

# **ADULT INDOOR SOCCER LEAGUE (ISL) AT PINNACLE SPORTS COMPETITION RULES**

as of September 29, 2025

## **SECTION 1. GENERAL**

### **1.01 Administration**

The Indoor Soccer League (ISL) at Pinnacle Sports are operated by Sogility (League Management).

### **1.02 General and Matters Not Provided For**

These ISL Competition Rules are enforced by Sogility. Sogility is the final authority in all matters related to the ISL not specifically provided for by the ISL Competition or Playing Rules.

### **1.03 Sessions of Play**

During the 2025-26 indoor season, the ISL will operate two (2) sessions, Winter 1 and Winter 2.

### **1.04 Pinnacle Sports Facility Rules and Policies**

Any guests on the Pinnacle Sports property shall abide by the Pinnacle Sports Facility Rules and Policies that are posted and available to Pinnacle Sports.

## **SECTION 2. TEAM ENTRIES AND ACCEPTANCE**

### **2.01 Applications Deadline**

All applications for participation in the ISL must be received by the deadline established by League Management

### **2.02 Application Process**

Team applications to participate in the ISL are to be submitted in a manner and form as determined on a seasonal year basis by the League Management.

### **2.03 Acceptance of League Rules, Decisions and Fees**

Any team applying to play in the ISL agrees to accept, abide by, and comply with all rules, and decisions of the ISL and further agrees to pay all fees that are due to the ISL for participation in the ISL by the applicable deadlines.

### **2.04 Final Authority on Team Acceptance**

League Management shall have the final authority to accept teams into the ISL.

### **2.05 Payment of Fees and Other Expenses**

Each team playing in the ISL will pay the fees and other expenses established by the League Management. The ISL is not responsible for expenses incurred by teams through travel, housing, coaching, uniforms, and other related team items.

### **2.06 Filing of Valid and Current Credit Card**

Each team must have a valid and current credit card (Visa, MasterCard or American Express) stored within the Pinnacle Sports' system at the time of registration of the session. Team registration is not complete until a valid and current credit card is filed. Thus, such team will not be permitted to play any games. As you register, you can also provide a credit card number by calling the Pinnacle Financial Department at 330-239-0616 x101.

## **SECTION 3. ADULT LEAGUE STRUCTURE**

### **3.01 Division Offerings**

For each session, League Management shall determine the divisions of play offered (Men, Women, Coed).

### **3.02 Competition Format**

For each session, the competition format shall be determined by the League Management.

### **3.03 Placement of Teams into Levels or Sub-Divisions**

For each session, if necessary, League Management shall determine the placement of teams into various levels or sub-divisions within each division.

### **3.04 Player Restriction**

Male players are not permitted to play on any Women's Team.

## SECTION 4. TEAM ROSTERS

### 4.01 Filing of Team Roster

A team representative is responsible for inviting all players to join their team through our online system. There is an instructional video on how to do this which can be found at:

<https://www.youtube.com/watch?v=IWHkAXj3ZU&feature=youtu.be>

Upon completion of this process, the system will send an invitation email to all of your players. Each player (or parent) must complete its own registration, which includes signing an online waiver, before the player is eligible to play in the League.

### 4.02 Maximum Roster Size and Minimum Age

The maximum number of players on a Team Roster is 18. Minimum age is 16 years old.

### 4.03 Revising the Team Roster

Additions to the Team Roster may be made at any time during the session.

### 4.04 Appearing on Multiple Team Rosters

Under no circumstances may a player be listed on multiple team rosters for teams that are competing in the same division. Violation of this rule may result in both teams forfeiting games that such player competed.

### 4.05 Playing of Ineligible Player

A team that plays an ineligible player shall be subject to disciplinary action including but not limited to: (a) forfeiture of the Game; (b) suspension of the team's coach; (c) expulsion of the team from the League; and/or (d) any further action(s) as determined by the League Management.

### 4.06 Guest Players

May be permitted on a case-by-case basis.

## SECTION 5. 30 AND OVER TEAM ROSTERS

### 5.01 Composition of Team Roster

All but up to two (2) players must be 30 years of age or older, although each team is permitted to have a maximum of two (2) players aged 28 or older. Age eligibility is determined using the age of player on the session's first day that division play started.

### 5.02 Proof of Age

All Players are to have a Photo ID available at the field of play prior to and during their game to confirm their age as per the Competition Rules.

### 5.03 Opponent Request

If a team suspects that the opponent is fielding a player younger than 28 years of age or fielding more than two players that are either 28 or 29 years of age, **the team manager may** report this concern to the Referee. **Whenever possible this is to be done prior to the start of the game.** The Referee will request that the suspected player(s) provide photo ID to verify age. If the game has started the player in question will be asked to leave the field of play (substituted) and the player may not enter/re-enter the game until proof of age has been provided to the Referee.

### 5.04 Failure to Provide Photo ID

If a player is found to be underage or does not provide photo ID to the Referee, the offending player is to provide the Referee with his/her full name. Referees are to report the incident by including a written report on the back of the Game Report. Offending Team Manager must confirm player's name and incident when signing the game report card (see rule 10.06).

### 5.05 Playing an Underage Player

If a player is found to be underage or cannot provide photo ID, one or more of the following may occur:

- a) If a player is found to be underage or cannot provide ID, player cannot play in the game. The game will then be played and result count towards standings.
- b) If a player is found to be underage or cannot provide ID after the game has started, the offending team will forfeit the game and a 5-0 win will be awarded to the opposition. There will be no refund of referee fees for either team.

### 5.06 Multiple Player Eligibility Violations

Should a team violate the League's player eligibility rules a second time during a session, the team will be disqualified from the league without refund.

## **SECTION 6. SCHEDULING**

### **6.01 Scheduling Games**

Games shall be scheduled by League Management. Dates and times are subject to change.

### **6.02 Scheduling Requests by Teams**

All scheduling requests must be submitted in writing prior to the registration deadline before the start of each session. The League cannot guarantee that all requests will be honored.

### **6.03 Re-Scheduling Requests**

All reschedule requests must be made in writing and accompanied by a non-refundable \$50.00 reschedule fee per game, payable at time of request. Such request can only be made at least 48 hours prior the scheduled game. The League cannot guarantee that all requests will be honored.

### **6.04 No Guarantee for Rescheduling**

League Management does not guarantee the ability to reschedule any game. Rescheduling the game may include playing the game on another day/night on the week based on our availability or as a double header wherever possible. Preference will be given to the affected team, and League Management will attempt to schedule another opponent for affected team to play at the time of the scheduled game. If this is not possible, League Management will attempt to make the game up for the affected team. This may include playing a double header, playing on another day/night of the week or playing an extra game in a following session.

### **6.05 Failure to Appear for Scheduled Game**

Failure to appear for a game shall result in the team being fined the equivalent of the referee fee to be paid by both teams. For example, if the league referee fee is \$16 per team, thus the fine would be \$32. The team's credit card on file will be charged immediately.

### **6.06 Inclement Weather**

League Management shall have the sole authority to postpone a Game due to inclement weather prior to the kick-off of a Game.

## **SECTION 7. GAME MANAGEMENT**

### **7.01 Referee Jurisdiction**

Once a game starts, the Referees has jurisdiction of the Game. The Game may be stopped, suspended, or terminated by the Referee as per the Playing Rules.

### **7.02 Responsibility of Teams for Behavior**

The Game Official (as provided by Rule 10.01), is responsible for the behavior, conduct and control of team players, support staff, supporters including but not limited to family, friends, and team management staff. Failure to abide by this rule may result in Disciplinary Action as determined by the League Management.

### **7.03 Official Game**

If the first full half of a Game is played, and the second half of the Game is not played because of unforeseen circumstances, the Game is deemed to be official, and the final score will be the score at the time the Game is terminated.

## **SECTION 8. LEAGUE STANDINGS**

### **8.01 Earning Points in Games**

The standings of teams within a competition format will be based upon the number of points earned from each Game. Teams earn points as follows: 3 points for a win; 1 point for a tie; and no points for a loss.

### **8.02 Forfeits - Score and Removal From League**

Any Game that is forfeited shall be recorded as a 5-0 score. If a Team is assessed three (3) forfeits in one session, the team will be removed from further League play with no refund of League Fees.

### **8.03 Uneven Number of Games**

In the event that the teams in a competitions format do not play the same number of Games due to unforeseen circumstances, excluding Games that teams forfeit, the League Management shall determine the Final Standings utilizing any tie-breaking procedures of Rule 5.04 that may need to be applied. League Management may also use points earned per game in determining the standings.

### **8.04 Tiebreakers**

The following tiebreaker criteria apply to the ISL competition.

#### Tiebreakers—2 Teams are Tied

- a) If 2 teams are tied on the basis of points earned, the final ranking of the teams will be determined in accordance with the following sequential criteria.
- b) Winner of head-to-head competition.
- c) Winner of most Games (all Games).
- d) Best Goal spread (goals scored minus goals against) in all Games.
- e) Most goals for.
- f) Coin Toss except if the teams that are tied are at the same location on the final Game day, kicks from the penalty spot will determine the higher ranked team.

#### Tiebreakers—3 Teams That Are Tied

If 3 teams are tied on the basis of points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the 3-way tie is broken leaving 2 teams tied, then the tiebreaker for 2 teams applies to those 2 teams.

- a) Points earned in head-to-head competition among the teams.
- b) Winner of most Games (all Games).
- c) Best Goal spread (goals scored minus goals against) in Games among the tied teams.
- d) Best Goal spread (goals scored minus goals against) in all Games.
- e) Most goals for in Games among the tied teams.
- f) Most goals for in all Games.
- g) Drawing of lots.

#### Tiebreakers—4 Teams That Are Tied

If 4 teams are tied on the basis of points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the 4-way tie is broken leaving 2 or 3 teams tied, then the tiebreaker for 2 teams or 3 teams applies, as the case may be.

- a) Points earned in head-to-head competition among the tied teams.
- b) Winner of most Games (all Games).
- c) Best Goal spread (goals scored minus goals against) in Games among the tied teams.
- d) Best Goal spread (goals scored minus goals against) in all Games.
- e) Most goals for in Games among the tied teams.
- f) Most goals for in all Games.
- g) Drawing of lots.

#### Tiebreakers—5 Teams That Are Tied

If 5 teams are tied on the basis of points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the 5-way tie is broken leaving 2, 3, or 4 teams tied, then the tiebreaker for 2 teams, 3 teams, or 4 teams applies, as the case may be.

- a) Points earned in head-to-head competition among the tied teams.
- b) Winner of most Games (all Games).
- c) Best Goal spread (goals scored minus goals against) in Games among the tied teams.
- d) Best Goal spread (goals scored minus goals against) in all Games.
- e) Most goals for in Games among the tied teams.
- f) Most goals for in all Games.
- g) Drawing of lots.

#### Tiebreakers—6 Teams That Are Tied

If 6 teams are tied on the basis of points earned, the final rankings will be determined in accordance with the following sequential criteria. If a criterion creates a situation where the 6-way tie is broken leaving 2 teams, 3 teams, 4 teams, or 5 teams tied, then the tiebreaker for 2 teams, 3 teams, 4 teams, or 5 teams applies, as the case may be.

- a) Points earned in head-to-head competition among the tied teams.
- b) Winner of most Games (all Games).
- c) Best Goal spread (goals scored minus goals against) in Games among the tied teams.
- d) Best Goal spread (goals scored minus goals against) in all Games.
- e) Most goals for in Games among the tied teams.
- f) Most goals for in all Games.
- g) Drawing of Lots.

#### Tiebreakers—Not Covered

For any situation not covered within these rules, the League Management will determine any tie-breaking procedures that may need to be applied.

## **SECTION 9. PLAYING RULES**

### **9.01 Applicable Playing Rules**

Games will be played under the applicable Indoor Soccer Leagues at Pinnacle Sports Playing Rules. Teams are responsible for obtaining and abiding by these rules.

### **9.02 Forfeit Due to Failure to Appear for Game**

Failure to appear or failure to timely appear for a scheduled Game will result in a forfeit. A team must be present and ready to play within 10 minutes of scheduled Game time.

### **9.03 Team Uniforms**

All players must wear the same-colored jerseys as their teammates, with a permanent number on the backside of the jersey/t-shirt. Goalkeeper's jersey must be a different color from both team's jersey color. In the event of a color conflict between teams, the team listed first on the team matchup on the League schedule shall change its jersey color. In the event of a color conflict with referees, the referees shall change jersey color.

### **9.04 Coaching from Sidelines**

Limited coaching is permitted. Team bench persons may not enter the field without permission from the referee.

### **9.05 Team Bench Area and Supervision**

No more than 4 team bench persons (team coaches, team administrators, and team medical staff) shall be permitted at the team bench area during a Game. A suspended team bench person is not permitted at the Team Bench Area.

## **SECTION 10. REFEREES**

### **10.01 Referee**

A Referee shall oversee each Game.

### **10.02 Referee Assignor**

The Referee will be assigned under the authority of the League Management using a local refereeing assigning group.

### **10.03 Payment of Referee**

The Referee shall be paid the appropriate fee (\$15.00 per game per team) by both teams prior to the start of a Game.

### **10.04 Filing of Referee Game Report**

The referee shall file a Game Report with League Management immediately following the Game in accordance with directives from League Management.

### **10.05 Confirmation of Game Score**

After each game, the Team Manager or Representative from each team should sign the Referee's Game Report. When doing so they confirm any recorded information is correct including (1) the Final score; and (2) the name(s) of any players or team personnel shown a Yellow or Red Card.

### **10.06 Failure to Confirm Game Score and Cards by Teams**

If the Referee does not approach a member of the team to sign the Game Report the team is responsible for making sure a member of the team approaches the Referee. If the Team Manager/Representative notices any incorrect information on the Game Report they must correct and clarify any changes with the Referee and representative from the opposing team immediately. Failure to sign and confirm information on the game sheet and sign the sheet may result in League Management imposing any discipline of team(s) that refuse to comply with this rule.

### **10.07 Referee No Show**

If a referee does not show up for a game. The game should be played as scheduled and will count towards the standings. The two teams involved can decide if they want to use a coach/club member to step in and officiate the game or play without a referee. There will be no rescheduling of the game if the referee does not show up.

## **SECTION 11. RED CARDS AND SUSPENSIONS**

### **11.01 Protocol for Red Cards**

Any player sent or team bench person that receives a Red Card during off a Game must leave the field area and leave the complex.

### **11.02 Prohibited Communication after Red Card**

Any player or team bench person who receives a Red Card is prohibited from communicating with his/her team while the team is at the field for its Game, including but not limited to cell phone use, texting, tweeting, or other means of communication. Violation of this rule may result in further disciplinary action against the individual and/or team. The

Referee is authorized to prohibit the use of any communication devices at the team bench areas.

#### **11.03 Red Cards – Automatic Suspension**

Any player or team bench person who received a Red Card is automatically be suspended for the team's next ISL Game. For a second Red Card during a session and any Red Card thereafter, the player or non-player will automatically be suspended for the team's next three (3) ISL Games. Any player or team bench person who receives a Red Card must comply with the location and communication provisions of Rule 10.02.

#### **11.04 Red Cards – Review by League Management**

All Red Cards are to be reviewed by the League Management who may determine at his/her sole discretion if an additional suspension shall be assessed.

#### **11.05 Suspensions Incurred at Last Game of Session**

If a player or non-player receives a Red Card during the last Game of the session the suspension shall be served at the team's next ISL Game or Outdoor League Game if applicable). The League Management has the right to impose additional sanctions with regard to any matters arising from participation in the ISL as the result of the sending off.

### **SECTION 12. DISCIPLINE**

#### **12.01 Violation of Competition Rules**

Any violation of these rules will be subject to disciplinary action as determined by League Management.

#### **12.02 Disciplinary Actions**

All disciplinary measures imposed by these rules and/or League Management shall be limited to an individual or team's participation in the ISL except as outlined in these Competition Rules.

#### **12.03 Review of Stopped, Suspended or Terminated Games**

Once the referee has jurisdiction of a Game, the Game may be stopped, suspended, or terminated as provided by the Playing Rules. The referee will report the termination of any Game to League Management. League Management shall ascertain the facts and determine any action, including appropriate disciplinary action, against any individual or team associated with the ISL.

#### **12.04 Termination**

If a Game is terminated at any time due to one of the teams (by action of players, coaches, team management, administrators, spectators) adjudged to be at fault as determined by League Management, it shall be at the discretion of League Management as to whether the Game is to be replayed or declared a forfeit.

### **SECTION 13. REVISIONS TO OPERATING RULES**

#### **13.01 Revisions**

League Management reserves the right to make changes to the Operating Rules at any time. League Management may distribute notice to all teams and post updates on the Pinnacle Sports website.