

Colonial Indoor Soccer League

2015 Rules

Rule 1: The Players

Each team will be permitted to play (6) players on the indoor soccer field at the same time, including a goalkeeper.

Rule 2: The Player's Equipment

Player's will wear their team uniforms (soccer socks) consisting of the same color, indoor gymnasium non-marking sole footwear and appropriate modest shorts/shirt (no cutoffs).

Rule 3: The Referee

The decisions of the Referee regarding facts connected with play and interpretation of the Rules is final. Referees will be Team Captains who are not involved in the current game.

Rule 4: The Duration of the Game

A regulation game consists of one (1) 20 minute running clock. The Colonial scoreboards will be utilized for managing time and score. If in the tournament, a game is tied at the end of regulation, a 5-minute sudden death Overtime period follows. If still tied, a Shootout takes place with each team taking 5 shots (teams alternate) per team. Shootouts continue until the winner is decided.

Rule 5: Start and Restarts

A kickoff from the center mark starts play at the beginning of the game and after every goal. Home team will be determined by coin flip and will take the kickoff. Restarts take place by either a Kickoff, Free Kick (after a foul), or Dropped Ball (where no team has clear possession of the ball) **and the opponent must offer minimum 5 feet of space between him/her and the ball on all restarts.**

If the ball strikes the rear of the backboard in any way or the ceiling, it results in a dead ball change of possession (i.e., free kick from the approximate spot of violation).

Rule 6: The Method of Scoring

A team scores a goal when the whole ball legally passes over the goal line. A goal may be scored from anywhere inside the indoor soccer field and can be scored directly from a Kickoff or Restart. When a male scores a goal, it is worth 1 point. When a female scores a goal, it is worth 2 points. If a male or female scores a goal from behind the center line (half-court), an additional 1 point is added to their goal value (i.e. male goal would be worth 2 points, female goal would be worth 3 points).

Rule 7: Fouls and Violations

A foul occurs if a player:

1. Holds an opponent;
2. Handles the ball (except by the Goalkeeper) with intent to gain advantage or prevent opponent from scoring goal;
3. Plays in a dangerous manner (e.g., a slide tackle, tripping, kicks ball striking ceiling lighting or uses excessive force against an opponent);
4. Impedes the progress of an opponent ("Obstruction"), or
5. Prevents the Goalkeeper from releasing the ball from his hands.

Fouls committed will result in a dead ball change of possession (i.e., free kick from the approximate spot of violation).

Rule 8: Standings

Teams will be awarded three (3) points for a win, one (1) point for a loss and (1) point for a tie. Team scores, standings and individual goals will be recorded and posted on the CHBC website. At the end of the

regular season, teams will be seeded based upon point totals (tie breakers will be determined by "margin of victory") and a single elimination tournament will decide the Colonial Indoor Soccer League Champion.

C.I.S.L.