pants or track pants may be worn IF THEY DO NOT HAVE ANY EXPOSED METAL (snaps or zippers). The game referee will decide what is and is not safe. The only prohibited footwear is metal tipped cleats. All other soccer shoes or running shoes are permitted. A regulation size 5 soccer ball shall be used.

NUMBER OF PLAYERS

Each team will have a total of 6 players on the field, including the goalie. The maximum number of players that can dress for a game is 16 (15 plus the goalie). A team can have a roster larger than 16, but can only dress 16 for any game. Our league insurance covers all teams for a roster size of up to 21 players. Teams with more than 21 players will be charged an additional \$5 per extra player for the additional insurance.

JERSEY/SHIRT COLOURS

Each team must have for each player on their team a jersey or shirt (with numbers) of the same colour. During a game, if there is a colour conflict between the two teams, the AWAY team must change their colour to a different colour. It is highly suggested that all teams carry a second colour with them. Bibs are no longer going to be provided free of charge but a team set can be rented from the hockey league office by paying \$5 cash and providing a piece of photo ID, with the ID being returned once all the bibs are returned in good condition.

TEAM REP. & THEIR DUTIES

Each team must have a declared team representative (Rep). The team rep shall be responsible for making sure all of his or her players have registered with the league, by filling out a league registration form before they play their first game. Also, in the event that the referee requires the identity of any player on a team must truthfully and accurately identify any player on their team in the event of discipline issues (red or yellow cards or game ejections). All team reps are now required to wear a captain's armband during each game. If the regular team rep is not present for a game, an alternate team rep must wear the arm band. This is to allow for easier identification of the team rep by league staff.

All Team Representatives are responsible to ensure full registration of all players on their team including spares. Failure to ensure full registration of all team members by the team representative can result in severe penalties to the team representative. There will be zero tolerance for playing unregistered players.

Team Representatives are encouraged to be an active playing participant on their teams. If the registered team rep is a non-player, the team must declare a playing co- team rep.

It is the expectation of the League office that Team Representatives will embody the philosophy of the Canlan Indoor Soccer Center which is fun, safety and enjoyment of the game of soccer for all. Team Representatives are expected to control their teams and encourage the League philosophy or risk being held accountable for team actions.

SHOE TAGS

All players playing in any games must display the proper shoe tag, which is to be laced into one of their playing shoes. Before each game, the referee will be performing a "shoe tag check" and any player not displaying a proper shoe tag will not be permitted to play. If during a game, a referee sees a player without a shoe tag, the game will be immediately halted and the player will be required to leave the field and to report to the league office to complete the registration process and get their tag. If a registered player's shoe tag is lost or forgotten, a new tag must be purchased from a league official for \$5 if that player wishes to play.

PLAYER ELIGIBILITY

All players must pre-register online at www.ashl.ca Once they are pre-registered, a Canlan Indoor Soccer Centre staff member will be able to confirm online pre-registration and issue them a shoe tag (see above)

Before each game played, every player must properly sign in on their team's game roster sheet for that game. Signing in refers to printing their name and jersey number and signing the game roster sheet.

It shall be the responsibility of the team rep. to ensure that all players on their team are properly registered and eligible to play under our laws, before each game. Players can not play for 2 different teams in the same division during the same season – IE no transferring to different teams during a season.

NEW: Players may not play for 2 teams which are more than 1 division level apart (ie. Division 1 and Division 3). The only exceptions to this rule are goaltenders, and also players who have been 'grandfathered', meaning they may stay with teams they have already played with from the previous season (verified as part of the team roster by Pointstreak).

For all COED games, at least 2 of the 5 non-goalie players must be female at all times. All male players on coed teams can only play on one coed team. Male players, who want to play on a second team, can only do so by applying to the league office. Each situation will be evaluated individually and those who are approved will have to sign a code of conduct agreement.

Any player who does not register before playing can cause their team for forfeit any and all games they have played in prior to registering. Since this issue deals with legal liability and insurance coverage, all players must be registered. Players playing while under suspension will have their suspension doubled and cause the team they played for to forfeit any and all games they played in while under suspension.

PLAYER'S BENCH AREA

Only those players that are eligible to play, plus 1 coach, are allowed at the player bench area during the course of a game. This area is defined as anywhere past the yellow step that leads to the benches. At no time are spectators allowed in the player's bench area during a game

SUBSTITUTIONS

Unlimited "on the fly" substitutions are permitted. However, any player who is leaving the field must be within 3 metres of the player's benches before another player can enter the field. Otherwise, an illegal substitution will occur.

LENGTH OF GAME

Two (2) x 25 minute halves. (total of 50 minutes of game time)
Half time is 2 minutes. Pre-game warm up is 8 minutes. Referees are to be the time keepers. Referees will announce when the 2nd half will end.

SLIDE TACKLING VS. SLIDING

At no time will any slide tackling be allowed during game play. A slide tackle will differ from a slide based upon where the slide terminates. If, in the opinion of the referee, the slide terminates at or near another player's feet, this will be considered an illegal slide tackle. However, a slide that is made into "open space" in order to block a pass or shot shall be allowed. The decision on whether a slide is legal or illegal shall be totally at the discretion of the referee.

Goalies are permitted to slide tackle while making a save, as long as they are in the crease area and if the slide tackle is not considered by the referee to be reckless or dangerous.

BRIDGING

Any player, who is attempting to shield the ball and places BOTH hands on the wall and thrusts themselves backwards to try to knock the opponent away, shall be considered "bridging". Bridging only can occur once the player's forward momentum has ended. Any player who places both hands on the wall to stop their momentum is NOT bridging. If bridging occurs, the referee will award a free kick to the other team.

GAME PLAY (BALL IN PLAY VS. OUT OF PLAY)

The ball is considered out of play when:

- It makes contact with the perimeter netting
- It makes contact with the building structure/ lights/ roof
- It goes into the player area or over the side netting

If the ball contacts the perimeter netting, play shall be re-started with a direct free kick by the team that did not touch the ball last, from a point closest to where the ball made contact with the netting, or otherwise left the field of play. The exterior boards and glass are considered part of the playing area.

If the ball hits the ceiling, play is re-started with a free kick from the non-offending team's offensive white line. By penalizing teams for hitting the ceiling with errant kicks, we hope to minimize ceiling strikes and the accompanying expensive light bulb/fixture damage.

BALL OUT OF BOUNDS (END ZONE)

If the ball is last touched by an offensive player and then touches the netting behind the goal, play will be re-started by a "throw-out" by the goalkeeper, from within the goal crease area. The goaltender does not need to wait for the referee to blow their whistle and can do a "quick throw" if they desire. If the ball touches the end netting and was last touched by a defensive player, play will be restarted by a corner kick by the offensive team from one of the marked corner kick spots. Corner kicks, like all indoor free kicks, are direct.

GOALKEEPERS

Goalies can only use their hands within the crease area and not after a deliberate pass back from a teammate. The FIFA 6-second rule is in effect. If the goalie takes possession of the ball outside the crease, they may not dribble the ball back into the crease and then use their hands.

3 LINE VIOLATIONS

One of the main differences between indoor and outdoor soccer is how offside is called. In our indoor soccer, the ball can not travel across all 3 white lines in the air towards an opponent's goal without first touching the ground, a wall, or a player on either team.

If a 3 line violation occurs, the defending team restarts play by placing the ball on the white line closest to their opponent's goal (the offensive white line). This is to provide a scoring chance or offensive opportunity against the offending team.

FREE KICKS

All free kicks are direct. Free kicks awarded will either be a direct free kick or a direct penalty shot. For all free kicks, defending players must remain a minimum of 5 metres away from the spot from where the free kick is to be taken. All free kicks must originate from outside the goal crease area. Any free kick occurring from within the goal crease area (for instance, when the defending team kicks the ball up and it hits the ceiling) shall be moved back to the nearest point outside the crease. Players not giving the required 5 metres distance will be warned once by the referee to yield the required space, after which the referee can give a yellow card to the offending team. For co-ed divisions, all free kicks in the offensive half of the field will be taken by female players.

PENALTY KICKS

Male players will shoot from the spot farther away from the goal and female players (in coed divisions) will shoot from the closer spot. Also, all players must start their run-up with one foot touching the white line of the goaltender's crease (to protect goalies from injury).

Direct penalty kicks will be awarded for fouls in the crease area as well as in "sure goal denial" situations. These shall include:

1. Fouling a player with possession of the ball, who is past the last defender (on a clear-cut breakaway)
2. Stopping a shot with a player's hand that is headed towards an open, undefended net.
3. Last defender "hand balls" and denies an attacker a breakaway

For sure goal denial situations, in addition to the penalty shot, the offending player will receive a yellow card and be required to sit off for 10 minutes, during which time his/her team will NOT play short-handed.

LAST MINUTE OF PLAY

For games when the score is within 2 goals with less than 1 minute remaining, and the losing team scores a goal, the time clock will be stopped in order to provide time for the ball to be placed at centre. Time will be re-started when the referee blows his whistle. This rule is to prevent the winning team from wasting time and running out the clock at the end of the game. The referee also has the discretion to stop the clock within the final minute of the game for other perceived intentional delay of game plays by the winning team.

“SAFETY ZONE”

With the addition of the new perimeter line on our field, we have named the area OUTSIDE the line as the SAFETY ZONE. The amount of contact and checking that is allowed in the safety zone will be limited and will be governed by the following additional rules.

1. No hard, overly physical or excessive physical contact (whether intentional or not) will be allowed in the safety zone. Allowable contact will be limited to the “on the ball” contact only.
2. Players are expected to keep the ball moving. Incidents arise from players hacking at a pinned ball.
3. Players with possession of the ball can NOT put their foot on the ball or pin the ball against the boards. If they do so, they lose possession of the ball.
4. Players can not “squeeze out” opposing players into the boards. Squeezing out (or pinching) refers to the taking of a path that causes the opposing player to go into the boards because the forward path was denied. This will be considered a form of obstruction.

NEAR-ZERO CONTACT ALLOWED FOR PARTICULAR DIVISIONS

Any league division that has been designated a “Near-Zero Contact” division will incorporate the following additional rules. Near Zero Contact rules will be used for all divisions that have been designated “Recreational”, “Novice” or “Beginner”

1. All free kicks in the offensive half of the field will be taken by female players
2. Females can not be tackled. A male opponent can use their foot to block a pass or shot “on their side of the ball only!” They CANNOT follow through into the female’s side of the ball or into the female’s feet.
3. Male players will be strictly discouraged from aggressive tackling or wild, hard shooting

COED DIVISIONS

The league manager maintains the right to designate and therefore disqualify any overly competitive or aggressive player from participating in any coed divisions if he/she can not tone down their playing style and adopt the proper spirit. These special rules are meant to allow us a safe and comfortable playing environment that protects players from needless injury, whether accidental or not. It must be understood that some players in these divisions may not be in good physical condition and/or may not have the body control and reflexes to protect themselves yet still wish to participate without worry.

FOULS, MISCONDUCT, SUSPENSIONS AND DISCIPLINE

All infractions occurring before, during and after any scheduled game are subject to review by League Officials. The Canlan Indoor Soccer Centre Management has the authority to levy suspensions in accordance with the minimum standards and at their discretion, increase or decrease suspensions due to extenuating circumstances. The Canlan Indoor Soccer Centre Management reserves the right to increase suspensions due to the violation of the philosophies of the Centre.

All players who receive a yellow or red card must accurately and truthfully identify themselves to the referee. If the player refuses to do so, they will no longer be allowed to participate in the game and the team rep will then be required to identify the player. If the team rep should refuse, the team rep will personally serve the full suspension in place of the player who was not identified.

YELLOW CARDS

A yellow card shall be considered an official caution. Any player, who receives two (2) yellow cards in a single game, shall be treated the same as if they received a red card (see section below).

RED CARDS

Players receiving a straight red card, or 2 yellow cards, in a game shall be ejected from the game and will also be required to not play the next game. In addition, their team will play short handed for 10 minutes (running game time – timed by the referee). If the other team receives a red card while the first team is short handed, both teams will then play full strength.

Team reps are fully responsible for their teams. The Canlan Indoor Soccer Centre reserves the right to also apply escalating levels of discipline to team reps whose teams are regularly playing overly aggressively, are verbally abusive towards opponents, officials or staff, and/or receives an excessive amount of yellow or red cards.

MULTI-GAME SUSPENSIONS

Any player who receives a suspension of MORE than one game will not be permitted to play for ANY indoor team until their suspension has been fully served with the team they were playing for when they received the suspension. For example, if a player plays on Fridays and Tuesdays and receives a 2 games suspension with their Tuesday team, they can not play on Fridays either until 2 Tuesdays have passed.

Red cards are issued for immediate game ejections and will result from on of the following 3 categories

Serious Foul Play – defined as “Intent to Injure, when the ball is in the vicinity”

Minimum suspension – 1 game (more if injury results)

Examples

Boarding

Tackles (slide or from behind)

Violent Conduct – Defined as “Away from the play, intent to injure”

Minimum suspension – 5 games (more if results in injury)

Examples

Fighting (or attempting to or intending to)

Boarding (Deliberate)

Punching

Kicking

Spitting (due to its foul nature, spitting is considered violent conduct)

Throwing or kicking an object at another player, game official or facility staff member.

Leaving the bench area to join an on-field altercation

Foul and Abusive Language and Actions

Foul language or abuse directed at another player – minimum 2 game suspension

Foul language or abuse directed at an official or facility staff member – minimum 3 game suspension

Threatened aggression directed toward another player – minimum 3 game suspension

Threatened aggression directed toward an official or facility staff member – minimum 5 game suspension

There is zero tolerance for violent conduct in the Canlan Indoor Soccer League. Any player/team/participant found to be conducting themselves in a violent way can have permanent suspensions and banishment from all league play issued during a first offence. The League office reserves the right to determine the length of suspensions that fall into this category.

Physically shoving, hitting, kicking or otherwise improper touching of a game official or facility staff member will result in a LIFETIME SUSPENSION AND CRIMINAL CHARGES!

The length of all suspensions will be determined by the League Commissioner and Senior Management of the Canlan Indoor Soccer Centre.

SUSPENSION APPEALS

All suspensions of five (5) games or less are not eligible for appeal.

All appeals must be filed in writing by the team rep within 24 hours of the foul or incident taking place and include the basis for appeal (e.g. Player's penalty history, comparable suspension length for a similar incident, etc.) and include the registered charity of choice. Appeals can only be filed if a team or player feels that a rule or rules were applied incorrectly. For an appeal to be considered applied for, in addition to the written request along with a fee of \$100 (cash) must be submitted to either the League Manager or the League Commissioner. Once an appeal has been properly applied for, a hearing will be scheduled which will be attended by the league manager, the League Commissioner as well as 3 other players (not from either team of the game that the incident or foul happened).

The offending player (or representative) shall have the opportunity to present his or her case in person to the committee, but shall not be present during the deliberation process.

The committee of 3 players shall have 3 options upon completion of deliberations

1. They can decrease the length of the suspension
2. They can increase the length of the suspension
3. They can maintain the length handed down by the referee in chief

If the suspension is reduced in length or over-ruled altogether, the appeal is considered won and the \$100 will be returned to the player (or player rep.) If the suspension is maintained or increased, the appeal is considered lost and the \$100 will be forwarded to a charity of the player's choosing, with a charitable donation receipt provided to the player. If no charity is chosen, then the facility will donate to a charity of their choosing, with a receipt once again going to the player.

Note that permanent suspensions or banishment from all league play are not eligible grounds for appeal. The decision of the committee shall be considered final and there will be no further avenues of appeal after that.

REFEREE USAGE DURING PLAYOFFS

All men's playoff games will now have 2 referees scheduled. One main on-field referee, plus a referee's assistant, who will manage the time clock and police the bench area. Should circumstances dictate, 2 referees can be scheduled for coed games as well.

PLAYER ELIGIBILITY FOR PLAYOFFS

To be eligible to play in the playoffs, all players must have played in a minimum of 1/3rd of their team's regular season games. Our Pointstreak system keeps track of number of games played, so team reps have access to the number of games each of their players has played. The league office reserves the right to waive this rule as they see fit in times of extreme circumstances, such as multiple players being injured and unable to play, provided that medical documentation is provided.

GAME PROTESTS

A Team may protest a game by the team rep filing a written submission with the League Manager or League Commissioner and paying a one hundred dollar (\$100.00) review fee. The protest letter must be submitted to the League Manager or League Commissioner within 24hrs of the conclusion of the scheduled regular season game.

Protests during playoffs must be made immediately after the conclusion of the scheduled playoff game. It is the responsibility of the Team Representative to verbally notify the League Manager or League Commissioner immediately following the game. Once the protest has been acknowledged the Team Rep must file a written submission and pay a one hundred dollar (\$100.00) review fee. The fee must be paid before the League Manager and League Commissioner will review the protest.

The letter must outline the basis for the protest (e.g. ineligible Player, rule interpretation, etc.) and include the registered charity of choice. Note that game calls such as missed penalty, or disallowed goal are not eligible grounds for protest. A game protest may only be filed by the Team Rep.

The League Manager or League Commissioner will convene a hearing with the Team Representative, another League Official (if the League Manager or League Commissioner deems their participation necessary), a neutral party, and the Referee involved in the game. Attendance by the opposing Team Rep is optional. If the ruling is reversed the \$100 fee will be refunded. If however, the ruling is upheld, the \$100 fee will be donated to the registered charity of the appealing Team's choice.

STANDINGS

Although the Pointstreak system will be awarding 2 points for a win and 1 for a tie, due to byes etc. standings and playoff seedings will be determined via **winning percentage within your division**, to allow for occasions where teams move from one division to another in mid-season. A forfeit or No-Show will result in a 1-0 win for their opponents

The maximum winning margin for any game will be 8 goals (so that there is less incentive to run up the score on weaker teams). Example would be that if the actual score in a game ends up 12-1, the official score will be recorded as 9-1

GAME FORFEITS

Teams that forfeit a game with less than 72 hours notice and without just cause will be made to pay a \$75 fine, which will be forwarded to their opponent of the game involved in the form of a \$75 Food & Beverage Voucher. In addition, the team that was forfeited against will be given the opportunity to pick any game from team A's remaining schedule. Example: Team A forfeits their game against Team B without an acceptable reason or notice, so Team A pays a \$75 fine and team B gets a \$75 Food & Beverage Voucher. In addition, team B gets to pick a game from team A's remaining schedule and they get to play in the place of team A. For a team to be considered "in attendance", as of the official game start time, men's teams need a minimum of 3 players + goalie and coed teams require 1 goalie plus 2 male and one female "out" players.

Playoff Scoring

Should 2 teams be tied in points and/or winning percentage when determining playoff positions, the following tiebreak method will be used.

1. Head-to-Head record
2. Goal differential (Head to Head)
3. Coin Toss