



CPSC ADULT INDOOR SOCCER LEAGUE RULES and REGULATIONS

Game Day Pre-Game Procedures

- Each team is required to fill out a game sheet and provide it to the referee **prior** to the start of each match. The game sheet must be legible and include your team name, players' full names and shirt numbers, the date and time, and the name of the division.

Match Duration

- All matches will consist of two 25-minute halves and a 2-minute half-time break.
- Game time shall start running at the scheduled start time, at the discretion of the referee.
- If either team is unable to have a minimum of 5 players on the field within 5 minutes after the scheduled start time, the match shall be forfeited, in favour of the team with the required number of players.
- A late arriving player, **not a call-up**, may join their team at **any time** during the match (5 minutes in, 15 minutes in, after the second half has begun, etc.).
- To be eligible, a call-up player must be on the field no later than kick-off of second half.
- In a play-off match, a player must take part in the match to be eligible to participate in tie-breaking KFTPM if the match is tied at the end of regulation.

Game Abandonment and Defaults

- Any team that does not provide the referee with a copy of their game sheet will default the match at the discretion of the AISC.
- Any team that has call-up players during a game yet does not submit a Call-Up Form will default the match at the discretion of the AISC.
- If either team is unable to have a minimum of 5 players on the field within 5 minutes after the scheduled start time, the match shall be defaulted by the team who cannot field the minimum required number of players. If both teams cannot field enough players, both teams will be recorded to have lost the match by default.
- If 35 minutes or more have been played, the final score shall be recorded as either a defaulted 2-0 or the actual game score at the time of abandonment, if the team forfeiting the match is losing. This final score selected will be the one that provides the greatest goal differential for the winning team (e.g. If the non-defaulting team is winning 5-1 when the match is abandoned, the final score will be recorded as 5-1 as the goal differential of +4 is greater than that of the defaulting 2-0).
- Any team that forfeits a match will be subject to a \$40 fine per match, to be paid in cash at Beckwith Township Municipal Office. The fine must be paid no less than 24 hours before the defaulting team's next match. The team will not be eligible to play until the fine is paid. The fine amount will be forwarded to the team that did not default/forfeit the match.