

# CALGARY POLICE INDOOR SOCCER LEAGUE

## OFFICIAL LEAGUE RULES

### INDOOR 2022-2023 SEASON



## 1) Match Play

- a) All games will be 50 minutes (2 x 25-minute halves) with a 5- minute halftime. All game times will be adhered to, so as to not cut into the play times of the upcoming games. October 2019
- b) A team will consist of five (5) players at any one time. This may consist of one (1) goalkeeper, and four (4) court players. Any team found to have more than five
- c) A match is won by the team who scores the greatest number of goals in the allotted time.
- a) League Play – The team with the most amount of accumulated league (not game) points at the end of the season is the winner of the league and will be awarded the league trophy.
  - i) The winning team in a league game will be awarded 3 points. A drawn game will result in both teams receiving 1 point. The losing team will not be awarded any points.
  - ii) In the event of a tie at the end of the regulation season the following criteria will be applied to break that tie in the corresponding order:
    - (1) Who has the higher winning percentage in all games played against all of the other league team(s), then;
    - (2) Who has the higher winning percentage in all games played against all of the other tied team(s), then;
    - (3) Who has the lowest number of goals against in league play, then;
    - (4) Who has scored the higher net aggregate points (i.e. points scored for less points score against) in all games played against all of the other tied team(s), then; August 2021
    - (5) If the teams are still tied after all factors above have been considered, a tie-breaker game will be scheduled. The winner of that game will be considered the winner.
      - (a) If the game is tied at the end of regulation play, a penalty shoot out will occur, where ALL present members of the team must shoot before the shooting sequence recommences.

## 2) Game Rules

- a) If either of the two teams has less than 3 eligible players, the game will be abandoned. Teams can use the allotted gym time to play a friendly match, whose result will not count towards league play tallies.
- b) All games will start on time as per time clock. Teams will be allowed a grace period of 5 minutes after the designated kick-off time to comply with all rules.
- c) Duration of league games shall be 2 x 25-minute halves, with a maximum 5 – minute rest period between the halves. No stoppage time will be played at the end of each half.
- d) Substitutions – There is no limit on the number of substitutions a team can make
- e) Offside Rule – The offside rule previously used is no longer in effect. No Offsides will be called. October 2013
- f) All games will be played with regulation Futsal balls
- g) Free Kicks
  - i) All free kicks will be “direct” free kicks.
  - ii) If an attacking team asks for minimum distance to be given, a stoppage in play will occur until the referee is satisfied that the defending team is a suitable distance away from the ball. Play will resume at the referee’s signal.
  - iii) A defending team must be six (6) feet from the placement of the ball.
  - iv) Any defending team member found to be less than six feet from the ball, will result in the free kick to be re-taken.
  - v) An attacking team may choose to take a free kick immediately upon being awarded a free kick; as such, the minimum distance rule will not be observed.
- h) No sliding tackles are allowed in the CPS Indoor League.
  - i) First offence will cause the player to be verbally warned by the referee
  - ii) Subsequent offences by the same player will result in that player receiving a yellow card
- i) The ball is considered out of play if it leaves the court area, touches the ceiling or any building structure overhanging the field of play.
  - i) Game Restart: A free kick will be awarded to the opponents of the team who last touched the ball, at the touchline closest to where the ball exited play.
- a) Crease – The drawn semi circle line around the net is considered the crease area

- i) The goalkeeper is only allowed to handle a ball, last touched by the opposing team, inside the crease area. A goalkeeper shall not utilize their hands outside of the crease.
  - ii) Once a goalkeeper has picked up the ball inside the crease, they will have 5 seconds to distribute the ball September 2018
  - iii) A goalkeeper can exit the crease and play the ball but may not dribble the ball back into the crease and pick it up with their hands. October 2013
  - iv) An attacker is not permitted within (or to cut through) the opponent's crease in an attempt to play the ball, whether they interfere with the goalie or not. A free kick will be given to the defending team at the point where the infringement occurred. October 2018
  - v) No sliding into the crease ("crashing the net") is allowed. A verbal warning may be issued by the referee on the first offence, depending on the severity of the infringement. Subsequent offences may result in a yellow card or expulsion from the game. October 2018
  - vi) A penalty kick shall be given to the opposing side if a goalkeeper intentionally goes outside of their crease, fouls the opponent and obstructs a clear shooting opportunity. Discretion of the referee will determine if any foul was committed by the offending goalkeeper. October 2019
  - vii) If momentum from a save carries the goalkeeper un-intentionally outside of the goal area, referee discretion will determine if any free kicks will be awarded to the opponent. October 2019
    - (1) If a referee rules that a free kick should be awarded, it will be taken 6 feet from the point where the ball crossed the line.
- b) Pass Back Rule – A goalkeeper cannot pick up a back pass if the ball was played to them by a teammate. October 2018
- i) One pass back will be allowed while Goalkeeper is in the crease. The goalkeeper will have three (3) seconds to distribute the ball
  - ii) Subsequent passes into the crease will be considered time-wasting and be ruled accordingly by the referee
  - iii) A ball must travel past the halfway line to be able to pass back to the goalkeeper in the crease, where they will again have three (3) seconds to distribute the ball.
  - iv) Players can pass back to their goalkeeper as many times as they wish, so long as the goalkeeper is outside their crease, or the ball has cleared half during play.

- c) Boarding/cornering – In order to increase player safety and maximize play, no boarding or cornering the ball is allowed.
- i) Definition of Boarding: Boarding is any contact by a player that forces an opponent to hit the perimeter wall that, in the opinion of the referee, is careless, reckless, or using excessive force.
  - ii) Mandatory Instructions for Boarding Offences: October 2009
    - (1) Any contact by a player that forces an opponent to hit the perimeter wall that in the opinion of the referee is careless, reckless or using excessive force, will result in the offending player being sent off for boarding.
    - (2) Any other contact by a player that indirectly results in an opponent hitting the perimeter wall will result in the offending player being penalized by a caution for unsporting behaviour.
    - (3) Any player who attempts to deceive the referee by falling or making contact with the boards in an effort to gain an advantage by having an opponent cautioned or sent off, will result in the offending player being penalized by a caution for unsporting behaviour.
  - iii) Definition of Cornering: Cornering is when a player stuffs the ball in the corner of the court/gym area, preventing it from being played by the opponent. August 2021
    - (1) If a ball is naturally played in the corner area, an active attempt to remove the ball from the area must be made by the team with possession of the ball.
    - (2) The opposing team must give room for the team with possession of the ball to maneuver out of the corner and play the ball.
    - (3) Discretion of the referee will be applied when ruling on a delay of game, when a team with possession of the ball corners the ball.
    - (4) Any aggressive physical contact during play when a ball is cornered will result in an automatic stoppage in play and will be ruled accordingly by the referee.

### 3) Rules of Administration

- a) Game Abandonment:
  - i) A game abandoned due to insufficient players, will not be replayed
  - ii) If a game is abandoned due to inclement weather or any other unforeseen circumstance other than the ones mentioned above, attempts to re-schedule the games will be made by the league administrators. This is not a guarantee that the game will be rescheduled.
  - iii) A result of 5-0 will be entered into the records for a team winning by default/forfeiture.
- b) Guest Players
  - i) In the event of a short roster, a team is allowed to utilize ONE (1) guest player, so long as the team has no more than FIVE (5) players in attendance.
  - ii) If a team has 3 of their own players, they are allowed to utilize ONE (1) guest player, and also recruit a SECOND guest player with the opposing team captain's (or designate) consent.
  - iii) Teams will not utilize guest players as goalies.
  - iv) Teams will not utilize guest players in a championship game. October 2019
- c) Eligible Players – Playing in the CPS Indoor league is a privilege, not a right.
  - i) Players allowed to play in the CPS indoor league, are those players that are in good standing. Player conduct, fee status, attendance and comportment are factors that can affect player eligibility (this list is by no means exhaustive).
  - ii) A player's eligibility can be revoked by the league administrators at any time, if the player's is deemed to be not in good standing.
  - iii) All player's must be 18 years or older. Photo ID will be required if age is disputed.
  - iv) Guest members, or member of a guest agency (those not employed by CPS).
    - (1) Agencies and Members not part of CPS will be reviewed on an annual basis for participation within the league. Remember that invited agencies and players are guests of the CPS and each member should strive to represent their agency well.
    - (2) All guest members must have a current, clear and valid criminal record check; unless, they work in a field where they must already hold a valid

criminal check. The League is not responsible of covering the cost of a criminal check of individual players who require a check. July 2022

v) All CPS Indoor League players will be a person of one of the following categories:

(1) *Calgary Police Service employee* – Sworn member or civilian employee

(2) *First Responder* – This includes members of the Royal Canadian Mounted Police (RCMP), CP Rail Police, CN Rail Police, Canada Border Services Agency (CBSA), Calgary Fire Department (CFD), or Alberta Health Services (AHS – Specifically EMS or First responder Nursing staff).

September 2022

(3) *Law Enforcement* – This includes members of the Alberta Sheriff's Department, Correctional Services, Calgary Transit, Calgary Bylaw, Calgary Parking Authority, or City of Calgary. September 2022

(4) *Immediate Family* or loved one of any eligible CPS members. August 2021

(5) *Grandfathered Players* – Players in good standing who have been given the privilege of playing in the past but no longer fit in to one of the above categories.

vi) The eligibility status of any potential players not part of any of the categories described in 2(K)(v) who wish to play in the CPS Indoor League will be ruled upon by the League Administration on a case-by-case basis.

vii) Any additional players that submit their names after the league has started will be added to the pool of available players. There may be a separate draft after the Christmas break to assign players to teams. All player additions will be considered on a case-by-case basis.

d) Fees – All league fees will be utilized towards administrative fees (such as referee fees), equipment maintenance and league social events.

i) League fees will be \$60 (Sixty dollars). June 2022

ii) League fees will allow players to participate for the duration of the corresponding season's league games and any subsequent playoff games.

iii) If a player joins late in the season, that player will owe the full amount of the league fees, regardless of start date.

iv) Low attendance does not preclude players from paying the full amount of the league fees.

v) League fees are subject to change from one season to another

- e) The goal of the CPS indoor soccer league is to provide access for all players to play in a fun, safe and competitive, soccer environment. Special consideration may be applied for to the league administrators, for any person that may not be able to play because of financial constraints due to special circumstances. All applications will be reviewed and decided upon by the league administrators, on a case-by-case basis. September 2022
- f) Minimum Games Played Rule – For a player to be eligible to play in the play-offs, a player must play at least twice prior to the holiday break and twice after the holiday break. Exceptions (injuries, new recruits etc.) will be ruled upon by the administration. October 2019
- g) Captain's roles and responsibilities – A team captain is the recognized designated leader of a team playing in the CPS Indoor League. The team captain will not only serve as the communication conduit between the administration and league players, but also serve to enforce the administrative and conduct rules of the league. This mean that a captain shall: October 2019
- i) Foster an air of respect and teamwork, both on and off the court.
  - ii) Ensure that all players on their team are familiar with and understand the CPS Indoor League Rules.
  - iii) Ensure that all players have paid their league fees on time.
  - iv) Ensure that all game rules are adhered to by their team.
  - v) Interject and be a leader when tempers run hot on the court.
  - vi) Bring up any refereeing, player behaviour, sportsmanship, administrative (etc.) issues with the administrative committee the week of play.
  - vii) Designate a replacement captain when not in attendance and ensure that the replacement is familiar with The League Rules.
  - viii) Perform any administrative task required by the administration for the efficient running of the league.
- h) The Administration will have a biennial draft with the assistance of the team captains. June 2022
- i) There will be a lottery held at the beginning of the draft in order to determine draft order;
- i) Draft will be conducted in snake style;
  - ii) Captains will be allowed to pick one player per round;
  - iii) Captains are only allowed to draft one designated goalie per team;

- iv) The draft will continue until all teams have a full roster (10 people per team);
- v) Teams may differ in number depending on different factors (player pool numbers, skill level of players, etc.), it is up to the team captains and board members to come to an agreement on roster numbers;
- vi) All efforts will be made to ensure that all teams are even with one another in terms of skill level and roster numbers;
- vii) On non draft years, a “mini draft” will be conducted where captains will be allowed to keep up to 3 players (One advanced player, one intermediate player and one beginner player). This will be done on a trial basis as per the request of the league captains. July 2022
- j) Gym Etiquette – All CPS Indoor Soccer League players will respect the shared CPS facilities which are utilized throughout the season. Some things to keep in mind are:
  - i) No kit bags should be stored in the weight room. All kit bags should be in the locker room or the gym foyer.
  - ii) Players must be mindful of persons using the weight room and share the space accordingly.
  - iii) Players may use Gym B (CrossFit Gym) or hallway to warm up if available.
  - iv) Teams must make every effort to vacate the playing area after their game has ended to allow the incoming teams time to warm up.
  - v) The last teams to play for the day will put away all nets and equipment.

#### 4) Code of Conduct

- a) All CPS indoor League soccer games will be governed by the following code of conduct: October 2006
- i) Profanity - There will be no profanity directed towards League members, referees, or spectators.
  - ii) Disrespect - No League members will use or infer derogatory comments, sayings, expressions, or statements toward League members, referees, or spectators.
  - iii) Intimidation - No League members will intimidate or attempt to intimidate other League members, referees, or spectators verbally or physically.
  - iv) Unruly Behavior - No League member will partake in unruly behavior that will compromise the good standing of sportsmanship of their Team or the League. This behavior can include, but is not exclusive to, the above stated behaviors toward League members, referees, or spectators. It also includes unnecessary violence during the course of play.
  - v) Fouls - All fouls will be subject to the disciplinary process as observed in the FIFA rules and regulations that apply and will be enforced by the on-site referee at the time, through the use of the yellow and red carding system.
  - vi) Breaches - Should members of the League continually breach the above stated modes of behavior, that individual's breach will be brought forth to the Disciplinary Committee comprised of three members of the League. The referee at the time of the offence will be automatically placed in the position of one of those three members. The breach will be discussed by the Committee and a suitable Disciplinary process will be followed through with the offending member. All Disciplinary decisions made by the Committee will be liaised from the Committee to the Team Captain of the offending member. Should the Team Captain wish to represent the offending member, he/she can do so by meeting with the Committee prior to its final disposition.
  - vii) All League members by virtue of their membership and participation within the League are subject to all the rules and regulations set forth by the League membership, the Disciplinary Process set forth through the Codes of Conduct, and the FIFA rules and regulations that apply to the League through the Carding system (FIFA Disciplinary Code, Articles 18, 19, 20; p. 20-22).
- b) The guiding principle of CPS Indoor League will be that of FAIR PLAY.

**FAIR PLAY is an attitude that shows itself in behaviour.**

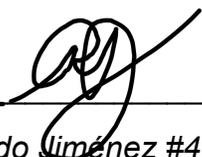
<b>Respect for others</b>	Hold your opponents and game officials in high esteem for without them there would be no game
<b>Sportsmanship</b>	Show fairness, recognize and appreciate excellence in performance and attitude regardless of team affiliation, enjoy the sport for its own sake
<b>Respect for Rules</b>	Demonstrate respect of written and unwritten rules (and the spirit of those rules) by following them
<b>Friendship</b>	Promote fellowship within the soccer community not just your own team
<b>Team Spirit</b>	Believe in each other
<b>Fair Competition</b>	Be part of a just competition; be as cooperative as you are competitive
<b>Equality</b>	Share the sport with others, regardless of creed, ethnicity or ability
<b>Integrity</b>	Do the 'right' thing, show grace when winning, good humor when losing
<b>Solidarity</b>	Be allies with one another
<b>Tolerance</b>	Acknowledge, accept and respect differences
<b>Care</b>	Maintain self-control at all times, be considerate of others

**PLAYING IS A PRIVILEGE NOT A RIGHT**

- c) Discipline – CPS Indoor Soccer League shall be governed by the latest edition of FIFA Futsal Laws of the Game. August 2021
- i) Article 18: Caution - A caution (yellow card) is a warning from the referee to a player during a match to sanction unsporting behavior of a less serious nature (cf. Law 12 of the Laws of the Game).
- (1) Two cautions received during the same match incur an expulsion (indirect red card, cf. art. 52 o)) and, consequently, automatic suspension from the next match (cf. art. 19 par. 4). The two cautions that incurred the red card are rescinded.
- (2) If a player is guilty of serious unsporting behavior as defined in Law 12 of the Laws of the Game and is sent off (direct red card), any other caution he has previously received in the same match is upheld.
- (3) A player who commits a cautionable offence will receive a two-minute penalty and their team will then play one person short.
- ii) Article 19: Expulsion - An expulsion is the order given by the referee to someone to leave the field of play and its surroundings, including the substitutes' bench, during the match. The person who has been sent off may be allowed into the stands unless he is serving a stadium ban.

- (1) Expulsion takes the form of a red card for players. The red card is regarded as direct if it sanctions serious unsporting behavior as defined by Law 12 of the Laws of the Game; it is regarded as indirect if it is the result of an accumulation of two yellow cards (cf. art. 18, par. 2).
  - (2) An official who has been sent off may give instructions to the person replacing him on the substitutes' bench. He shall, however, ensure that he does not disturb the spectators or disrupt the flow of play.
  - (3) An expulsion automatically incurs suspension from the subsequent match, even if imposed in a match that is later abandoned and/or cancelled. The Disciplinary Committee may extend the duration of the suspension.
  - (4) A player who commits an expulsionary offence will take no further part in the game and will also be suspended for next week's game. The expelled player's team will then play one person short for two minutes.
- iii) Article 20: Match Suspension - A suspension from a match is a ban on taking part in a future match or competition or to attend it in the area immediately surrounding the field of play.
- (1) The player who has been suspended shall not be included on the players' list for the match.
  - (2) If the suspension is to be served in terms of matches, only those matches played count towards execution of the suspension. If a match is abandoned, cancelled, or finally forfeited, suspension is only considered to have been served if the team to which the suspended player belongs is not responsible for the facts that led to the abandonment, cancellation or forfeit of the match.

***Agreed upon and in effect as of September 6, 2022***

  
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*Ricardo Jiménez #4969*  
**League Administrator**

  
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*Alanna Sherwood #4436*  
**League Administrator**