



METROPOLITIAN SOCCER LEAGUE INDOOR LEAGUE COMPETITIVE RULES

(November 8th, 2008)



GENERAL

- 1.1 The senior indoor championship is a competition organized by the M.S.L. and contains various divisions for men and women.
- 1.2 The competitions are coordinated by the Board.

PARTICIPATION CRITERIA

In order to participate in each team must:

- 2.1 Be affiliated with a Club which is in good standing with its home region and the FSQ.
- 2.2 Have a coach that is present at each game & is registered and has a coaching passport. This individual can be a player/coach.
- 2.3 Have registered and paid their league fees for the indoor season by December 5th.
- 2.4 Have created their team in the PTS REG Database.

CUPS AND AWARDS

- 3.1 The playoff awards will be provided to the winners of each division's playoffs and will become property of the winning team.
- 3.2 The M.S.L. will update commemorative annual plaque with all the names of the recipients at its own cost.

REGISTRATION

- 4.1 Team Applications must be submitted to the M.S.L. no later than October 1. The form must be signed by the Club President, Vice President, Director of Senior Soccer or Club Administrator in order to be considered, the application must contain the PTS TEAM number from the clubs winter PTS REG database.

DETERMINATION OF STANDINGS

- 5.1 The Board does the allocation of teams in the various divisions. In each division, clubs will meet in a minimum home and away matches or as determined by the Board.
- 5.2 Standings are determined by addition of points:
 - 3 points for a win
 - 1 point for a draw
 - 0 points for a loss
 - -1 point for a default
 - -4 points for a forfeit
 - A defaulted game leads to a 3-0 score (or the score stands – the better of the two for the winning team) and a 1-point loss from the standings.
 - A forfeited game leads to a 5-0 score (or the score stands – the better of the two for the winning team) and a 4-point loss from the standings. All Forfeits need to be confirmed by the Metro League Board.
- 5.3 In the event of a tie at the end of the regular season, the final standings shall be determined by the following, if 3 or more teams are tied once a team is eliminated, restart at begging at i. :
 - i. The most points won in the games between the two (2) tied teams (head-to-head games). N/A if there are more than 2 tied teams, skip to ii
 - ii. Difference between the goals for and goals against in all league games amongst all tied teams. If 3 or more team remain tied proceed to iii, otherwise restart at i.



METROPOLITAN SOCCER LEAGUE INDOOR LEAGUE COMPETITIVE RULES

(November 8th, 2008)



- iii. The goal average: the highest result when dividing the number of goals scored by the number of goals against.
 - iv. The team with the least number of goals against.
- 5.4 When a team is excluded from the championship or has been declared as forfeit during the competition, the goals for and against and the points acquired by other teams from this team will be annulled.

SCHEDULE

- 6.1 The M.S.L. will draw up the schedule and post it on the internet (www.tsisports.ca) no later than two weeks from the start of competition.
- 6.2 No changes to the approved schedule will be entertained from the clubs.

PROMOTION AND RELEGATION

- 7.1 Teams are assigned to divisions by the Board. Promotion or relegation can be used from winter to winter season.
- 7.2 The Board will decide on all events not foreseen in Article 7.1

SOCCERPLEXE

- 8.1 The field dimensions are determined by the particular complex used for the competition.

EQUIPMENT

- 9.1 Players must have on the back of their jerseys a clearly visible number. All jerseys must be the same and each player must have a different number.
- 9.2 The home team shall wear its registered colours. The visiting team shall change jerseys or wear pinnies if requested to do so by the referee.
- 9.3 Goalkeepers must wear colours distinguishing them from other players and the referee.
- 9.4 The home team must supply two game balls, failing which the referee may ask the visiting team for two game balls
- 9.5 The repair costs of any damage to the facilities are assumed by the player's team/club that he/she belongs to.

PLAYERS

- 10.1 The General Rules and Regulations of the M.S.L. apply. All official scheduled dates regarding the player registration and transactions are compulsory.
- 10.2 A maximum of (7) seven and a minimum of (5) five players can be played at any given time.
- 10.3 Players and team officials can participate in a match only when they provide to the referee their valid passports & game sheet, failing which they will forfeit the match. No other passports, documents or excuses will be accepted. The fine is payable as per the Metropolitan Soccer League table of fines. Only valid & current FSQ passports are permitted.
- 10.4 Severe penalties will be imposed on teams if the Board decides a player's conduct resulted in an incident or trouble before, during or after a match and especially for unbecoming behaviour towards the referee, officials or the public. At least a (\$50.00) fifty dollar fine will be imposed on the team and will be payable before its next game.
- 10.5 A player ejected from a match by the referee is automatically suspended for the next match played in his division or in the playoffs. The player cannot participate in any other metro competition until the player has served his



METROPOLITAN SOCCER LEAGUE INDOOR LEAGUE COMPETITIVE RULES

(November 8th, 2008)



automatic one game suspension. Ejected players cannot remain at the player bench. All suspensions, regardless of where received, must be served with the team he/she is registered with for the current season. Any remaining games left to be served will be carried over to the players next season.

- 10.6 The automatic sanction in article 10.5 cannot be confused with the more serious sanction which might be imposed by the Lac St. Louis or FSQ Discipline Committee after a hearing and a judgement having been rendered.
- 10.7 A (\$300.00) three hundred dollar fine will be imposed on the team(s) for a bench clearing infraction. The fine must be paid before their next scheduled match.
- 10.8 A player will automatically be suspended for the next match after they receive their first four (4) cautions. For each additional two (2) yellow card the player will receive additional game suspensions as outlined below.
 - 4 yellows = 1 game, 6 yellows (4 + 2) = 2 game suspension, 8 yellows (4 + 2 + 2) = 3 game suspension.
- 10.9 A team that incurs 4 or more cautions and/or ejections in any one game will be assessed a fine of **(\$50)** fifty dollars.
- 10.10 A team that incurs 25 cautions during the season will be fined **(\$50)** fifty dollars and will be fined **(\$50)** fifty dollars for each additional 5 cautions that they accumulate.
- 10.11 If a player receives a red card, the player is expelled from the match. Furthermore, the team will play shorthanded for only ten (10) minutes, and will then resume playing at full strength for the remainder of the match.
- 10.12 Teams may include a maximum of (16) sixteen players and three (3) registered team officials on the game sheet. Furthermore, names of players and team officials sitting out a suspension must be recorded on the game sheet and must be so identified. Names may not be added to the game sheet after play commences. Players arriving after the 2nd half commences will not be eligible to play.
- 10.13 A team can only utilize players registered with the club for the current season. A team playing a suspended player defaults the match and will be fined (\$25.00) twenty-five dollars payable as per the Metropolitan Soccer League table of fines.
- 10.14 Each team must register a minimum of (10) ten and a maximum of (25) twenty-five players. All teams are required to register their roster in PTS REG prior to their first game, failing which the Board will default the game. Players requiring temporary winter releases must obtain them prior to the team's 1st game, if the team plays a non-released player the team will default any game he/she participates in and will be fined as per the table of fines.
- 10.15 For clubs with more than one team, player (including goalkeepers) movement will be limited to call-up a maximum of (3) three players per game. If a club has more than 1 team in a given division a reserve player may only play for one of the teams in the higher division (team bound). A player may be called up for a maximum of 5 games total if he/she plays a 6th game he/she will become part of that teams permanent roster (The Club must move this player in PTS REG to the higher level team prior to their next game. Call-ups to different division are not cumulative a reserve may play 5 games per higher division. The number of call-up players going into Div 1 AA, per game, is unlimited, and they can participate in an unlimited amount of games.
- 10.16 Players wishing to switch teams/clubs, may do so prior to Dec 31st. They must inform the M.S.L. administrator which team/club they will be leaving and which team/club they will be joining, if they are switching clubs they must obtain a temporary winter release and have there passport modified to reflect the new club. If they are switching teams into a different class they need to ensure their passport is upgrade or downgraded to the correct class for the division of his/her new team. The player must sit out 2 games between the switch.
- 10.17 Clubs may register up to a total of three (3) U17 and/or U18 players per team. With the permission of the Metro League Board they may register additional U17 and/or U18 players. The player(s) previous summer age category is the one they will be classified as for the winter season.



METROPOLITIAN SOCCER LEAGUE INDOOR LEAGUE COMPETITIVE RULES

(November 8th, 2008)



- 10.18 No U16 players may play within the Metro League, unless they have obtained an approved "double surclassement" authorization from the Quebec Soccer Federation. The player(s) previous summer age category is the one they will be classified as for the winter season.

REFEREES

- 11.1 Referees are appointed by the Lac St. Louis Regional Referee Assignor.
- 11.2 When the appointed referee fails to present themselves the 4th official will referee the game. If the 4th official is not available then the game will be rescheduled.
- 11.3 Referees must include on the game sheets their name and passport number. This information must be printed.
- 11.4 Game sheets must be placed under the door of the Lac St. Louis Regional office on the second floor of the Soccerplex suite 201. Discipline reports along with a copy of the game sheets must be sent to the L.S.L. Region within forty-eight (48) hours. In case of physical aggression towards the referee, the original discipline report is sent to the FSQ.

CLUB & TEAM RESPONSIBILITIES

- 12.1 Clubs are responsible for the conduct of their members, directors and spectators in all games in which they participate.
- 12.2 Both teams are responsible for the protection of the referee and officials in all matches.
- 12.3 Clubs are responsible to ensure that anyone who is injured is transported to a doctor or hospital.
- 12.4 Discipline cases involving players and coaches, which occur before, during or after a match, are dealt with by the L.S.L. Region Discipline Committee. All other eventualities are dealt with by the M.S.L. Board.
- 12.5 Only plastic bottles are permitted at the team benches.
- 12.6 The Board reserves the right to fine, suspend or to decide that a guilty team will forfeit a match in cases of bringing the game into disrepute, undue public criticism of any official or director, or any other act of serious misbehaviour. The referees' report and/or the report of a director in attendance at the game shall constitute grounds for action.
- 12.7 Game sheets must be complete with all the following information: (This information must be printed)
- Game #, Division, Field, Schedules Start Time, Date, Players Names (Listed Alphabetically by last names), Jersey #'s, Passports #'s, Coaches Names, Coaches Passport #'s & Player(s)/Coach(s) name(s) & passport #'s that are serving suspensions.
- Failing to do so can result in a fine of (\$25.00) twenty-five dollars.
- 12.8 The game sheet duly completed and passports must be submitted to the referee or 4th official for verification at least fifteen (15) minutes before the official kick-off time. A (\$10.00) ten dollar fine will be imposed to those teams that are not ready in time. Only players, managers and coaches with approved passports may stay of team benches. All others must make use of the bleachers.
- 12.9 The teams are responsible for entering all information from the game sheet (final score, players that participated in the game, players that scored, players that received cards, players/coaches serving suspension) in PTS LEAGUE (www.tsisports.ca) within 36 hours of the end of the game failing to do so a (\$10.00) ten dollar fine will be imposed.

WITHDRAWAL FROM COMPETITION

- 13.1 A club withdrawing a team from the competition after their entry has been confirmed must advise the M.S.L. administrator and Board immediately and could be fined up to the entire competition fee.



METROPOLITAN SOCCER LEAGUE INDOOR LEAGUE COMPETITIVE RULES

(November 8th, 2008)



- 13.2 The club will have its performance bond confiscated and penalized (\$400.00) four hundred dollars unless there are exceptional circumstances in which case the Board will decide on what action to take. The fine is payable as per the Metropolitan Soccer League table of fines.
- 13.3 All points, goals for and against from games played against this team(s) will be eliminated. Sanctions, cautions and ejections will remain.

FORFEIT & DEFAULTS

- 14.1 When one of the teams does not present itself ready to play within (15) fifteen minutes of the scheduled time, the referee will note this on the game sheet. If neither team presents itself, a default is applied to both teams. A team who decides not to complete a game and withdraws their team from the field will forfeit the game and be fined (\$400) four hundred dollars.
- 14.2 Only the Board may decide on a default or forfeit after reviewing the circumstances.
- 14.3 If one team has less than (5) five players to start the match or does not have a coach present, the match will be declared a default. A team cannot continue in the match if it has been reduced to less than (5) five players. The fine is payable as per the Metropolitan Soccer League table of fines.
- 14.4 If a team cannot present itself on the field at the scheduled time due to a "force majeure" which must be substantiated and if the team does everything within its power to arrive at the field as soon as possible, the 4th official will decide whether the match will be played. Should there be a protest the appointed committee will decide whether the match is to be replayed or not. The team causing the suspended game will be responsible for the game officials' fees.
- 14.5 If at least (35) thirty-five minutes of a game is played and the game is then stopped, it is considered completed. This does not include the eventualities of Articles 14.3 and 14.4 where the Board will make the decision.

PROTESTS, COMPLAINTS AND APPEALS

- 15.1 Any protest or complaint must be brought to the attention of the referee at the end of the match, recorded on the game sheet and must be signed by the coach in question.
- 15.2 In order for the Board to consider the protest or complaint in Article 15.1, the protest must be sent by registered mail to the M.S.L. administrator within (2) two working days of the incident or it will be disallowed. It must be accompanied with a deposit of (\$50.00) fifty dollars. Only the postmark will determine the date of forwarding.
- 15.3 A copy of the protest must be sent by registered mail to the club protested against within the same time frame specified in Article 15.2.
- 15.4 A protest will be dealt with by the appointed committee at the earliest convenience following receipt of the protest.
- 15.5 In dealing with a protest, the appointed committee will consider all of the information the protesting club has available, which had it been used through normal means, the protest could have been avoided.
- 15.6 The protest must include only one complaint. Numerous complaints arising from the same match must form the basis of as many separate protests.
- 15.7 A protest which is not preceded with a complaint in accordance with Article 15.1 will be considered invalid.
- 15.8 If the appointed committee rules in favour of the plaintiff the deposit will be refunded.
- 15.9 Where a protest is judged invalid or if it has been ruled against by the appointed committee, the deposit is confiscated.
- 15.10 The Board may upon learning of an infraction by a club of the M.S.L. rules and regulations, sanction the club in question.



METROPOLITIAN SOCCER LEAGUE INDOOR LEAGUE COMPETITIVE RULES

(November 8th, 2008)



- 15.11 The Board may impose fines as a result of infractions falling within its jurisdiction. Such fines must be settled within (15) fifteen days from the date of assessment failing which the guilty party will be suspended and all its activities will be suspended until such time as payment has been made.
- 15.12 The appointed committee has the power to delegate the judging of a protest.
- 15.13 All appeals, where applicable, are filed with the L.S.L. Appeals Committee within the guidelines specified in the Region's regulation.

COMPETITION PRIZES

- 16.1 Prizes are awarded for:

Each Regular Season Division Championship

	Men	Women
Winner	\$800.00	\$800.00
Second Place	\$400.00	\$400.00

Play-off Division Winners

	Men	Women
Winner	\$300.00	\$300.00

League Fair Play Cup

	Men	Women
Winner	\$200.00	\$200.00

FAIR PLAY COMPETITION

- 17.1 The winner of the Fair Play Competition will be the team having the least demerit points in league and play-off competitions.
- 17.2 Penalty points are calculated as follows:

<i>Infraction</i>	<i>Demerit Points</i>
Yellow Card	1
Red Card	2
Each match of suspension	2
Incident at a match	5
Abandoned match	10
Referees not protected	10

- 17.3 In case of a tie the following tie-breaking system will be used:

- Least number of red cards.
- Least number of yellow cards.
- Least number of match suspensions.
- Least number of incidents.



METROPOLITIAN SOCCER LEAGUE INDOOR LEAGUE COMPETITIVE RULES

(November 8th, 2008)



- e) Least number of abandoned matches.
- f) Least number of incidents of not protecting referees.
- g) Most wins in all games.
- h) Most wins against the other tied team.
- i) Most goals scored overall.
- j) Most goals scored against other tied team.

SPECIFIC RULES

- 18.1 Duration of games: Shall be of (2) two full halves each consisting of 25 minutes. There will be (1) minute at half time. Teams must be ready to play at the scheduled start time and must arrive at the field with game sheet in hand for passport control at least 15 minutes prior to the match. A 4th Official will verify all passports. The referee is the official timekeeper. Games are 7 vs. 7 (including the goalkeeper). Teams must have a minimum of five (5) players (including the goalkeeper) to start the game. No formal warm-up time is allotted.
- 18.2 Ball out of Bounds: Instead of throw-ins, players will play "kick-ins" from out of bounds. All opposing players must be a minimum of eighteen (18) feet (6 yards) from the ball. Ball out of bounds at either goal line will result in either a goal kick or corner kick.
- 18.3 Offside: There will be no offside in the game.
- 18.4 Goal: All field players may score from anywhere on the field with the following exception: You cannot score directly from an indirect kick or kick-in. Goalkeepers can score by throwing the ball into the opponents net. Goalkeepers can score directly with a shot from their own half.
- 18.5 Free Kicks: Direct and Indirect: Opposing players must be eighteen (18) feet (6 yards) from the ball in foul situations. Outstretched legs into the eighteen (18) feet area are considered encroachment and may result in a yellow card. Ball coming into contact with any part of the building structure while in play will result in a direct free kick for the opposing team, underneath the area where the ball made contact with the building structure. If the ball hits the building structure within the penalty area either a goal kick or a corner kick will be awarded depending on which team last touched the ball.
- 18.6 Penalty-Kick: A penalty kick will be awarded for a team player (other than the goalkeeper) handling the ball within the box, tripping in the box, and any other infraction of the rules that would result in the award of a direct free kick inside the goalkeepers box (based on F.I.F.A. rules). All players from both teams must stand behind the ball before the ball is kicked.
- 18.7 Corner-Kick: Corner-kicks are direct.
- 18.8 Center-Kick: Will be awarded to the opposing team after every goal is scored and to start each half of the game.
- 18.9 Pass-Back: Regular pass-back rules to the keeper are in effect.
- 18.10 Substitutions: Substitutions are unlimited and may take place at any time including "on the fly" in all divisions. However, players must substitute at the bench area: the player leaving the field must be at least one (1) meter from his/her bench before the new player may enter the field of play. An illegal substitution will result in an indirect free kick where the ball was last played and repeated disregard could result in a yellow card.
- 18.11 Sliding Tackles: FIFA rules will apply.
- 18.12 Yellow Card: No change from Outdoor. Referees, however, are empowered to give a five (5) minute "cooling" off when warranted. Teams will remain at full strength during cooling off period.
- 18.13 Red Card: No change from Outdoor. Any player receiving a red card will leave the field for the duration of the game. Likewise for a coach who is ejected. The team that receives the red card must play shorthanded for a period of (10) ten minutes and will then resume playing at full strength. All players and/or coaches receiving a



METROPOLITIAN SOCCER LEAGUE INDOOR LEAGUE COMPETITIVE RULES

(November 8th, 2008)



straight red card must automatically present themselves before the Discipline Committee, double-yellows resulting in a red card, may be resumed before the discipline committee.

- 18.14 General: During the course of the season, it may be deemed necessary by the League to amend the rules and regulations pertaining to the competition. All coaches and referees will be notified of any changes that may arise. All coaches must make their players aware of the RULES.

PLAY-OFFS

- 19.1 Only the top four teams in each division participate in the play-offs. In case of a tie, Article 5 will be used to determine the standings. More teams may participate in the playoffs if determined by the Board.
- 19.2 In order to be eligible to play in the playoffs, a player must have played a minimum of three (3) regular season games.
- 19.3 Each player may play for any higher division team as long as they have played at least 3 games for that higher division team during the regular season. If a player plays for a higher division team and has not played the required 3 regular season games for that team, the team will default the game **3-0**, will be disqualified from the playoffs and be fined (\$250.00) two hundred and fifty dollars. Rules 10.13 are not applicable for the playoffs.
- 19.4 Cumulative Yellow cards will continue to be counted into the playoffs as per rule 10.8. All suspension must continued to be served into the playoffs.
- 19.5 The draw will be as follows:
First Place vs. Fourth Place
Second Place vs. Third Place
- 19.6 Games will be of two (25) twenty-five minute halves and cannot end in a tie. Two (5) five minute golden goal periods will be played. If a tie still exists a winner will be determined by kicks from the penalty mark in accordance to F.I.F.A. guidelines as to the number of kicks from the penalty spot will be in force.