



INDOOR SOCCER RULES AND REGULATIONS

REVISED AND EFFECTIVE 1/30/2020

Items highlighted in green were revised 1-30-2020.

Administrative Rules

A-I.) PLAYER REGISTRATION/ELIGIBILITY - YOUTH Leagues:

- 1) **Age cutoffs:** This league will follow US Soccer guidelines for age cutoffs, using birth year, NOT grade level. Please see age cutoff chart for full details.
- 2) **Team Roster:** All youth players must be on a team roster, **with parent's signature** and jersey number. All youth teams are required to bring current player travel passes, copies of current player travel passes, online player passes or photo IDs for each player to all games.
- 3) **Age verification:** At the start of the season, all rostered players must provide proof of age at the administrative table set up in the lobby. A current travel player pass is sufficient for this. Players without a current travel player pass must provide a photo ID AND proof of birthdate (typically a student ID card and a birth certificate). Once the players have been verified for the season, they do NOT have to bring a birth certificate to each game, but still must have a photo ID at each game.
- 4) **Players are permitted to play for one team** in their age division per league per session. **EXCEPTION:** If two age groups are combined into 1 league (ie U10 & U11), then players from the younger age group (U10) are permitted to play on both teams from the same club. Also, in the HS divisions, a player may play for their club team and for their High School team.
- 5) **Roster Size:** The maximum number of players allowed on a team roster shall be 20 individuals. Teams may file for a special exemption if they wish to roster more than 20 players, but may not dress more than 16 players for any particular game.
- 6) **Adding Players to a team roster:** Please see the box below for guidelines on adding players to your team roster. **Note:** A player need not be present at the first game to be on a team's roster. All players' names should be printed on the roster form when it is turned in before the first game. Any players who did not sign the roster or fill in the rest of the information on the roster must do so upstairs at the front desk prior to playing in a game.
 - **Rosters are FROZEN after the team's third match.**
 - **A player must be listed on the official team roster that is on file at the Sport Center prior to participating.**
 - **A player may be added to the roster after the third match only due to injury or illness.**
 - **A written request to add a player must be submitted in person or by Email to the League Coordinator. by 5:00pm 2 days prior to the new player's first match.**
 - **The Coach/Team Captain must contact the League Coordinator and submit a written declaration from the player to be replaced verifying injury or illness as well as the new player's name and jersey number.**
 - **The new player will not be eligible to play unless all of these guidelines are met. A team is only allowed to substitute 1 player per week and a maximum of 3 players during the course of the season.**
- 7) **Guest Players:** Teams are strongly encouraged to have ALL PLAYERS that they will use for the season on their official roster. That said, we understand that sometimes, it can be a scramble to field a team on a particular day. Teams are permitted to play up to two guest players in any game, but all guest players must meet the following conditions:
 - a. Be at least one birth year younger than the age division they are guest playing for
 - b. Provide a photo ID and proof of birth date
 - c. Parent must complete and sign the Guest Player Form that can be downloaded from the league website, or obtained at the front desk. This form **MUST** be turned into the scorers' table prior to the game.

- 8) **Residency:** Schaumburg Athletic Association travel teams, Schaumburg High School, and Conant High School will automatically receive the resident rate.
- 9) **There are no refunds once the season has started**

A-II.) PLAYER REGISTRATION/ELIGIBILITY - ADULT Leagues:

- 1) All rostered adult players must be **18 years of age or older** at start of season. All adult teams must have same colored jerseys with numbers that match the same number listed on the roster. **NO NUMBER=NO PLAY!**
- 2) **Team Roster:** All teams must turn in a team roster for the season prior to the first game, and adult players' names and jersey numbers must be on the team roster, and all players must have signed the team roster before they will be eligible to play in a game.
- 3) **Game Day Sign-in** Adult league players must print their names and jersey numbers at the scorer's table on the scoresheet prior to each match. All players must have a photo ID with them, and Schaumburg Park District staff reserves the right to request players to present a photo I.D. at any time to prove roster eligibility. Any player not able to prove roster eligibility will be ejected from the game and will be suspended from play for one additional game. (BRING YOUR ID'S)
- 4) **Players are permitted to play for one team per league per season.** (see below for exception)
WOMENS LEAGUE: If a team does not have 7 players at game time, they may use **ONE** player from a different team at no penalty. If players arrive late, then the "borrowed" player must come out of the game once 7 players from a team's regular roster are present. If a team is short more than one player, additional players may be used from another team **ONLY** if the opponent agrees to it **BEFORE THE GAME**. The scorekeeper and referees must be notified if this agreement has been reached. However, the opponent cannot later protest the game if they agree to let player(s) play. If the opponent doesn't agree to it, then the options are to play short-handed, or to forfeit the game (note: the game can still be played as normal with the extra players, but the official result of the game will be a forfeit.)
- 5) **Roster Size:** The maximum number of players allowed on a team roster shall be 20 individuals. No more than 16 players may dress for any game.
- 6) **Adding Players to a team roster:** Please see the box below for guidelines on adding players to your team roster. **Note:** A player need not be present at the first game to be on a team's roster. All players' names should be printed on the roster form when it is turned in before the first game. Any players who did not sign the roster or fill in the rest of the information on the roster must do so at the scorers' table prior to playing in a game.
 - **Rosters are FROZEN after the team's third match.**
 - **A player must be listed on the official team roster that is on file at the Sport Center prior to participating.**
 - **A player may be added to the roster after the third match only due to injury or illness.**
 - **A written request to add a player must be submitted in person or by Email to the League Coordinator. by 5:00pm 2 days prior to the new player's first match.**
 - **The Coach/Team Captain must contact the League Coordinator and submit a written declaration from the player to be replaced verifying injury or illness as well as the new player's name and jersey number.**
 - **The new player will not be eligible to play unless all of these guidelines are met. A team is only allowed to substitute 1 player per week and a maximum of 3 players during the course of the season.**
- 7) **Guest Players:** No guest players are allowed
- 8) **Residency:** Resident teams must have a minimum of 60% of its players that are SPD residents to receive the resident rate. Adult teams must turn in copy of each SPD resident's driver's license with roster to receive resident rate. Schaumburg Athletic Association travel teams will automatically receive the resident rate.
- 9) **There are no refunds once the season has started.**

B) PLAYER BENCHES / PLAYERS DURING THE GAME / FORFEITS:

- 1) The MINIMUM number of players on the field is four (4) to start or continue a game.
- 2) Clock will start at scheduled game time. Late team will forfeit after 10 minutes expires.
- 3) Forfeit results in a 5-0 score. No fee reduction for forfeited games.
- 4) Teams that forfeit 3 games in one season are subject to removal from the league (with no refund) and may be prohibited from participating in future SPD leagues.

- 5) **FORFEIT PROCEDURE:** If you must forfeit a game, do both of the following:
 - Contact the Sport Center: (847) 891-1266 and provide the following info: Your team name, age division, game time, game date, field # of game, and name of opposing team.
 - Email soccer@parkfun.com and dedvorak@parkfun.com and provide that info.
 - Failure to do BOTH of these will result in a \$50 forfeit fee, which must be paid at least 48 hours before the team's next scheduled game.
- 6) All team bench personnel listed on the official roster are subject to the authority and jurisdiction of the referee(s). A maximum of two non-players (manager, coach, or trainer) are allowed on the bench.
- 7) No unauthorized or unrostered individuals may sit with the personnel during the course of the game. From start to conclusion of the game, no manager, coach, trainer or any other non-player with either team, either during play or between periods, may enter the field of play unless specifically beckoned on by the referee. **Penalty: Yellow Card or Red Card**
- 8) Adult Leagues: The Team Captain is the only individual allowed to confer with a Referee. In the event the Team Captain as stated at registration is not present, an Alternate Captain must represent the team.
- 9) Substitutions
 - **Unlimited, and on the fly (including goalkeeper changes). The player coming off the field must exit the field within 10 feet of the midfield line on their team bench side. The incoming player must enter the field at the same 10 feet area.**
 - Further, neither the player entering nor the departing player may participate in play during any period of time that they are simultaneously on the field of play.
 - An infraction of this rule by any player while the ball is in play shall result in a **yellow card**. If play is stopped to apply the penalty, the opposing team will start play with a free kick from where the ball was when play was stopped. Play may be held up for substitutions on either team's goal or goal kick; however the clock will not stop.
- 10) **Injured Player:**
 - In cases where the referee must stop the time clock for an injured player and either team's coach/trainer is requested onto the field by the referee to attend to an injured player, that player must be removed from the field and may not rejoin play until the next substitution opportunity as elected by the team's coach/trainer after the referee restarts the game. The only exception is if the team has no substitutes, in which case the player may stay on the field.
 - A player shall not be allowed to continue to play while he/she has an open wound, or blood is evident. Referees are advised that they inform the player asked to leave the field for blood that they must report to the referee before returning. An infraction of this rule by any player shall result in a yellow card.
- 11) **Injured Goalkeeper:**
 - If play is suspended more than once as a result of a team's coach/trainer being signaled to enter the field by the referee to attend to a particular injured goalkeeper, that injured goalkeeper must be removed from the field of play and shall not be permitted to rejoin play until the next substitution opportunity as elected by the team's coach/trainer after the referee restarts the game.

C) ROSTER DISPUTES AND PROTESTS

- In the event a team believes an opposing team is fielding an ineligible player, the team captain/coach should notify the field supervisor/scorekeeper **AND referee IMMEDIATELY**. Any roster disputes must be made **BEFORE THE SECOND HALF BEGINS**. A ruling will be made on the field regarding the player's eligibility. A team fielding an ineligible player will result in his/her immediate ejection from the match, and the team will play with 6 players (including the goalkeeper) on the field the rest of the match. Should a roster dispute request be made, BOTH teams will be roster-checked as follows: All members of the team must present their player pass OR a photo ID (at the start of the game if it hasn't started, OR at halftime if the game has already started when the roster-check has been requested). The team's roster on file will be checked. Any players who are not on the roster or who do not meet the age requirement will be deemed ineligible, and will be sent off. (The team must play down one player the rest of the game).

- All protests must be submitted in writing within 24 hours of the game to the Schaumburg Park District Manager of Athletics & Olympic Park.
- In order to file a protest the game, the Field Supervisor and Referees must be notified during the game and must be noted in the scorebook. Protests WILL NOT be accepted for decisions involving accuracy of judgment on part of the officials.

D) LEAGUE PLAY STANDINGS TIEBREAKERS

- Teams will receive 3 points for a WIN, 0 points for a LOSS, and 1 point for a TIE.
- In the event of a tie at the end of the regular season, final standings will be determined by the following succession of tiebreakers.
 1. Head to head results
 2. Goal differential in head to head games
 3. Goal Differential in all league games (goals scored minus goals allowed with a maximum of +5 or -5 for any single game)
 4. Least goals allowed in all league games
 5. Most goals scored in all league games

E-I.) PRIZES/AWARDS - YOUTH Leagues

- Prizes are awarded based on final regular season standings. No post-season tournament/playoffs will be played.
- All players on the Top 2 teams in each age division will receive an individual plaque, medal, or trophy.

E-II.) PRIZES/AWARDS - ADULT Leagues

- Prizes are awarded based on final regular season standings. No post-season tournament/playoffs will be played. Unless otherwise stated at start of season...
- 1st Place will receive "Sport Center League Champ" t-shirts for each rostered player, and \$300.00 prize check
- 2nd Place will receive a \$200.00 prize check

LAWS OF THE GAME

LAW 1 – THE FIELD OF PLAY

- Approximately 200 ft long by 90 ft wide.
- Field 1 is the North Field and Field 2 is the South Field.
- All leagues will play with 6.5 x 18 foot goals.

LAW 2 – THE BALL

U9 – U12 Size 4

U13 + up Size 5

All game balls will be supplied by The Sport Center unless both teams agree otherwise.

LAW 3 – THE PLAYERS:

- All age divisions are 7 v 7 (1 goalkeeper and 6 field players)
- The MINIMUM number of players on the field is four (4) to start or continue a game.
- For additional administrative rules regarding player eligibility and rosters, please see section A of the "Administrative Rules" section.

LAW 4 – THE PLAYERS' EQUIPMENT

- **NUMBERED SHIRTS:** All players must have numbered jerseys/shirts that are the same color as their teammates.
- **SHIN GUARDS:** Are required and must be completely covered by socks. Player will receive a yellow card if they enter a game without shin guards.

- **SHOES:** Cleats, gym shoes, and turf shoes are all permitted. Metal, six stud, or screw-in cleats are NOT permitted.
- **ALTERNATE JERSEYS:** All teams must bring an alternate color shirt. In the event of a color conflict, the team listed as the AWAY team on the schedule must change.
- One of the players must wear a goalkeeper jersey, which clearly distinguishes him or her from all other players and the referee(s).

Dangerous Equipment:

- Players shall not be permitted to wear **baseball caps, jewelry, earrings, studs, necklaces, pendants, chains, bracelets,** or any other metal adornment at any time during play.
- Rings shall not be worn, however, if a player is unable to remove a ring, the player may heavily tape the ring to the finger to ensure, to the referee(s) satisfaction that it does not present a danger to any player.
- Fitbits and orthopedic equipment such as arm or leg braces shall be padded, and no exposed hard plastic or metal is permitted.
- No hard casts (even if padded by ace bandages, bubble wrap, or a soft covering)
- No glasses (Safety sport glasses/goggles, glasses with safety strap are permitted)
- No spitting or chewing gum on the field.
- Referees have final discretion over what constitutes “dangerous equipment.”

LAW 5 – THE REFEREE

One or two (of equal authority) shall be responsible for control of the game and has that authority from the moment he/she is at the field until he/she leaves the area. **The referee’s decisions regarding play are final.**

LAW 6 – THE OTHER MATCH OFFICIALS

Field Supervisors operate the time and scoreboard details and are responsible for administrative tasks related to the operation of the league.

LAW 7 – THE DURATION OF THE MATCH

- a.) U9-U19 League - 2 x 22 minutes
- b.) Adult Leagues – 2 x 25 minutes
 - Time shall only be stopped in case of a significant delay for injury and as otherwise determined necessary by the referee.
 - There are no overtime periods in normal regular season play.

LAW 8 – THE START AND RESTART OF PLAY (Forfeits, Kickoffs & Dropped Balls)

- 8.1 Clock will start at scheduled game time. Late team will forfeit after 10 minutes expires.
- 8.2 If one team forfeits, time allotted for the game may be used for scrimmage games.
- 8.3 Referees are not required to officiate scrimmages including those resulting from forfeits.
- 8.4 The HOME team kicks off to start the 1st half and VISITING team kicks off to start the 2nd half.
- 8.5 A goal may be scored directly against the opponents from a kick-off.
- 8.6 A **dropped ball** is the restart of play when the referee stops play and the Law does not require a different type of restart... The ball is in play when it touches the ground.
 - 8.7a: The referee performs a dropped ball for one player of the team that last touched the ball at the position where it last touched a player, an outside agent, or as outlined in Law 9, a match official (Exception: See 8.7b)
 - 8.7b: If the ball was in the penalty area or last touched in the penalty area at the time that play was stopped, the ball is dropped for the defending team goalkeeper in their penalty area.
 - 8.7c: All players from both teams other than the player receiving the dropped ball must remain at least 4.5 yards from the ball until it is in play.

- 8.7 If a ball strikes a light fixture or support structure above the playing field the ball will be placed directly below where the ball struck the object or structure. The team who did NOT touch the ball last will take the **indirect free kick**. If inside the defending team's penalty area the ball will be placed at the top of the penalty area.
- 8.8 Failure to put the ball into play within 5 seconds after the referee's signal shall result in a possession being awarded to the opponent.

LAW 9 – THE BALL IN AND OUT OF PLAY

The ball is out of when it has wholly passed over the touchlines or goal lines; strikes an overhead light fixture or structure; when a goal is scored; when it touches a referee and goes directly into the goal, results in a promising attack, or changes which team has possession of the ball; or when the referee stops play. The ball is in play at all other times, including when it rebounds from goalpost, or touches a referee while not meeting any of the 3 above criteria.

LAW 10 – DETERMINING THE OUTCOME OF THE MATCH (SCORE)

The following applies only to YOUTH & WOMENS LEAGUES:

Anytime there is a differential of 5 to 7 goals the team behind may add 1 player to the field. If there becomes a differential of 8 or more goals, a second extra may be added. An ejected player may not re-enter the game regardless of the score.

If at any time the goal differential is 10 goals or more, the Field Supervisor (or scorekeeper) will not add goals to winning team's score on the scoreboard.

LAW 11 – OFFSIDE

There is no offside penalty

LAW 12 – FOULS AND MISCONDUCT

• **12.1 FOULS:**

A direct free kick shall be awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referee to be careless, reckless, or using excessive force:

- 12.1-1 Kicks or attempts to kick an opponent.
- 12.1-2 Strikes, or attempts to strike an opponent.
- 12.1-3 Trips or attempts to trip an opponent.
- 12.1-4 Jumps at an opponent.
- 12.1-5 Charges an opponent
- 12.1-6 Pushes an opponent.
- 12.1-7 Tackles or challenges an opponent

A DIRECT free kick is also awarded to the opposing team if a player commits any of the following five offenses:

- 12.1-7 Spits at or bites an opponent. **(Automatic Red Card)**
- 12.1-8 Holds an opponent.
- 12.1-9 Impedes the progress of an opponent WITH contact.
- 12.1-10 Throws an object at the ball, an opponent or a match official, or makes contact with the ball with a held object.
- 12.1-11 Handles the ball deliberately (i.e. Carries, strikes, or propels the ball with his hand or arm) unless he/she is the keeper within his/her own penalty area. If the keeper deliberately handles the ball inside his/her her penalty area when not permitted to do so (ie a pass back from a teammate), an indirect free kick from the top of the penalty area is rewarded to the opponent.

An INDIRECT free kick is also awarded to the opposing team if a player commits any of the following offenses:

- 12.1-12 Impedes the progress of an opponent WITHOUT contact.
- 12.1-13 Prevents the goalkeeper from releasing the ball into play.
- 12.1-14 Plays in a dangerous manner. This includes any type of slide tackle. A YELLOW CARD WILL BE ISSUED FOR ALL SLIDE TACKLES, regardless of if a foul is committed

by doing the slide tackle. *Note: Sliding to play the ball is not necessarily a dangerous play or a slide tackle offense (i.e. sliding to save the ball from going out of play). The vicinity to the opponent is the determining factor.* **EXCEPTION: Age U14 and younger: The referees may use their discretion as to whether or not to immediately issue a yellow card, or to issue a warning to the offending player/team first. The referee should still call a foul for all slide tackles ages U14 and younger.**

- 12.1-14a *Slide Tackle in the Penalty Area.* If the defending player (including the keeper) makes a clean slide tackle, it is a **DIRECT** free kick for the opposing team from the top of the penalty area. The ball is to be placed on the top of the penalty area so the ball is centered to the goal (there is no mark), regardless of where the slide tackle took place as long as it was in the penalty area. The defending team is allowed to place a wall 5 yards from the ball.
- 12.1-14b *Slide Tackle in conjunction with a penalty foul in the penalty area.* If the slide tackle was not clean, such as from behind, cleats up, follow through onto opposing players shin, etc. *it will result in a Penalty Kick.* The ball is placed in the same location as mentioned in 12.1-13a but the defending team's players as well as the attacking team's players must be outside the penalty area, behind the ball and 5 yards from the kicker. If time runs out *after* the call was made, allow the penalty kick. All players from the field except the keeper and the kicker will be removed from the field.

12.2 Goalkeeper Restrictions:

- Unless stated otherwise, all violations listed below shall result in an indirect free kick awarded to the opponents at the top of the penalty area.
- 12.2-1 The goalkeeper, having had control of the ball in his/her hands and having released it from his/her hands to be played by him/herself or a teammate, shall not touch the ball with his/her hands again until it has been touched or played by an opponent. As in outdoor, the keeper may dribble or air dribble the ball while maintaining it within his/her control (i.e. No double possession).
- 12.2-2 A keeper may not at any time handle a ball intentionally played to him/her from a teammate's foot. An accidental or unintentional deflection or mis-kick by a teammate that the keeper handles shall not be penalized.
- 12.2-3 The ball may be played from a teammate's head, chest or thigh (but not the foot) to his/her keeper without penalty. However, trickery to intentionally circumvent this rule shall result in the showing of a yellow card for unsporting behavior. The restart shall be a indirect free kick by the opponent from the spot where the attempted circumvention originated OR at the top of the penalty area if the infraction occurred in the penalty area.
- 12.2-4 A goalkeeper who handles the ball within the penalty area shall have 5 seconds to distribute the ball.
- 12.2-5 A goalkeeper who gains possession of the ball outside of the penalty area may dribble it into the penalty area, and may then pick it up if they choose to.
- 12.2-6 The goalkeeper may not punt or drop kick the ball. Their only options of redistributing the ball after picking it up, or either throwing/rolling it to a teammate, or setting it down/or rolling it in front of them and then kicking it.

12.3 Goalkeeper Privileges:

- 12.3-1 If a player intentionally obstructs an opposing goalkeeper to prevent him/her from putting the ball into play, the referee shall award a free kick.
- 12.3-2 In cases of body contact within the penalty area between an attacker and an opposing keeper not in possession of the ball, the referee shall stop the game if, in his/her opinion, the action of the attacker was deliberate. Restart will be a free kick by the defending team from the goal area if an infraction occurred within the goal area or the point of the infraction if it occurred elsewhere within the penalty area.
- 12.3-3 Fouls committed against the goalkeeper judged by the referee to be inadvertent shall be punishable by a free kick by the keeper's team as in "12.3-2" above.
- 12.3-4 A player who intentionally commits a foul that endangers the keeper but in the opinion of the referee falls short of serious foul play shall be yellow carded. The restart will be a free kick by the keeper's team as in "12.3-2" above.
- 12.3-5 A player who intentionally charges the keeper in a violent manner or who kicks the keeper while the keeper is in possession of the ball shall be shown the red card and sent off for serious foul play.

- 12.3-6 The buildout line rules apply for U9 & U10 age groups. When the goalkeeper has possession of the ball in his/her hands, all opponents must remain behind the buildout line until the goalkeeper releases the ball.

12.4 MISCONDUCT:

A player (or coach) is cautioned and shown the yellow card if he/she commits any of the following offenses:

- 12.4-1 Is guilty of unsporting behavior (Some examples below)
 - Attempts to deceive the referee
 - Commits a direct free kick offense in a reckless manner
 - Handles the ball or commits a foul which interferes with or stops a promising attack. (Exception: If a FOUL of this type results in a penalty kick, a yellow card shall NOT be issued).
 - Handles the ball in an attempt to score a goal or unsuccessfully prevent a goal.
 - Verbally distracts an opponent.
- 12.4-2 Shows dissent by word or action
- 12.4-3 Persistently infringes upon the Laws of the Game
- 12.4-4 Delays the restart of play
- 12.4-5 Fails to respect the required distance when play is restarted with a corner kick, free kick or throw-in

A player (or coach) is sent off and shown the red card if he/she commits any of the following offenses:

- 12.4-6 Is guilty of serious foul play
- 12.4-7 Is guilty of violent conduct
- 12.4-8 Spits at or bites an opponent or any other person.
- 12.4-9 Denies the opposing team a goal or an obvious goal scoring opportunity (DOGSO) by deliberately handling the ball (this does not apply to a goalkeeper within his/her own penalty area)
- 12.4-10 Denies an obvious goal scoring opportunity (DOGSO) to an opponent moving towards the player's goal by an offense punishable by a free kick. NOTE: A "DOGSO" offense that results in a penalty kick is punishable with a yellow card
- 12.4-11 Uses offensive, insulting or abusive language and/or gestures
- 12.4-12 Receives a second YELLOW CARD (regardless of previous offense) in the same match
- **12.4-13 Yellow Carded player must serve a five (5) minute time penalty; this is not a team penalty so a team would not play short. (Adult and U15, U17 and U19 Leagues only)**
- **12.4-14 Red Carded player** is immediately ejected from the match, and must leave the field and facility immediately. The offending player is suspended for a minimum of 1 match. The team must play for the remainder of the game at a disadvantage regardless of the number of goals scored by the other team. Any player, coach, or spectator red carded, sent off, or otherwise ejected from the field of play by a referee or Sport Center staff member must immediately leave the facility. Participants will be allowed a minimal period of time to gather personal belongings and will be escorted from the facility by Sport Center staff. If the player is a minor without a parent in the facility, then they are to wait in the team room until the game ends. Police authorities will be contacted regarding any individual not leaving the facility in a respectful and expeditious manner.
 - Since substitutions are on the fly, there is not differentiation between active players and substitutes in reference to red card situations. Any player receiving a red card will result in the offending player's team playing at a disadvantage.
- **12-4-15 Schaumburg Park District staff reserves the right to review all red card situations and extend the suspension by a number of games appropriate to the offense. Any team receiving 3 red cards during the course of the season will forfeit their next game, Any team receiving 4 or more red cards during the course of the season will be removed from the league without refund and be suspended from future participation for 1 calendar year.**
- 12.4-16 The referee will stop play and eject any player or team (including bench personnel) that attempts to strike or does strike any player, official, or staff. Management will have final decision upon an investigation. Player/Team may be ejected from the session without refunds.

- 12.4-17 Any player attempting to play in a match they are suspended for will be deemed ineligible for the rest of the season and any game that they participate in illegally will be forfeited.
- **12.4-18 Players and/or teams that cause disturbances within the Sport Center including the lobby and parking lot or conduct themselves inappropriately towards Sport Center Staff will be asked to leave immediately. Inappropriate behavior may lead to a participant or team being suspended from future participation.**

LAW 13 – FREE KICKS:

- 13.1 Use FIFA laws to determine whether a direct free kick or indirect free kick is awarded. A team has 5 seconds to restart play after having been signaled to do so by the referee. If the team does not do so in the allotted time, possession is awarded to the opposing team.
- 13.2 The defending team on all free kicks must allow 5 yards (15 feet). Encroachment shall be punished in accordance with rule 12.4-5.
- 13.3 On each free kick, the ball is in play when it is kicked and clearly moves.
- 13.4 The ball may be played in any direction on free kicks.
- 13.5 The player taking the kick may not touch the ball again until it touches another player.

LAW 14 – THE PENALTY KICK

- 14.1 Position: A penalty kick is awarded for a penalty foul committed by the defense within its penalty area. All players except the keeper must be outside the penalty area and behind the ball, including the player taking the kick. The keeper may move from side to side but some part of both feet must remain at the goal line, (i.e., neither foot may be entirely in front of the goal line) until the kick is taken. **The kick is taken from the top of the penalty box.**
- 14.2 In Play: The ball is in play when it is kicked and clearly moves, and must be played in a forward direction. An improper kick must be retaken.
- 14.3 Infractions: If the referee determines that the keeper has prevented a goal by coming off his/her line early, the penalty kick shall be retaken.
- 14.4 The player taking the kick may not touch the ball again until it touches another player.

- 14.5 A team has 5 seconds to restart play after having been signaled to do so by the referee. If the team does not do so in the allotted time, a kick at the top of the same penalty area shall be awarded to the opposing team.

LAW 15 – THE THROW-IN

- A goal *cannot* be scored directly from a throw-in, in other words it's treated as an **Indirect Kick**.
- The player taking the throw may not touch the ball again until it touches another player.
- To execute a legal throw-in, the thrower must meet the following criteria when releasing the ball
 - Face the field of play
 - Have part of both feet either on or behind the touchline upon releasing the ball
 - Deliver the ball with both hands from over and behind the head
- The defending team on all throw-ins must allow 2 meters. Encroachment shall be punished in accordance with rule 12.4-5.
- If an opponent unfairly distracts or impedes the thrower, he/she is cautioned for unsporting behavior and shown a yellow card.
- Any throw-in not properly taken (not on the touchline) will result in a change of possession and throw-in from the same spot for the opposing team.

- A team has 5 seconds to restart play after having been signaled to do so by the referee. If the team does not do so in the allotted time, a kick-in at the same spot shall be awarded to the opposing team.

- If the ball never enters the field of play, the throw-in is retaken from the same spot.

LAW 16 – THE GOAL KICK

- A goal may be scored directly from a goal kick, but only against the opposing team.
 - Opponents must remain outside the penalty area until the ball is in play
 - The kicker does not play the ball a second time until it has touched another player
 - The ball is in play when it is kicked and clearly moves
 - The buildout line rules apply for U9 & U10 age groups. All opponents must remain behind the buildout line until the ball is put into play by the goal kick.
- A team has 5 seconds to restart play after having been signaled to do so by the referee. If the team does not do so in the allotted time, a corner kick shall be awarded to the opposing team.

LAW 17 – THE CORNER KICK

- A goal may be scored directly from a corner kick, but only against the opposing team.
- The ball is in play when it is kicked and moves.
- The kicker does not play the ball a second time until it has touched another player
- The defending team on all corner kicks must allow 5 yards (15 feet). Encroachment shall be punished in accordance with rule 12.4-5.
- A team has 5 seconds to restart play after having been signaled to do so by the referee. If the team does not do so in the allotted time, a goal kick shall be awarded to the opposing team.

FACILITY INFORMATION:

- Schaumburg Park District will not be held responsible for LOST, STOLEN, or DAMAGED property.
- All teams must use bathrooms or Team Rooms for changing clothes and storage of personal belongings. No bags are allowed on soccer fields.
- Schaumburg Park District insurance does not cover any injuries sustained while participating in activities at The Sport Center. Players play at their own risk.
- Please help keep the facility clean and damage free by using the garbage cans provided and by reporting any acts of vandalism to the supervisors immediately.
- Smoking is not permitted inside The Sport Center.
- No alcoholic beverages are allowed inside The Sport Center or on its grounds including the parking lot. Players deemed under the influence of a controlled substance by Sport Center staff will not be allowed to participate.
- No food, beverages (except water), gum, chewing tobacco, sunflower seeds, or other spitting substances are allowed on the fields. Penalty for violation of the above rule can result in immediate ejection.
- All youth teams must have adult supervision on the field. Teams are not allowed on the field or into team rooms without adult coach's supervision.
- Spectators are required to observe from the spectator viewing areas for each field.
- Please report all accidents and injuries to a Schaumburg Park District supervisor immediately.
- Players are NOT permitted to play or practice soccer outside of the playing field. Areas where soccer ball playing is not allowed include hallways, team rooms, batting tunnels, viewing areas, and basketball courts.
- Children are not allowed on the playing field during Adult League games. Please show courtesy to your fellow spectators by supervising your children while inside the facility.
- Teams are required to get a Team Room and keep their belongings in their team room, rather than bringing their equipment on the field or changing into their uniforms in public.
- Teams, coaches, and other personnel should wait until the previous game has ended before entering the field area, or the hallway immediately behind the goal on Field 1.