



City of Charleston

Adult Sports

Charleston Indoor Soccer League By Laws





Objectives

To provide competitive and recreational soccer leagues in a family environment.

Eligibility

- All teams must complete a CISL roster form prior to the start of the season.
- All teams must have all League fees paid prior to the start of each season.
- No player shall be eligible to play until he has registered online in the proper division.
- All teams must post a \$80.00 performance bond prior to the start of each season. Once the season is over and teams have fully complied with these by-laws, the entire \$80.00 performance bond will be returned.
- A player may NOT play on two teams.
- Any player with outstanding red card fines or any player who has not served his suspension will not be eligible to be placed on a roster until both provisions have been completed.

Field of Play: No walls. Goal area is 42' x 15'. Goals are 2m x 3m. The penalty spot is 20' from the goal line and secondary spot for accumulated fouls is 30'. Team bench area and the scorekeeper's area must be on the same side.

Players: Five-a-side (5 players, one of whom shall be the goalkeeper). No game will be permitted to begin with less than four (4) players or continue with less than three (3) players on a team. Maximum of twelve (12) players on a team's official roster.

Game Check in: Each player must check in at the scorer's table prior to the start of the game. Any player that does not have a photo on the official roster must check with government issued ID. Official score card is kept by the CISL Score keepers and given to the CISL Commissioner at the end of the match.

This is a Non Sanctioned League. You are not covered under SCASA insurance.

All players must be 18 years old or older prior to the start of the season.

If a player is found to be ineligible, all games that the individual has participated in will be forfeited and for every game played by the ineligible player, a \$25 fine will be imposed. In addition, the captain or player who completed the check in process will also be suspended from the next match. If an ineligible player participates in league or post-season tournament play, his team will be expelled from any further play in the current league/tournament.

Roster

A team may carry a maximum of twelve (12) eligible players on the official roster. In special circumstances additional players may be carried on a team roster (i.e. police, firemen, or military). See the League Commissioner for details. Official rosters are frozen after each team's second (2nd) game.

Roster Transfer

Once a player, listed on an official roster, has played a minimum of one (1) game with that team, he cannot "switch" teams, unless he applies with the League Commissioner, for a transfer. Players may only request one (1) transfer per season and the following applies: the player must sit out for three (3) League games for his new team OR pay a \$50.00 transfer fee. The roster frozen deadline does not apply to transfers.

Uniform Policy

All teams must wear matching shirts (with numbers), shorts and socks. Players without a proper uniform MAY NOT PLAY. The home team is required to wear alternate colors if primary colors are similar. All players, except the goalkeeper, must wear soccer shorts and they are prohibited from wearing knee pads, long pants, or any garment that

extends below the knee. Goalkeepers will be allowed to wear long pants and must wear a uniform of different color from the other players

Equipment

CISL will provide low bounce Futsal game ball.

All players are prohibited from wearing any shoes that will scuff or damage gym floors. A player may not wear anything which the referee may judge to be dangerous. Players will be permitted to wear knee braces or casts, provided all hard surfaces are covered with a soft protective material and approved by the referee. No jewelry of any kind will be worn with the exception of wedding bands or religious symbols (which must be taped down). Earrings, necklaces, rings with large stones, etc are not allowed. All players MUST wear manufactured soccer shin guards. Any player attempting to play with other than manufactured shin guards will be issued a straight red card. Shin guards must be worn under the socks.

Coaches/Team Captains

The coach or team captain:

- Is the official representative of their team and the liaison to League officials.
- Is responsible for ensuring that his team is in compliance with all League by-laws.
- Is responsible for his team's conduct prior to, during and after a game while @ any CSL game facility, owned or leased by the City of Charleston. This includes each team's fans.
- Is responsible for ensuring that all players on the official roster are eligible to play in the league/post-season tournament.
- Is responsible for turning in the game day roster to the score keeper, ten (10) minutes prior to each game.
- Is the only member of a team who may initiate the protest of a game.

Forfeits

A team winning by forfeit shall receive three (3) points for a 3-0 victory. Two forfeits make your team ineligible for playoffs and you must repost \$40 to continue the season. Failure to post the additional \$40 will result in your removal from the league.

There will be no reschedules once the schedule has been released. Only reschedules will be due to unforeseen circumstances deemed so by the league.

Players Code of Conduct

The CISL Commissioner shall have full authority to take any action necessary for player or team misconduct. If more than the minimum CISL punishment is being considered, all players / teams have the right to an A&D "hearing" concerning misconduct. Any appeal of the decision of the CISL Commissioner will be heard by the Athletic Superintendent.

If a suspension occurs during the last game of the regular season, the suspension will carry over to any post-season play. If suspension occurs during team's last post-season game, the suspension will carry over to the next season the player participates in. If a player plays a game without completing the one-game suspension AND paying the \$25 reinstatement fee, all games in which the player participated will be forfeited until both provisions have been completed.

Any player or coach/captain ejected for any reason must leave the property immediately. Any ejected participant, who refuses to leave after being given a reasonable amount of time to gather their belongings and exit the property, will cause a forfeit for his team and will be suspended for an additional 2 games. In addition, that player will be subjected to the decisions of the CISL Commissioner concerning misconduct. If a game is terminated due to a team's misconduct, the offending team will forfeit the match and will lose a minimum of half their performance bond and may face further disciplinary action from CISL commissioner.

Any team that clears the benches for a fight, argument, or brawl, will immediately be suspended from further play and subjected to the decisions of the CISL Commissioner concerning misconduct. The CISL staff and employees of the Recreation Department reserve the right to ask any spectator(s) to leave the facility and property.

Players must refrain from using foul and abusive language. Any player using foul abusive language loud enough for the field to hear will be Cautioned immediately. I.E. Player misses shot screams foul language after word this should be met with a caution. Any foul abusive language directed at staff, refs, players, or spectators will be met with a red card. I.E You are a terrible bleeping ref.

Players who continue to use foul, abusive, or insulting language or any other abusive actions towards staff, refs, or other players AFTER an ejection may be suspended for an ADDITIONAL 1-2 games.

The CSL wants all foul and abusive language eliminated. The intent of this rule is to keep our League a family oriented League. The rule is not to penalize a player for swearing quietly or under his breath (unless directed at an opponent or referee), but to keep the fans from vulgarity and increase the value of the League's reputation.

If a player is shown a red card, the team the player is on must play down for 2 minutes. After the 2 minutes the team may replace the red carded player. The replacement player must be waived on by the official.

Penalty Points:

CISL Penalty Point System will be used. A) Player Penalty Points:

Caution = 4 pts / Ejection = 12 pts.

When a player reaches 12 pts., a one (1) game minimum suspension shall be imposed. Additional 12 pts. shall be a two (2) game minimum suspension. 24pts.= will have to meet with the commissioner.

Team Penalty Points: When a team reaches 36 pts., four (4) points will be deducted from the standings. Additional 12 pts. shall warrant suspension of that team from any League play.

Protests

Protests must be submitted in writing no later than 24 hours following the match being protested. A \$50.00 protest fee of a certified check or money order must also be included. If the protest is upheld, the \$50.00 will be refunded

Playoffs / Awards

Teams will be awarded three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. In case of a tie in the standings, the tie shall be broken by A) head-to-head play, B) goal differential (up to 10 per game), C) least number of goals allowed. Top 4 teams will be seeded according to the final regular season standings for the single elimination playoffs. Ref fees will increase to \$20/each for playoffs. There will be two ref's/playoff matches.

Match Termination: If a game is terminated due to a team's misconduct, the team that caused the matches termination will lose a minimum of half their performance bond and face further disciplinary action from CISL commissioner.

Officials: There will be one (1) referee for each regular season game and (2) for playoff games. The CISL reserves the right to add 2nd official as needed. Referee's match fee is \$30 per match. Each team is responsible for paying the referees ½ of the match fee (\$15) prior to the start of the game (\$20 for Playoffs). Cash only.

Pay only for the referees who show up!

Special Coed Rules

All goals count as one (1) point during regular play and PK shootouts regardless of gender. During the PK shootout, teams must alternate shooters between genders. If one gender is depleted before the other, the depleted gender shall begin another rotation. Each team must play with a minimum of two women. The game may start with 1 woman however the team must play down until a second woman arrives. Teams may never play with more than three men on the court, (Penalty = IFK). Teams may play with more than two females, however there must be at least one male on the court at all times

Length of Games

The game is two (2) 25-minute halves with a 3-minute halftime. The clock will run continuously except; during an injury, when the ball exits the field of play in an excessive manner, and whenever the referee signals so. There will be no overtime in the regular season. If the game is tied in playoffs: There will be two 5-minute golden goal periods. If the game is still tied, penalty kicks.

Start of Play

Opposing players must be at least fifteen (15) feet away prior to all kick-offs. **The ball must be played forward at the start of play.** No drop balls in the goal area. After a goal, the game shall be restarted as in the opening kick-off.

Kickoffs are indirect kicks - a goal may not be scored directly from a kickoff.

Ball in & out of play

The ball is out of play when it comes in contact with any part of the ceiling or light fixtures. The restart will be a kick-in awarded to the opposing team, to be taken at the nearest sideline. The ball is out of play when it comes in contact with any part of basketball rim or backboard. Above the Goal Area: If last touched by a defensive player, the attacking team will restart with a corner kick; if last touched by an attacking player, the defensive team will restart with a goal clearance. Above the Touch Line: the opposing team will restart with a kick-in on the touch line at the closest point to the basketball goal. Minimum of 15 ft. given on all restarts.

Scoring

A goal may be scored from anywhere on the field of play. All own goals are valid. A goal scored directly from a sideline kick-in will not be valid. Sideline Kick-ins are Indirect.

Fouls/ free Kicks

The infringements covered in this law are divided into 3 groups: Player, Team, and Disciplinary Fouls. Minimum distance of 15 ft. on restarts.

Player Fouls

Indirect Penalty Kicks: Dangerous play, delay of game, obstruction, goalkeeper charge, attempting to hit ball out of goalkeepers hands, and the following apply to goalkeeper: throws ball over center-line in air, picks up/touches back pass with hands, picks up/touches kick-in from a teammate, GK controls the ball for more than 4 seconds in their own half, touches with any part of his body on a back-pass that has been played back to him before the ball has crossed the center-line or touched by an opponent.

Direct Penalty Kicks: Kicking/attempting to kick opponent, excessive/dangerous contact against opponent, holding/pushing opponent, shoulder charge, slide tackling, handling, tripping,

A player who commits five (5) player fouls will be disqualified and will not be allowed to return to the game. Teams may substitute for a disqualified player. Referees may remove a disqualified player from his/her bench area. The scorekeeper should advise the referee/captain when a player has reached the next to last foul.

Team Fouls

All player fouls are team fouls. All team fouls must be recorded by the scorekeeper and penalized with a free kick. Each team is granted the right in each half to commit five (5) team fouls. These "5 fouls" can be defended by a wall of defensive players. At the occurrence of the 5th team foul, the scorekeeper will notify the referee. Beginning **On the 6th team foul, the team may choose a kick from the secondary penalty spot or a kick where the foul occurred.** The opposing players must also be at least fifteen (15) feet from the ball. The players, except the kicker and the defending goalkeeper, remain behind an imaginary line that is level with the ball and parallel to the goal line and outside the penalty area, at a distance of 5m from the ball. They may not obstruct the player taking the free kick. **No player, except the kicker, may cross this imaginary line until the ball is in play.** Sudden death overtime will be considered part of the second half.

Disciplinary Fouls

A player shall be cautioned if he/she commits any of the following: Unsporting behavior / Shows dissent by word or action / Persistently infringes these laws / Excessively delays the restart of play / Fails to respect the required distance from a free kick. If the game is stopped to issue a caution, it will be restarted with a kick-in for the opposing team, unless the caution was the result of a team or player foul, in which case the appropriate penalty will apply.

A player shall be sent off if he/she commits any of the following:

Serious foul play / Violent conduct / Spits at an opponent or any other person / Denies an obvious goal scoring opportunity by deliberately handling the ball / Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick / Uses offensive, insulting or abusive language / Receives a second caution in the same match. Any player / coach sent off must sit out a minimum of one (1) match and pay a \$25.00 fine before playing another match. Fines and suspensions shall be governed by the CSL Commissioner.

Penalty Kick

The kick shall be taken from the penalty mark (20 feet from the goal line). All players except the kicker and opposing GK must be outside the penalty area, at least 15 feet away and “behind the ball”. If necessary, the time of play will be extended for taking a penalty kick.

Sideline Kick in

The sideline kick-in restart is the same as a throw-in in outdoor; the ball must be placed on the sideline with one yard of where it went out of bounds and it must be stationary before being played. A goal may not be scored directly from a sideline kick-in. Any delays more than four (4) seconds in putting the ball in play from a sideline kick-in shall result in a sideline kick-in for the opposing team. Minimum distance of 15 ft. on restarts.

Goal Clearance

The goalkeeper has four (4) seconds to release the ball from their possession with their hands. Goalkeepers may not punt, drop kick, or place kick the ball on a Goal Clearance.

Corner Kick

Any delays by more than four (4) seconds in putting the ball in play from a corner kick shall result in a goal kick for the opposing team. Minimum distance of 15 ft. on restarts.

Goal Keeper Restrictions

All FIFA laws apply with the exception of the following: Goalkeepers may not throw the ball across mid-court on the fly. If this infraction occurs, an Indirect Free Kick shall be awarded to the opposing team at mid-field.

Intentional pass-backs or kick-ins, handled by the keeper will result in an indirect free kick for the opposing team to be taken from the goal area line at the point closest to where the infraction occurred. **GK cannot keep the ball in play within their own half for more than 4 seconds whether they have secured the ball with their hands or possess the ball with their feet. Penalty shall be an indirect free kick for the opposing team to be taken from the goal area line at the point closest to where the infraction occurred.** Once a goalkeeper is in possession of the ball the goalkeeper cannot get possession again until either the ball has been touched by an opposing player or has crossed the halfway line. Penalty is an IFK for the opposing team at the point of the infraction or on the goal line area at the point closest to where the infraction occurred.

Substitutions:

Teams may have unlimited substitutions on the fly. ALL players must enter/exit field through designated substitution zone (in front of the team’s bench). Player exiting the court must come completely off before the sub can come on. Improper substitutions will result in a caution. An Indirect Free Kick at the spot of the infraction shall be awarded to the opposing team for violation of the substitution policy. Rostered participants are the only ones allowed on the team bench. **Teams will not switch benches at half, instead will attack the same goal the entirety of the game.**

Misc. Rules:

NO SLIDE TACKLING IN ANY DIVISION! Results in an IFK as long as no foul was committed during the tackle. Any player who delays the game by more than four (4) seconds in putting the ball in play from a free kick or a penalty kick. These infractions shall result in an IFK for the opposing team.

10-Goal Rule: The game will be terminated and a win automatically awarded when either team leads at the half or any time during the second half of the match by 10 goals.

Alcohol/Drug Policy: Alcohol and drugs are strictly prohibited before, during or after any CSL match, at any CSL field. Coaches are responsible for their players and fans. Any team (including fans) caught with alcohol or drugs on CSL property will be removed from the schedule and forfeit their remaining games and all monies paid, including the performance bond. In addition, no refunds will be given to the team or players, which violate this policy.

Tobacco and tobacco related products are not allowed at any CSL game/ practice facility.

No player, coach, captain, spectator, or official under the influence of alcohol or drugs will be allowed to participate in any CSL game. The Charleston Police Department **WILL BE NOTIFIED.**

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