

## Ackerman Sports and Fitness Center

### Soccer League Rules and Regulations

#### TEAM AND INDIVIDUAL REGISTRATION

- All players must be registered on the official team roster in order to participate in league play
- All players must sign waiver and release section of the team roster in order to play in the facility (parent/legal guardian if under the age of 18)
- All team rosters are final after week 3 of the season. All additions/deletions must be completed before week 3 games are played.
- A maximum of 18 players will be allowed on the team roster
- All youth players must be age appropriate for each division. Proof of age may be required for any player if contested by another league member.

#### PAYMENTS

- Registrations will be accepted up until the start date of the league or until the league is full.
- To guarantee your spot in the league, the Glen Ellyn Park District must receive full payment or a **\$200 non-refundable deposit** along with team registration. The remaining balance must then be received no less than one week before the start date of the season.

#### NUMBER OF PLAYERS

- U8-U14= 7 players per side (6 field players + 1 goalkeeper)
- U15 + = 6 players per side (5 fields players + 1 goalkeeper)
- **A minimum of 4 players is required to start game and avoid forfeit**

#### BALL SIZE

- U8 = Size 3 ball
- U9-U12 = Size 4 ball
- U13+ = Size 5 ball
- Game balls will be provided by Ackerman Sports and Fitness Center

#### BENCH AND FIELD AREA

- For U8-U18 an adult coach or another responsible adult must be on the team bench at all times. The referee will not start the game until there is. If none are available, the game will be considered a forfeit.
- A maximum of 3 coaches are allowed in the bench area
- All teams are responsible for cleaning up and respecting their bench area.
- Spitting on the floors or the field is strictly prohibited.
- No gum, candy, food, or drinks are allowed on the field at any time. (Water bottles will be allowed in the bench area)
- Coaches are responsible for the behavior of their players!!

### **TEAM EQUIPMENT**

UNIFORMS: All teams must have uniforms that are the same color and should be numbered for easy identification. The goalkeeper must wear a jersey that does not conflict with any other players or the referees. The home team (first listed on schedule) is responsible for supplying an alternate jersey in the event of a color conflict. Shin guards, socks, and shoes are considered part of the uniform and must be worn by all players. No jewelry is to be worn by any players.

SHOES: Molded shoes are recommended but turf shoes, flats, or gym shoes are all acceptable. **No metal/steel cleats are permitted.**

*The referee has the right to refuse entry into the game to any player who, in the referee's opinion, is wearing dangerous or illegal equipment. This includes jewelry, casts, braces, eye wear, etc.)*

### **GAME PLAY**

- All games shall consist of two 20-minute halves with 2 minutes given for half time.
- The clock is continuous and may only be stopped for serious injury at the discretion of the referee or ASFC staff.
- On field warm ups are not guaranteed before each game. In an effort to keep games on time, the referee may ask your teams to start immediately so please have the team prepared to play at the designated game time.
- The Home Team (team listed first on schedule) will start with the kick-off for each game. Visiting Team will start the second half with the kick-off.
- NO Offsides
- Substitutions may occur at any time. There are no guaranteed substitutions so all "on the fly" changes are always at the team's own risk. Players must leave the

field of play before being replaced. Being within the touchline is also permitted as long as neither player is involved in the play while making the substitution.

- Injured players are required to leave the playing field if a coach/trainer is called on the field to attend to the player.
- Balls that strike the ceiling or any of the light fixtures during the course of a game shall result in an indirect free kick at the spot where the ball hit. If this occurs within the penalty area then the free kick will be placed at the top of the arc.
- Slide tackling is not permitted at any time or at any level of play. Referees will consider this a foul and award a free kick accordingly. *Exception: Goalkeepers are allowed to slide, as long as they are in the penalty area and are attempting to play the ball*

### **FREE KICKS**

- All free kicks are DIRECT, including kick offs, corner kicks, and goal kicks. The only exception is when the ball hits the ceiling as it will be considered out of play.
- The kick off may be played forward or backwards
- Defending players must remain outside the center circle until the ball is in play on kick offs
- Defending players must be 15 feet (5yds) from the ball until it is put in play for all other free kicks
- Offensive players have 6 seconds to take the free kick after the referee has deemed the ball ready to play. Failure to do so will result in the opponent's free kick at the spot of the infraction.
- The referee shall award a penalty kick for all fouls committed by the defending team within its own penalty area.

### **THROW-INS**

- All balls that cross over the touchline will result in a throw-in where the ball went out.
- All throw-ins are INDIRECT.

### **REFEREES**

- The referee 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 field.
- Referee's decisions regarding play on the field are FINAL. The ASFC staff has no authority to change referee decisions.

- Dissension, threats, and/or abusive language/behavior directed towards referees will not be tolerated. Violators will be suspended from the game and the facility.
- Referees shall apply FIFA rules for any situation not stated in the house rules.

### **MISCONDUCT**

YELLOW CARD- If a yellow card is issued, the player committing the offense (including goalie) must serve a two minute penalty. His/her team will play short for the duration of the two minutes regardless of any scoring activity. Only the referee can signal the player back on the field of play after the penalty has expired.

RED CARD- If a red card is issued, the player committing the offense shall be ejected from the game and must leave the field/bench area. His/her team will play short for five minutes regardless of any scoring activity. The referee will signal a different player on to the field after the penalty expires to bring them back to even strength. The offending player will serve a minimum one game suspension for serious foul play.

*Two yellow cards are equivalent to a red card and a player receiving two yellow cards shall be ejected from the match. Two yellows may not require an automatic suspension pending a game report from the referee.*

### **SPORTSMANSHIP**

- Good sportsmanship is required at all times ON and OFF the soccer field. ASFC staff reserves the right to dismiss any disruptive patrons from the facility.
- Players or coaches using profanity against officials, opponents, employees, or staff may be suspended from the game and removed from the facility.
- Teams found to be guilty of playing ineligible players shall forfeit all matches in which those players participated.
- Players or coaches receiving a red card are automatically suspended for the next game and may be suspended for additional games pending a referee report and investigation by the league director.
- Fighting or instigating a fight will not be tolerated under any circumstance. The game will be terminated and additional penalties may be applied to the team and or players after a referee report and a league investigation. (Additional penalties may include expulsion from league without refund or point deductions from league standings)
- Anyone found guilty of willfully damaging Ackerman Sports and Fitness Center property will be banned from the facility and face legal action.

- Any spectator that enters the field of play will be removed from the facility and the game will result in a forfeit for that team. Additional league sanctions and penalties may also be applied pending referee report.

### **LEAGUE STANDINGS**

- A win will result in three points in the league standings, including forfeitures of any kind
- A loss will result in zero points in the league standings
- A tie is an official game result and each team will be awarded one point in the league standings
- The team with the most points at the conclusion of a session will be deemed League Champions

*TIEBREAKER: Should there be two or more teams with the same point total at the end of a session, the tiebreaker to determine league champ will be as follows*

- 1) Head to Head
- 2) The team with the highest number of wins
- 3) Goal differential- The maximum number of goals that will be awarded toward goal differential is 5. Even winning by more than 5 goals will still result in a maximum of 5 goal differential.
- 4) Least amount of goals given up
- 5) Most goals scored
- 6) Coin toss

### **FORFEITS**

- Forfeited games will have a 5-0 result in the league standings.

A game shall be considered a forfeit if:

- A team is unable to take the field by 5 minutes after the designated game time
- Refusing to take the field of play
- A team does not have enough legal players to begin or continue the game
- A youth team does not have an adult coach or responsible adult present on their bench
- Use of an illegal player