

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

as of December 26, 2025

## **SECTION 1. GENERAL**

### **1.01 Administration**

The Indoor Soccer League(s) (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. Both Adult and Youth Leagues will operate.

### **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 at 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 teams 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. YOUTH LEAGUE STRUCTURE**

### **3.01 Gender Age Groups**

For each session, League Management shall determine the gender age groups offered and the number of teams accepted.

### **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 Divisions**

For each session, if necessary, League Management shall determine the placement of teams into various levels or divisions within each gender age group.

### **3.04 Player Restriction**

Boys players are not permitted to play on any Girls 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**

The maximum number of players on a Team Roster is 18

### **4.03 Revising the Team Roster**

Additions to the Team Roster may be made prior to the last 2 games of the session.

## **SECTION 5. SCHEDULING**

### **5.01 Scheduling Games**

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

### **5.02 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.

### **5.03 Pre-Session League Meeting**

A League Meeting for a Representative of each entered Team shall be held prior to each session.

### **5.04 Scheduling Requests after League Meeting**

All reschedule requests made after the League Meeting must be made in writing and accompanied by a non-refundable \$50.00 reschedule fee per game, payable at time of request. Such a request can only be made at least seven (7) days prior to the scheduled game. The League cannot guarantee that all requests will be honored.

### **5.05 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 the 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.

### **5.06 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.

### **5.07 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 6. GAME MANAGEMENT**

### **6.01 Referee Jurisdiction**

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

### **6.02 Responsibility of Teams for Behavior**

The Game Official (as provided by Rule 9.01), 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.

### **6.03 Official Game**

If the first full half of a Game is played (26-minutes), 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 7. LEAGUE STANDINGS**

### **7.01 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.

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

Any Game that is forfeited shall be recorded as a 6-0 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.

### **7.03 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.

### **7.04 Tiebreakers**

The following tiebreaker criteria apply to the ISL competition:

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.

- a) Winner of head-to-head competition.
- b) Winner of most games.
- c) Best goal differential (goals for vs goals against).
- d) Least number of goals allowed.
- e) Most goals scored.
- f) Coin toss.

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.

- g) Winner of most games.
- h) Best goal differential (goals for vs goals against).
- i) Least number of goals allowed.
- j) Most goals scored.
- k) Coin toss.

### **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 8. PLAYING RULES**

### **8.01 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.

### **8.02 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.

### **8.03 Players equipment and Uniforms**

- a) Shin-guards are mandatory for all players.
- b) No jewelry such as chains/necklaces, bracelets, earrings, etc.
- c) All players must wear the same-colored jerseys as their teammates, numbers on the back are recommended. Goalkeeper's jersey must be a different color from both teams' 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.

#### **8.04 Coaching from Sidelines**

The assigned team coach is permitted to provide instructions and communications to his/her own team only, from a designated area on his/her own team bench side. Team bench persons (team coaches, team administrators, and team medical staff) may not enter the field without permission from the referee.

#### **8.05 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 9. REFEREES**

#### **9.01 Referee**

A Referee shall oversee each Game.

#### **9.02 Referee Assignor**

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

#### **9.03 Payment of Referee**

The Referee shall be paid the appropriate fee (\$16.00 per game per team) by both teams prior to the start of a Game. Exact change must be provided. No change will be made regardless of the amount of payment tendered.

#### **9.04 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. The home team will have the first choice of providing a replacement referee; if the home team is unwilling or unable to provide a replacement referee the visitor team will have the opportunity to provide a referee. There will be no rescheduling of the game if the scheduled referee does not show up.

### **SECTION 10. RED CARDS AND SUSPENSIONS**

#### **10.01 Protocol for Red Cards**

Any player sent or team bench person that receives a Red Card during a Game must leave the facility immediately.

#### **10.02 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.

#### **10.03 Red Cards – Automatic Suspension**

Any player or team bench person who receives two yellow cards resulting in a Red Card is automatically suspended for the team's next ISL Game; a direct Red Card will automatically result in a 3 game suspension. 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.

#### **10.04 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.

#### **10.05 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 11. DISCIPLINE**

#### **11.01 Violation of Competition Rules**

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

#### **11.02 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.

### 11.03 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.

### 11.04 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 12. REVISIONS TO OPERATING RULES

### 12.01 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.

## PINNACLE SPORTS FACILITY RULES & POLICIES

Use of Pinnacle's indoor and outdoor resources is a privilege, and as client, we appreciate your understanding that the facility must be kept to a high standard.

We reserve the right to charge a cleaning fee if fields, courts, or other resources are not left in the same quality or state when you arrive at the facility. You must dispose of all trash in trash cans, clean up any spills, keep your athlete's equipment in a neat and organized fashion that does not disrupt traffic flow inside the building.

Movement of any goals and equipment must be carried - pushing or dragging goals is not allowed.

As leaders in sport, you and your athletes will lead by example when it comes to teach life skills such as appreciation, sportsmanship, and respect outside of the skills that are being taught and practiced on the field. We thank you for your understanding and support on the above concerns as the last thing we want to do is deprive you of the opportunity for future participation or incur fees due to issues.

**THANK YOU FOR YOUR COOPERATION!**

## SYNTHETIC FIELD RULES & POLICIES

*Use of Pinnacle's indoor and outdoor resources is a privilege, and as client, we appreciate your understanding that the facility must be kept to a high standard.*

- **Approved Equipment Only**
- **No Metal Spikes** - Molded Cleats or Athletic Shoes Only
- **No Sports Drinks** — Water Only
- **No Food, Beverage, Gum, or Sunflower Seeds Allowed**
- **No Smoking or Tobacco Products** of Any Kind
- **No Glass** Bottles or Glass Containers of Any Kind
- **No Sharp Objects** (Tent Stakes, Corner Flags, or Chairs, or Other Objects that can penetrate the surface of the field.
- **No Chairs** Inside of the Netting/Boards or on the Playing Field
- **No Pets** of Any Kind
- **No Spectators** Inside of the Netting/Boards
- **Only Players, Coaches, and Referees are permitted on the field**
- **No Dragging or Pushing** of goals on the surface of the field. Goals must be carried.
- **No Spitting**
- **No Inappropriate Language**
- **No Hanging from the Goal Crossbar**

**PLEASE DISPOSE OF ALL TRASH INTO PROPER CONTAINERS  
THANK YOU FOR YOUR COOPERATION!**

