

**DeKalb Park District
Sports and Recreation Center
Indoor Soccer Rules**

Player Registration

1. All players must be registered on a team to participate in league play and all players must fill out the roster and pay their appropriate individual fee to play.
2. All players are permitted to register for one team and one team only per age group, per session.
3. Each player, parent (for all players under 18 years of age), 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 are kept at the registration office and must be filled out completely.
6. Players playing in the adult leagues must show a picture ID to play.
7. Youth player age limits are by birth year. U.S. Soccer's birth year and season matrix will be used to determine age groups. Girls are allowed to play one birth year down for all youth divisions.

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. 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.
4. The facility is a smoke and vape free building. No smoking or vaping anywhere inside the building, or within 15 feet of an entrance.
5. No alcoholic beverages are permitted on the property.
6. No food, beverages other than water, chewing tobacco or sunflower seeds are allowed on the turf. Penalty for violation of the above rule may result in the immediate ejection of the offender.
7. All youth teams must have adult (18+) supervision on the field.
8. Spectators are requested to observe from the balcony area on the second floor.
9. Please report all accidents and injuries to a DeKalb Park District supervisor immediately.
10. Ice packs and first aid supplies may be obtained from a DeKalb Park District supervisor.
11. No one is permitted to play soccer outside the playing field.
12. Only participating players and 2 coaches per team are allowed on the field.
13. 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 have numbers.
2. All teams must bring an alternate color shirt. In the event of a color conflict, the HOME TEAM MUST CHANGE. The home team is listed first on the schedule.
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 safety sport specific glasses/goggles are allowed) No jewelry is allowed.
5. Footwear: Flat soled indoor shoes, gym or tennis shoe, or plastic molded soccer shoes are allowed. No metal spikes or soft ground cleats are allowed.
6. All players must wear shin guards.
7. Goalkeepers must wear colors that will distinguish them from all other players.
8. No spitting or chewing gum on the field. (a two-minute penalty can be enforced)

Soccer Rules

1. Forfeits: A team must have 4 players to start or continue a game. (16u and above. 5 players for 14u, 12u and 10u) Teams found guilty of playing with ineligible players shall forfeit any game that ineligible player participated in. A forfeit score will be recorded as 3-0, with the winning team receiving 9 points.
2. Players: A team will consist of 5 field players and a goalkeeper. U-14 and under leagues will play with 6 field players and a goalkeeper.
3. Tackling: **NO SLIDE TACKLING.** Tackling is defined as a challenge for the ball from a player while in possession of the ball. A "clean" slide tackle while in the penalty area will result in a free kick from the top of the penalty area, but not a penalty kick. A slide tackle that makes contact with an opponent is considered a trip, resulting in a penalty kick if in the penalty area. A player may slide for the ball to prevent the ball from going out of bounds or into a goal, as long as no player is within playing distance of the ball. (Referee discretion)
4. Goalkeeper restrictions:
 - A. Goalkeepers may not hold the ball for longer than 5 seconds in their hands.
 - B. Goalkeeper may not punt or drop kick the ball. (applies to 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 after releasing the ball into play without it touching an opponent.
 - D. The goalkeeper may not play the ball with their hands if it has been deliberately passed to them by a teammate. A pass is defined as a ball played below the knee.
*The penalty for A, B, C and D is a direct free kick from the top on the penalty area.

5. Delay of game:
 - A. A team has 5 seconds to put the ball in play on all restarts. The penalty is a turnover.
6. Free Kicks:
 - A. All free kicks are direct, including kickoffs and goal kicks.
 - B. The opposing team must quickly give **7 yards on all kicks without being asked.**
7. Clock Stoppage:
 - A. All games are played with a continuous running clock.
 - B. Games may be stopped for an injury or a lost ball.
 - C. Only referees, timekeepers and DPD staff are allowed to operate the clock.
 - D. Unauthorized stoppage of the game clock will result in a yellow card.
8. Restarts:
 - A. Penalty kick-Penalties are taken from the top of the penalty area.
 - B. Kick-off
 - C. Corner kicks
 - D. Goal kicks- In accordance with new IFAB laws, the ball does NOT have to leave the penalty area before it is in play. The defending team must be outside the penalty area until the ball is kicked and clearly moves by the team taking the goal kick.
 - E. Throw ins
 - F. Free Kick- In accordance with the new IFAB laws, restarts taken within the defensive penalty area do not have to leave the penalty area before considered in play. The ball is in play once the ball is kicked and clearly moves.
 - G. Balls that strike the ceiling during a game shall restart at the place on the field where the ball struck the ceiling. EXCEPTION: If the ball strikes the ceiling within the penalty area, it is moved to the top of the penalty area.
 - H. Drop balls: There are NO contested or manufactured drop balls. The team that is in possession of the ball at the time of the stoppage will be dropped the ball. They may dribble, pass or shoot once the ball is dropped to them. Opponents must be 5 yards away at the time of the drop ball. The ball is in play once the ball is dropped to the attacking team.
-If the referee is struck with the ball and either team gains an advantage, a drop ball will be awarded to the team who lost possession. The opponents must be 5 yards away.
9. Substitutions:
 - A. Substitutions are unlimited and are made on the fly. The player coming off the field must leave the field within 10 yards of the halfway line on the bench side. The incoming player must also leave the field within 10 yards of the halfway line.
10. Slaughter Rule:
 - A. Anytime there is a differential of 5-7 goals, the losing team may add 1 player to the field. Anytime there is a differential of 8 or more goals, a second player may be added. This applies to all age groups.
11. Misconduct:

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

BLUE CARD: Player or coach is guilty of an indoor specific offense.

1. Spitting on the turf
2. Chewing gum on the turf
3. Illegal substitution
4. Slide tackling (not mandatory) warning may be given for 1st offense by a player or team.
5. Too many players on the field
6. Unauthorized stoppage of the game clock

YELLOW CARD: A player or coach is guilty of the following offenses:

1. Is guilty of unsporting behavior or other cautionable offenses:
 - i. Commits a foul in a reckless manner
 - ii. Commits a tactical foul designed to interfere with or impeded the progress of an opposing team's promising attack.
 - iii. Handles the ball deliberately to interfere with an opponent's promising attack.
 - iv. Handles the ball to score a goal
 - v. Simulation
 - vi. Dissent
 - vii. Engaging the act of trickery
 - viii. Persistent infringement of the laws of the game
 - ix. Delaying the restart
 - x. Failure to respect the required distance

RED CARD:

1. Serious foul play
2. Violent conduct
3. Spitting
4. Denial of an obvious goal scoring opportunity by handling the ball
5. Abusive language
6. Two cautions

12. Penalties:

Blue and yellow cards: Time penalty will be served by the offending player. The penalty ends after 2 minutes OR when the opposing team scores a goal, whichever comes first. If the offense is committed by a goalkeeper, any teammate on the field of play may serve the penalty.

Red Card: The offending player is immediately ejected from the match and may be asked to leave the property. The offending player is suspended for a minimum of one match and must pay a \$25 re-entry fee before they are eligible to play in future matches. The offending 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 cards via video review, and either extend the suspension or rescind the offense.

If the offense is issued to a coach or player on the team 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 the penalty kick does not end the time penalty. The two-minute penalty would begin after the ensuing kickoff.

13. Fighting:

The referee will stop play and eject any player or team that has attempted to strike any player or official. Police will be called in any situation where fighting occurs.

14. Referees

- A. The referee is responsible for the control of the game and has the authority from the moment they are on the field until they leave the field. The referee's decision regarding play are final. Any individual who threatens a referee, an opponent or staff member shall be expelled from the facility. DeKalb Park District reserves the right to ban individuals from the facility for any amount of time.

15. Protests:

- A. Referee judgement calls may not be protested.
- B. Ineligible player protests: Protest fee is \$20 cash. Protest fee is refunded if the protest is upheld. Protest must be in writing no later than 48 hours after the game.
- C. Teams accused of playing with ineligible players must provide an ID or birth certificate before the next game week. Teams/players that do not complying with this procedure will assume guilt and forfeit all matches that player has played in.

16. Games Schedules:

- A. Game schedules for each session will be posted on dekalbparkdistrict.com.
- B. To receive weather related cancellation alters and announcements

17. Make up games:

- A. Once game schedules are finalized and posted the following procedure will be used for any potential need to make up a game:
 - 1. Look for the posted make up time schedule on the bulletin board.
 - 2. Contact your opponent and agree on a suitable date and time.
 - 3. Inform DeKalb Park District staff of your makeup date and time.
 - 4. A \$25 reschedule fee must be paid from the team that requested the change.
 - 5. If an agreed date and time cannot be reached, the team requesting the cancelation will forfeit the game. The winning team will receive 9 points, and a score of 3-0 will be recorded. No \$25 fee will be due if the game is not played.

18. Game Regulations:

- A. Game duration U10-U14 2 X 20 minute halves 2 minute halftime
- B. Game duration U16-U19 2 X 22 minute halves 2 minute halftime
- C. Game duration all adult leagues 2 X 25 minute halves 2 minute halftime

- D. Clock will start at the scheduled game time. Late team will forfeit after 10 minutes expire.
- E. Forfeit results in a 3-0 score, with the winning team receiving 9 points.
- F. The time allowed for the game may be used for practice or scrimmage.
- G. Officials are not required to officiate scrimmages.

19. League Standings:

- A. Win 6 points
- B. Loss 0 points
- C. Tie 3 points
- D. Goals 1 points for each goal up to a maximum of 3 in each game
- E. Shutout 1 point
- F. League standings and game results will be posted weekly at dekalbparkdistrict.com on the youth/adult athletic page.
- G. League standings are based on points. Placement games (ex. 1st vs 2nd) at the end of the season are NOT winner take all. Standings will still be based on points. However, a team may not jump a placement bracket on points. (ex. 3rd place may not jump into 2nd or 1st even if they end up with more points.)

20. Tie Breakers

- A. Head to head results
- B. Least goals allowed in league games
- C. Goal differential in league games
- D. Coin flip

21. Game Cancellations:

To receive DeKalb Park District athletics weather cancellation notice alert:

Sign up at WWW.RAINOUTLINE.COM/SEARCH/DNIS/8157550330

Or call 815-755-0330

Friday EX 34

Saturday EX 35

Sunday EX 36