



VERSUS SOCCER LEAGUE

2026 Winter Indoor League Rules

Rules, Regulations & Details
about the League Operations

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PAYMENT

- All teams must follow the payment protocol of the league to be in good standings. Any team that is not in good standings will and can be either removed from the league or have their games forfeited with fines.
- Payment structure (unless otherwise noted on the registration form)
 - **1st payment of deposit**
 - **2nd payment due before the 1st game of the season (Before Feb 15/26)**
 - **Final payment in full due before the 2nd game of the season (Before Feb 22/26)**
- All fines that are incurred by any and all players, coaches & managers are the responsibility of the team, coaches, managers, and full payment is required prior to the team's next match or set payment date. If payment is not made, then the game will be defaulted and there will be a fine of \$100.00.
- The league does not accept personal cheques or company cheques, **only credit card or cash.**
- All league fees and fines are to be paid at the league office

TEAMS

- A team is considered all coaches, assistants, managers, and players
- **All teams are responsible for cleaning up their own mess after each game. Any referee catching any team that fails to clean up and leaves a mess that they created will be fined by the league \$50.00. The 2nd time the team leaves a mess that they created the league will suspend the team rep and will also be fined again another \$50.00.**
- All teams are responsible for their spectators and fans. NO PETS allowed inside TRIO Sportsplex.
- Any spectator or fan that gets rowdy during a match that is deemed uncontrollable by the ref will be asked to leave the premises. Failure to leave may result in the abandonment of the game by the ref and the default plus any incurring fines will be placed on the team that the fan or spectator belongs too.
- **All no-show teams will be given a \$200.00 fine and default loss of 3-0**
- **If a team does not provide 48 hour notice they will also lose 1 point in the overall standings.**
- **If a team defaults 2 games or more during a season they will be disqualified from the playoffs and not be allowed to participate in the playoffs plus incur all fines applicable, along with possible ejection from the league with no refunds.**
- Each team can have a roster size of 20 players registered but may only dress 15 for each game
- **The deadline to register players is **Monday March 30th, 2026**, at 5pm ET. After this date & time there will be no more signing of players as the online registration page will be closed.**
- Teams are not allowed to exceed the roster max of 20 at any time. Players must be released before the max signing
- The league reserves the right to amend or balance the divisions based on the ability, levels, skill, and number of teams/players registered

MATCH

- A team that does not have enough players to start the game (**3 players and 1 goalie**) will be given a 10-minute grace period. After which the ref will award a default to the team with not enough players
- The 10 minutes lost will not be added to the game time and the game will be played less 10 minutes

- Should the team provide the proper number of players, that team will play a maximum of 4 players and 1 goalie as a penalty for delay of game. This penalty will only be applied if the game does not start on time. The duration of the penalty will be for 10 minutes, then the team will go back to full strength of 5 players + 1 GK.
- If a player does not have the proper league ID book/card/digital they will not be allowed to play the game. **NO DIGITAL identification on Sports Engine, NO PLAY**
- Teams may only dress 15 players max per game. **Only dressed players are allowed on the bench.**
- Only registered coaches are allowed on the players bench at any time. Each team is allowed **ONE coach**
- All coaches must be listed on the game sheet
- **Any team that does not provide a proper game sheet will not be allowed to play the game. All match sheets must be signed by the team rep (Captain/ Manager etc.)**
 - **Without a proper Match Sheet/ Game Sheet – your team will forfeit and/or cancel the match**
- All games are 40 minutes unless otherwise specified by the league or ref
- Tournaments are excluded and game lengths will be identified at each tournament separately
- There are unlimited substitutions
- **There is absolutely NO slide tackling allowed. If a player is found to slide tackle the player will be punished via discretion of the referee. This also includes sliding to keep the ball in play or to score a goal from sliding.**
- If the ball hits the roof, the team that did not hit the roof will be awarded a free kick from where the ball first bounced after hitting the roof.
- **ALL JEWELRY** must be removed prior to kickoff. Players will not be permitted to play until all jewelry is removed.
- **If a player gets a yellow card the player will sit out for 2 minutes. The team would have to play with a man down for the FULL 2 minutes regardless if the other team scores or not.**
- **If the Goalie throws the ball into the opposing net the goal will not stand**
- **If there is an injury/incident on the field that significantly impacts the flow of the game the ref may freeze the clock and add additional time. This will be completely up to the ref to make the call and will not be able to be challenged**

PLAYERS

- All players must fill out an **individual registration online form** provided by the league and submit the form to the league to play.
- All players must have the proper digital identification at all games all the time
- All coaches, must be registered with the league by filling out the league online registration forms. They will have a digital identification through the Sports Engine website & app.
- If the coach does not have a coach's book/card/digital identification they will not be allowed to stay on the team bench
- **If a player or players play without a player's book/card/digital ID, with the protest of the opposing team, the player will be suspended and the game will be recorded as a default**
- **Any team wishing to challenge the eligibility of a player or players must be done 10-15 minutes prior to the start of the game**
- Once the game has started no more player books will be checked and the teams forfeit to challenge eligibility of players unless the players arrive late to the game

- **All late players must identify themselves to the ref before entering the field of play, at this point the opposing team may ask to see the players digital registration.**
- It is the responsibility of all teams to make sure they are always using legal registered players with proper league ID requirements. Failure to do so will or may result in suspensions, fines, and should something happen the team will be held legally liable for any or all actions and events that have occurred as a result of his or her negligence
- **Any use of an illegal player or players will result in the player being suspended and the team being awarded a 3-0 default loss**
- All players must play for 1 team only per division

UNIFORMS

- **Only players on the game sheet are allowed to dress and sit on the bench**
- All jerseys must have a number on the back in order to play. Any players without a number will **NOT BE ALLOWED TO PLAY; NO TAPED numbers permitted!**
- **Either official jersey with a number or WRITTEN number CLEAR and VISIBLE are allowed.**
- All teams are required to always wear the same color uniforms. Any player or players that does not have a proper colored uniform, will not be allowed to play in the game
- All teams are required to have an alternate color jersey in case there is a clash that both teams are wearing the same color
- **The league will provide pinnies for teams to wear should there be a conflict in the same jersey color for both teams. We will have a COIN TOSS to determine who wears the pennies at centre field.**
- All players must have the proper jersey, shorts, socks and shin pads at all times
- Any player without shin pads will not be allowed to play

MATCH SHEET/ GAME SHEET

- All Match Sheets will be provided by the League to the Refs before the start of each match.
- All Match Sheets must be signed prior to kick off by the team rep
- All Match Sheets will be completed at the end of each game by the refs and submitted to the league no later than that night. The Versus Soccer League website will be updated within 48 hours of the matches completion.

EQUIPMENT

- All games are to be played with a size 5 ball
- All players are to wear proper shin pads or they will not be allowed to play
- **All players must have proper soccer indoor shoes to play**

DISCIPLINE

- 1 Yellow Card \$0
- 3 yellow cards = \$20 fine & 1 game suspension
- 6 yellow cards = \$40 fine & 1 game suspension
- 9 yellow cards = \$60 fine & 1 game suspension

- After every 3 yellow card suspension the card accumulation will reset to 0 but the fines will be as mentioned and every 3 yellow cards the player will serve a suspension
- 2 yellow cards in 1 game = 1 red card and automatic 1 game suspension (if not otherwise increased by the league) and fines to be paid before the next team match
- **1 Red Card \$100.00 + automatic 2 game suspension (unless otherwise increased by the league based on the infraction)**
- **2 Red Cards \$200.00 + automatic 2 game suspension (unless otherwise increased by the league based on the infraction)**
- **3 Red Cards automatic suspension from League**

Red card fines must be paid before the teams next match (paid through credit card on file)

- All defaults are \$100.00 fine to be paid before the next game (paid through credit card on file)
- All fines and league fees are to be paid at the league office
- All suspensions and the length of each suspension will be determined by the league and discipline committee
- **Any team that uses an illegal player in a game will be given a default loss and the illegal player will be suspended from the league**
- Any suspended player that plays while under suspension will be given an extra 2 game suspension and the team will be awarded a default loss and fined accordingly
- All suspensions can be appealed with an email to the league within 48 hours of the game. All appeals must be submitted with a deposit of \$300.00 that will be given back only if the team/player wins the appealed suspension.
- No appeals will be heard or activated unless the deposit is paid in full
- All appeals will be presented in front of a disciplinary committee
- The league's decision is final and teams/players will not be allowed to re-appeal the same verdict
- Any complaints regarding referees must be submitted to the league by email

WEATHER

- Non-issue with indoor sports facilities for all fall, winter, and spring games.
- All rescheduled dates, times and locations will be done at the league's convenience

STANDINGS TIE-BREAKER

- Total Points
- Head to Head
- Goal Differential
- Most Wins
- Least Losses
- Most Goals For
- Least Goals Against
- Shoot-out

PLAYOFFS

- All playoff matches will follow the same rules and regulations of the regular season except for a tie
- At the end of the match, if the 2 teams are tied, they will go straight to Penalty Shoot-out
- **During the shoot-out, each team will send 5 players to kick the ball. After the 5 players shoot, if the score remains tied then each team will send 1 player from the field at a time until there is a winner: NO players from the BENCH are allowed to participate on the penalty shoot-out; only from 11 players on the field.**
- Each player may only shoot once until all players have taken a shot
- Once the ref has gone through the line up then it will go back to the beginning of the shoot-out order

The league reserves the right to approve or deny the acceptance of a team's application/registration form. Any rules, discipline or misconducts that are not listed in the Versus League Rules will then follow and abide by the O.S.A. (Ontario Soccer Association) Rule Book and that of FIFA rule book.