

DeKalb Park District - Sports and Recreation Center

Indoor Soccer Rules (rev. 2009)

Player Registration

1. All players must be registered on a team to participate in league play and all players must acquire a player registration card and pay their appropriate individual fee to play.
2. All players are permitted to register for one team and only one team per age group per session.
3. Each player and coach must sign the roster form before he/she is allowed to play or coach for that team.
4. All players' numbers must be entered on the team roster form.
5. All rosters and players cards are kept at the registration office and must be filled out completely.
6. The maximum number of players allowed on a team roster is 15 individuals.
7. Proof of age and address shall be required of all participants. (Drivers license, birth certificate passport, etc.)

General Information

1. DeKalb Park District will not be held responsible for LOST, STOLEN, or DAMAGED property.
2. DeKalb Park District insurance does not cover any injuries sustained while participating in activities at the facility. Players play at their own risk.
3. No outside food or beverages are allowed in the facility.
4. 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.
5. The facility is a smoke free building. **NO SMOKING PERMITTED ANYWHERE INSIDE THE BUILDING.**
6. **NO ALCOHOLIC BEVERAGES ARE ALLOWED IN THE FACILITY.**
7. No food, beverages, gum, chewing tobacco, sunflower seeds, spitting or like substances are allowed on the fields. Penalty for violation of the above rule may result in immediate ejection of the offender.
8. All youth teams must have adult supervision on the field.
9. Spectators are requested to observe from the balcony area on the second floor.
10. Please report all accidents and injuries to a DeKalb Park District supervisor immediately.
11. Ice packs and first aid supplies may be obtained from a DeKalb Park District supervisor.
12. No one is permitted to play soccer outside of the playing field.
13. Only participating players and **2** coaches per team are allowed on the field.
14. Please show courtesy to your fellow spectators by supervising your children while inside the facility.

Team Equipment/Safety

1. All teams must have team uniforms that are the same color, and are numbered.
2. All teams must bring an alternate color shirt. In the event of a color conflict, the **HOME TEAM MUST CHANGE.**
3. Players shall not wear anything that will be dangerous to themselves or other players (referee's discretion).
4. No hard casts (even if padded), **NO GLASSES** (only sport specific glasses/goggles are allowed) and no jewelry are allowed.
5. Footwear: flat-soled indoor shoes, gym or tennis shoes, or plastic molded soccer shoes are allowed. **No metal spikes are allowed.**

6. Mandatory: **ALL PLAYERS MUST WEAR SHIN GUARDS.**
7. Goalkeepers must wear colors, which will distinguish them from all other players and referees.
8. No spitting or chewing gum on the field. (2 minute penalty)

Soccer Rules

1. Forfeits: A team must have a minimum of 4 players to start or continue a game. Teams found guilty of playing ineligible players shall forfeit all games that ineligible players participated in. A forfeit score is 3-0 and the winning team will receive 9 ranking points.
2. Players: A team will consist of 5 field players and 1 goalkeeper. U-14 and under leagues may play 6 field players and 1 goalkeeper.
3. Tackling: **NO SLIDE TACKLING** or tackling from behind. Tackling is defined as a challenge for the ball from a player in possession of the ball. A “clean” slide tackle is considered dangerous play, and if committed in the penalty area it is a free kick from the penalty spot, not by a penalty kick. A slide tackle which makes contact with an opponent is considered a trip, and would be awarded a penalty kick if committed in the penalty area.
4. Goalkeeper Restrictions:
 - A). Goalkeeper may not hold the ball for more than 5 seconds in his/her hands.
 - B). GOALKEEPER **MAY NOT PUNT OR DROP KICK THE BALL** (Applies to ages U-16 and above). The ball may be placed on the ground but if the goalkeeper strikes a bouncing ball it will be considered a drop kick.
 - C). A goalkeeper may not pick up or control the ball with their hands a second time, having released the ball into play, without it first touching an opponent.
 - D). The goalkeeper may not play the ball with his/her hands if it has been deliberately kicked to him/her by a teammate.

*The penalty for A, B, C, and D above are a free kick from the penalty spot.
5. Delay of game:
 - A). A team has 5 seconds to put the ball into play on all restarts.
 - B). the goalkeeper has 5 seconds to release the ball into play from his/her hands.
6. Free Kicks:
 - A). All free kicks are DIRECT kicks, including kickoffs and goal kicks.
 - B). The opposing team must quickly give 5 yards (15 feet) on all kicks without being asked.
7. Time outs:
 - A). All games are played with a continuous running time clock.
 - B). The clock may be stopped for an injury or lost ball.
 - C). Only referees, timekeepers, or DPD staff are permitted to operate the clock.
 - D). Unauthorized stoppage of the game clock will result in a blue or yellow card.
 - E). At the referees discretion time may be added at the end of the game if he/she feels a team is purposely wasting time. Do not expect time to be added for naturally occurring events in the game.
 - F). Teams may not call time out during the game.
8. Restarts:
 - A). Penalty Kick
 - B). Kick-off
 - C). Restart from referee stoppage (issuance of a card, injury, placement of a wall, etc.)

*Restarts from A, B, and C require a mandatory whistle

 - D). Corner Kick

E). Goal Kick

F). *NEW* THROW-IN – all side outs will restart with a throw-in. A goal may **not** be scored on a direct throw-in (i.e., it doesn't count if it is thrown into the goal without another player, offense or defense, touching it first).

G). Free Kick

*Restarts D, E, F, and G do not require a whistle

H). Balls that strike the ceiling during the course of a game shall restart at the place on the field where the ball struck the ceiling. **EXCEPTIONS**, if a ball strikes the ceiling within the defensive team's penalty area, it will restart from the penalty spot. No whistle is needed for this restart.

9. Substitutions:

A). Substitutions are unlimited and are normally made "on the fly." The player coming off the field must exit the field within 10 feet of the midfield line. The incoming player must enter the field from the same 10-foot area either side of the midfield line.

10. Slaughter Rule:

A). 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 player may be added. This rule applies to all age groups.

11. Misconduct:

There are three cards that can be issued to any player or coach.

Blue Card: Player/coach is guilty of an indoor specific offense.

1. Spitting on the field of play
2. Chewing gum on the field of play
3. Illegal substitution
4. Slide tackling-not mandatory-warning may be given for 1st offense player/team
5. Unauthorized stoppage of the time clock

Yellow Card: Player/coach is guilty of the following offenses.

1. Is guilty of unsportsmanlike behavior
 - a. Commits a penal foul in a reckless manner.
 - b. Commits a penal foul while tackling for the ball from behind.
 - c. Commits a tactical foul designed to interfere with or impede an opposing team's attacking play.
 - d. Commits an act deemed by the referee as bringing the game into disrepute (Aggressive attitude, inflammatory behavior or taunting).
 - e. Pushes or holds (including holding the opponent's uniform) to interfere with that opponent's attacking play.
 - f. Handles the ball deliberately to interfere with an opponent's attacking play.
 - g. Handles the ball deliberately to score a goal.
 - h. Fakes an injury or exaggerates the severity of the foul.
 - i. Fakes a foul (dives) or exaggerates the severity of the foul.
 - j. Interferes with or prevents the goalkeeper from releasing the ball from his/her hands into play.
 - k. Verbally distracts an opponent during play or at a restart.
 - l. If identified as the kicker, engages in unfair deception while taking a penalty kick.
 - m. Changes jerseys with the goalkeeper during play or without the referee's permission; this is a mandatory caution for both players.

- n. Engages in trickery to circumvent the goalkeeper's limitation on handling a ball played from a teammate's foot (the defender who initiates the "tricker" is cautioned and the decision does not require that the goalkeeper actually handle the ball) this is a mandatory caution whether it occurs during dynamic play or a restart.
- 2) Shows dissent by word or action.
 - a. Verbally or through action disputes or shows contempt for an official's decision.
 - b. If playing as a goalkeeper, leaves the penalty area (not beckoned by the referee) to engage an official in debate regarding a decision.
- 3) Persistently infringes the Laws of the Game.
 - a. A single player repeatedly commits fouls or participates in a pattern of fouls directed at the opposing team.
 - b. A team repeatedly commits fouls or participates in a pattern of fouls directed at a specific opponent.
- 4) Delays the restart of play.
 - a. Kicks or throws the ball away or holds the ball to prevent a free kick restart by the opponent.
 - b. Kicks or throws the ball away or holds the ball to prevent a throw-in or corner kick by an opponent.
 - c. Excessively celebrates a goal.
 - d. Fails to return to the field upon conclusion of the halftime break, or fails to be in a correct position for a kick-off.
- 5) Fails to respect the required distance when play is restarted with a corner kick or a free kick.
 - a. Does not retire at least 5 yards (15 feet) away from an opponent's free kick.
 - b. Does not retire at least 5 yards away from an opponent's corner kick.
- 6) Receives a second "blue card" in the same match.

Red Card: Player/coach is guilty of the following offenses:

- 1) Is guilty of serious foul play
- 2) Is guilty of violent conduct
- 3) Spits at an opponent or any other person
- 4) Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his/her own penalty area).
- 5) Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kicks.
- 6) Use's offensive, insulting or abusive language.
- 7) Receives either a blue or yellow card after already having been issued a yellow card.

12. Penalties:

Blue Card: Time penalty served by the offending player. The penalty ends after 2 minutes or the opposing team scores a goal, whichever comes first. If the offense is committed by a goalkeeper, any teammate on the field of play at the time of the offense may serve the penalty.

Yellow Card: Same as blue card penalty, except goalkeepers must serve their own penalty.

Red Card: Offending player is immediately ejected from the match. The offending player is suspended for a minimum of 1 match and must pay a \$25 cash reinstatement

fee before they are eligible to play in future matches. The team must play short for a full 5 minute period, regardless of the number of goals scored by the other team. DeKalb Park District staff reserve the right to review all red card situations and extend the suspension by any number of games appropriate to the offense.

If the cardable offense is issued to a coach or player on the bench, the team must remove a player from the field of play for the duration of the penalty.

****If a blue or yellow card is issued due to a foul that is also punished by a penalty kick, the successful conversion of that penalty kick does not end the time penalty. The two-minute time period would begin after the ensuing kick off.**

13. Fighting:

A). The referee will stop play and eject any player or team (including bench personnel) that has attempted to strike any player or official. Management will have final decision upon an investigation. Player/Team will likely be ejected from the session without a refund. The team will forfeit that game and possibly all other games.

14. Referees:

A). The referee on the field is responsible for the control of the game and has the authority from the moment he/she is on the field until he/she leaves the area. The referee's decisions regarding play are final. Any individual who threatens a referee, an opponent, or staff member shall be expelled from the facility for up to 1 year.
B). Management will accept written complaints concerning referees.

15. Protests:

A). Referee judgment calls may not be protested.
B). Ineligible player protests: Protest fee is \$20 cash. It is refunded if protest is upheld.
C). Protest must be in writing no later than 48 hours after the game, otherwise protest will be dismissed.
D). Teams accused of playing ineligible players must have player(s) provide ID to be matched with name, and signature on the roster, and picture on league ID card before their next game. Teams and/or players not complying with this procedure will assume guilt and forfeit the game.

16. Game Regulations:

A). Game duration U10 – U14	2 x 20 minute half	2 minute halftime
B). Game duration U16 – U19	2 x 22 minute half	2 minute halftime
C). Game duration Adult Leagues	2 x 25 minute half	2 minute halftime

D). Clock will start at scheduled game time. Late team will forfeit after 10 minutes expire.
E). Forfeit results in a 3-0 score. No fee reduction for forfeited games.
F). The time allowed for the game may be used for practice or scrimmage.
G). Officials are not required to officiate scrimmages.

16. League Standings:

A). Win	6 points
B). Loss	0 points
C). Tie	3 points
D). Goals	1 point each up to a maximum of 3 in each game
E). Shutout	1 point

17. Tie Breakers:

A). Head to head results

- B). Least goals allowed in league games
- C). Goal differential in league games (goals scored minus goals allowed)
- D). Coin flip

WE ENCOURAGE ALL COACHES, PLAYERS, AND SPECTATORS TO OBSERVE HOUSE & FIELD RULES