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The Indoor Senior Soccer League

League name

- a. The name of the league shall be the Indoor Senior Soccer League, hereinafter, referred to the ISSL.

Divisions

- a. The ISSL shall be open to all teams registered with Codiac Soccer Inc in accordance with Soccer New Brunswick Rules & Regulations.
- b. There must be a minimum of four (4) teams to operate a division.

Management of the ISSL

- a. The League Coordinator shall be responsible for developing the rules and regulations of the ISSL. The League Coordinator shall be the representative for the ISSL at the Codiac Soccer Inc AGM.
- b. Rules & regulations shall be approved at the first regular meeting of the ISSL prior to each season. Additions or changes shall be requested in writing to the League Coordinator no less than fourteen (14) days prior to the first regular meeting of the ISSL.
- c. Quorum for all meetings of the ISSL shall be fifty one percent (51%) of the paid registered teams in the ISSL.
- d. The League Coordinator shall be responsible for managing and implementing the operations functions of the ISSL.
- e. The ISSL shall be operated in accordance with the FIFA Laws of the Game and the CSA Rules & Regulations, unless otherwise stipulated in this document.

Entering the ISSL

- a. Teams shall register with Codiac Soccer Inc.
- b. Prior to the start of the season, teams shall provide:
 1. Name of team, subject to approval
 2. Name and contact information for the team coach/manager/captain
 3. Team colours and alternate jersey colours (in the absence of alternate jersey colours, teams may use pinnies)
 4. A team roster giving the names, in full of all players. A tentative team roster is to be submitted to the League Coordinator prior to the start of the season. The final roster must be provided by December 15th of the year of competition. All players on the roster must be registered with Soccer New Brunswick. Those who are not registered with Soccer New Brunswick must pay the Soccer New Brunswick Insurance Fee.
 5. Rosters shall have a maximum of 20 players.
 6. Failure to submit the final team roster by December 15th will result in the cancellation and forfeiture of all games scheduled until such time as the team roster is submitted to the ISSL.
 7. Teams must advise the league if there are any changes to the original roster submitted.

Player Eligibility

- a. Players must be registered with Soccer New Brunswick
- b. Players must be on the official game sheet provided by the league as part of the submitted roster
- c. Players 18 years of age as of December 31 of the current year may register for the league.
- d. Teams, who play an ineligible player, as determined by the League Coordinator, will forfeit the game (by a soccer of 3-0) and all associated points
- e. To participate in the ISSL playoffs, a player must:
 - i. be registered by December 15th as a ISSL player and be placed on the roster of a specified team fixed on December 15th
 - ii. be on the same specified team roster defined on December 15th that has advanced to the playoff round
 - iii. have played a minimum of four (4) games in the ISSL regular schedule as a representative of the ISSL team on whose roster the player was placed on December 15th, and the League Coordinator will check the names for eligibility. The four (4) games cannot be the last four (4) games of the regular season.

Note: A player who is injured but who attends his/her matches and is recorded on the game sheet as injured will qualify for the playoffs under section 5.e.iii.

Scheduling

- a. A draft schedule will be issues ten (10) days prior to the first day of competition.
- b. The final ISSL schedule will be distributed a minimum of five (5) days prior to the start of the season.
- c. Game sheets will be provided to the referees by the League Coordinator. Players may not be added to the roster without written permission from the League Coordinator.
- d. Once the final schedule has been issues, changes will only be made if both teams agree, in writing (email), to reschedule the game. Any such requests must be submitted to the League Coordinator, in writing, at least five (5) days prior to the scheduled game.
- e. Games may be cancelled due to exceptional circumstances (i.e. unplayable field, weather, referee's decision, covid closures etc). Such games may:
 - i. On mutual agreement of the teams involved, be recorded as a 0-0 tie, with one point awarded to each team or
 - ii. Be rescheduled at a date and time agreed upon by both teams, acting reasonably (in the opinion of the League Coordinator). The rescheduled game must be played prior to the conclusion of the regular season schedule.
- f. Teams failing to appear for a scheduled ISSL game, or who are unable to field the minimum number of four (4) allowable players shall forfeit the game by a score of 3-0.

Special Note: If a game is begun and subsequently called by the game officials for exceptional circumstances; that match will be considered official if, at anytime after the 30th minute the match is terminated.

If a game is to be cancelled for any reason other than exceptional circumstances (in the opinion of the League Coordinator), the cancelling team must make such cancellation known to the opposing team and the League Coordinator a minimum 24 hours in advance. Insufficient notice regarding the cancellation will result in the forfeit by the cancelling team of the game by a score of 3-0. If sufficient notice is given, rule 6e will apply.

Home Team Responsibilities

- a. The home team shall wear its regular colours and if the colours of the two (2) teams are similar (as judged by the referee), the away team must wear alternate colours or pinnies.

Duration of Games & Ball Size

- a. All games shall be 50 minutes in duration. There will be no overtime played in regular season ISSL games.
- b. Both the Men and Women's divisions will use FIFA quality size 5 game balls.

Substitutions

- a. Unlimited substitutions are permitted (including during playoff games).
- b. No substitutions shall be allowed for a player who has been ordered from the field of play for misconduct.

Points and Standings

- a. The winning team of each game will be awarded three (3) points.
- b. In the case of a tie at the end of play, each team will receive one (1) point.
- c. In the case of a default, the non-defaulting team will win by a score of 3-0 and be awarded three (3) points.
- d. At the end of league play, total points will determine the standings.
- e. The final standings will determine the teams' placement for ISSL playoffs.

Tie-Breaking Procedures

- a. FIFA Rule (6) Competition Rules:

6.4.4 If two (2) or more teams have an equal number of points on completion of the round robin, the following criteria shall be used, to determine the final standings:

(a) Previous Match Results

The winner of the match between two (2) teams tied in points shall be awarded the higher position (not applicable if three (3) or more teams are tied);

(b) Goals Difference

Goal difference shall be calculated by subtracting the goals conceded from goals scored. A maximum difference of five (5) goals shall be awarded in each game. The team having the greater goal difference will be awarded the higher position.

(c) Goal Average

Goals divided by goals against. A maximum difference of five (5) goals per match will be used for purposes of this rule (e.g. a 7-1 result will be counted as 6-1). The team having the greater goal average will be awarded the higher points.

(d) Least Goals Against

The team having the fewest number of goals against will be awarded the higher position; and

(e) Penalty Kicks

If two (2) teams are still tied under criteria (a) – (d), then the higher standings shall be decided by kicks from the penalty spot as follows:

i. Two teams tied:

As per FIFA Laws of the Game, at a time and place decided by the League Coordinator.

ii. Three teams tied:

Each team is designated A, B, or C. Three mini games shall be played (A v B, B v C, C v A) consisting of five (5) penalty kicks at a time and place to be decided by CSHSL. The standings after these three (3) mini games shall be ranked according to the criteria (a) – (d) above; and

iii. Four teams tied:

Each team is designated A, B, C or D. Six mini games shall be played (A v B, C v D, A v C, B v D, D v A, and C v B) to decide the final rankings as in the three (3) team case.

ISSL Playoffs

- a. Final League standings will determine the team placements for ISSL playoffs.
- b. The ISSL playoffs shall be held on dates established by the League Coordinator
- c. ISSL Playoff Format
 - i. In the event of a 4 to 7 team division:
 1. the top four (4) teams will advance to the ISSL Playoffs;
 2. the team ranked in first (1st) place will compete in a single-round knock out game against the team ranked in fourth (4th) place. The game will be held on the home field of the 1st place team;
 3. the team ranked in second (2nd) place will compete in a single-round knock out game against the team ranked in third (3rd) place. The game will be held on the home field of the 2nd place team; and
 4. the winner of (a) will play against the winner of (b) for the Championship. The game will be held on the home field of the highest-ranked team.
 - ii. All ISSL playoff games will adhere to the following format:
 1. All games shall be 50 minutes in duration (as outlined in ISSL Rule 8a).
 2. if the score remains tied, the winner shall be declared by the taking of kicks from the penalty spot, in accordance with FIFA Laws of the Game.

Code of Conduct

- a. Players, team officials and other persons involved with the ISSL are required to conduct themselves in a manner which will bring credit to the competition and the sport as a whole.
- b. Every Captain will receive a copy of the ISSL Rules and Regulations.

- c. Violations of the rules & regulations will be reviewed by the League Discipline Committee and League Coordinator.

Protests

- a. Consideration of all protests shall be made by the League Coordinator.
- b. Protests shall be sent to the League no later than twenty-four (24) hours after the conclusion of the game in question.
- c. All protests shall be submitted, in writing, to the League Coordinator, accompanied by a fee of \$25.00
- d. In the event the protest is upheld, the fee will be refunded.

Discipline

- a. The League Discipline Committee, consisting of a minimum of three (3) and a maximum of five (5) people, will be established to deal with all ISSL related disciplinary matter involving ISSL players and/or team officials in accordance with Soccer New Brunswick Rules and Regulations. If the case being reviewed concerns one of the teams, representatives from the team in question will not sit on the League Discipline Committee.
- b. A red card (ejection) will result in a minimum of a one (1) game suspension.
- c. Two (2) yellow cards (cautions) in the same game will result in a minimum of a one (1) game suspension.
- d. The accumulation of three (3) yellow cards (cautions) in the same season will result in a minimum of a one (1) game suspension.
- e. The accumulation of four (4) red cards (ejections) in the same season will result in banishment from the ISSL for a minimum of the remainder of the season.
- f. The accumulation of cards will not carry over to the playoffs. Suspensions will carry over to the playoffs.
- g. Serving suspensions:
 - ii. A suspended ISSL player must serve his/her suspension during the next scheduled ISSL game.
 - iii. The suspended person's name shall be put on the game sheet with suspended written beside it. A player must be in attendance at the game to have their suspension considered complete.
 - iv. A player suspended by the ISSL may participate in exhibition games or tournaments while serving a suspension from the ISSL, however, a suspended player may not sit out in an exhibition game or a tournament game in order to serve his/her ISSL suspension.
- h. The ISSL shall keep a database of all cautions and dismissals and will convey the information regarding suspensions to the coaches and referees.
- i. The following mandatory minimum suspensions shall be rendered for misconduct occurring in ISSL games (NOTE: any penalty stipulated below is the minimum for the cited infraction and the League Discipline Committee reserves the right to increase the consequences of the punishment parallel to the severity of the incident):

i. Players

Three cautions (within the same ISSL season)	1 game suspension
Dismissed for receiving a second caution in the same game (neither offence was directed at the game official(s)) <ul style="list-style-type: none"> ➤ First seasonal offence ➤ Second seasonal offence 	1 game suspension 3 game suspension
Dismissed for receiving a second caution in the same game (either offence was directed at the game official(s)) <ul style="list-style-type: none"> ➤ First seasonal offence ➤ Second seasonal offence ➤ Third seasonal offence 	2 game suspension 4 game suspension 8 game suspension
Dismissed for offensive, insulting or abusive language (not directed at the game official(s)) <ul style="list-style-type: none"> ➤ First seasonal offence ➤ Second seasonal offence 	1 game suspension 3 game suspension
Dismissed for offensive, insulting or abusive language (directed at the game official(s)) <ul style="list-style-type: none"> ➤ First seasonal offence ➤ Second seasonal offence ➤ Third seasonal offence 	2 game suspension 6 game suspension 3-month suspension
Dismissed for denying an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball <ul style="list-style-type: none"> ➤ First seasonal offence ➤ Second seasonal offence 	1 game suspension 2 game suspension
Dismissed for denying an opponent a goal or an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick <ul style="list-style-type: none"> ➤ First seasonal offence ➤ Second seasonal offence 	2 game suspension 4 game suspension
Dismissed for serious foul play (all other types of serious foul play) <ul style="list-style-type: none"> ➤ First seasonal offence ➤ Second seasonal offence 	2 game suspension 4 game suspension
Dismissed for spitting at an opponent or any other person <ul style="list-style-type: none"> ➤ First seasonal offence 	

➤ Second seasonal offence	4 game suspension 8 game suspension
Dismissed for violent conduct	
➤ First seasonal offence ➤ Second seasonal offence	3 game suspension 6 game suspension

ii. Team Officials

Persisting in misconduct “after receiving a warning ‘for misconduct’ from the game official” (neither offence was directed at game official)	
➤ First seasonal offence ➤ Second seasonal offence	1 game suspension 2 game suspension
Persisting in misconduct “after receiving a warning ‘for misconduct’ from the game official” (at least one offence was directed at game official)	
➤ First seasonal offence ➤ Second seasonal offence	2 game suspension 4 game suspension
Using offensive, insulting, or abusive language (not directed at the game official)	
➤ First seasonal offence ➤ Second seasonal offence	1 game suspension 2 game suspension
Using offensive, insulting, or abusive language (directed at the game official)	
➤ First seasonal offence ➤ Second seasonal offence	2 game suspension 4 game suspension

iii. Penalties

Failing to submit team’s final roster to league executive by Dec 15 th	All games scheduled will be forfeited until such time as the final roster has been submitted.
Use of an ineligible player (as determined by the ISSL league coordinator) in an ISSL game	Forfeit the game in question by a score of 3-0 and all associated points
Failing to appear for a scheduled ISSL game	Forfeit game in question by a score of 3-0.
Failing to meet all Home Team responsibilities	As deemed appropriate by the ISSL League Coordinator

At the discretion of the League Discipline Committee, any other fees, fines, bonds, and penalties may be assessed against a team or it’s players, coaches, managers and administrators.