



PARKS & RECREATION

Indoor Soccer House Rules



250 Civic Center Plaza
Glendale Height, IL 60139
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www.GlendaleHeights.org/ParkRecreation

1. - PLAYER REGISTRATION

- 1.1 All players must be registered on each team to participate in league play.
- 1.2 All players must sign individual waiver forms plus master roster in order to be able to play in the facility.
- 1.3 Coaches must sign master roster form to verify the accuracy of all player information.
- 1.4 Youth Players U8 thru U15 - Players can play UP in another age group, but CANNOT play across in the same age group. Example: U9 to U10 (Yes) - U9 to another U9 (NO)
- 1.5 Player signing a roster form is bound to that team for the entire session, unless he/she requests a transfer. Both coaches must agree to the transfer, and must conduct the change with league administrator. A team is limited to a total of three (3) transferred players. A transferred player cannot return to his original team for the remainder of that session.
- 1.6 All team rosters will be frozen after the fourth (4th) game of session I & II. Any new players must be added to the roster before the fourth (4th) game of the session.
- 1.7 No team will be allowed more than (16) sixteen players registered at a given time on one roster.
- 1.8 All rosters must be **completed & submitted ONLINE**. Rosters must be submitted prior to your first game. **Teams who do not submit a roster will be penalized 10 points from overall point standings.**
- 1.9 Youth players must be age appropriate per each division. Proof of age shall be required for all teams at any given time **except for U12 –U16 who are required to show ID at every game!** One of the following must be submitted to the league administrator for birth identification: Birth certificate, passport, State ID. *(League administration will make ID Cards for all U12-U16 division. Proof of age and Identification will be required at the time of photography)*
- 1.10 **Player Cards: (League administration will make ID Cards for all Competitive U12-U16 division. Proof of age and Identification will be required at the time of photography)**
- 1.11 It is coach, manager, or team reps responsibility to ensure all players playing meet the age requirements necessary to play in that age group. Pleading ignorance to this matter is totally unacceptable. All youth teams must have **ADULT SUPERVISION** behind the bench area.

2. - NUMBER OF PLAYERS

- 2.1 MAXIMUM number of players on the field at any one time:
 - U15, U16 = Five (5) + One (1) must be a GOALKEEPER = 6v6
 - U11, U12, U13, U14 = Six (6) + One (1) must be a GOALKEEPER = 7v7
 - U8, U9, U10 = Six (6) + One (1) must be a GOALKEEPER = 7v7
- 2.2 MINIMUM NUMBER OF PLAYERS REQUIRED TO START A GAME:
 - U15, U16 = Four (4)
 - U11, U12, U13, U14 = Five (5)
 - U8, U9, U10 = Five (5)

3. - TEAM EQUIPMENT

- 3.1 All teams must have team uniforms that are the same in color and are numbered
- 3.2 The numbers on the shirt must be the same as the roster for each player.(no double numbers)
- 3.3 All teams must bring an alternate color shirt. In the event of a color clash, the designated visitor team must change. Please do not rely on the facility to supply shirts in the event of a color clash.
- 3.4 A player shall not wear anything that is dangerous to another player. It is at the referee's discretion on decisions regarding casts, etc. Safety eyewear is mandatory. No street glasses permitted! No jewelry
- 3.5 FOOTWEAR: Must be a flat-soled indoor shoe. Cleated shoes are NOT PERMITTED.
- 3.6 MANDATORY: SHINGUARDS MUST BE WORN BY ALL PLAYERS.
- 3.7 Standard equipment of a player is: Jersey or T-shirt (numbered), Shorts, socks, shinguards, and footwear. Numbers that are formed from the use of any kind of tape will NOT be accepted.
- 3.8 Goalkeepers must wear colors that will distinguish him from all other players and referees.

4. - Unsportsmanlike Behavior

- 4.1 Teams found guilty of playing ineligible players shall forfeit all games in which such players participated in.
- 4.2 Suspended players or coaches are not permitted on bench.
- 4.3 Players or coaches using profanity against officials, timekeepers, employees, or management may be suspended from the game and or the facility.
- 4.4 **PLAYERS OR COACHES RECEIVING A RED CARD BEFORE, DURING, OR AFTER A GAME ARE AUTOMATICALLY SUSPENDED FOR THE NEXT GAME AND MAY BE SUSPENDED FOR ADDITIONAL GAMES PENDING A REFEREE REPORT TENDERED WITH US.**
- 4.5 A player who has been suspended may play after his/her suspension has expired.
- 4.6 Any team playing suspended players will forfeit game, and such players shall be suspended for the REMAINDER of the session.
- 4.7 Fighting or instigating a fight will NOT BE TOLERATED. Games will be terminated due to both teams fighting and an investigation will follow after the referee report has been tendered with us. Red carded players will be suspended. Teams may be suspended from the facility and/or a (10) point deduction may also be applied to a team. **Game Terminated will not be replayed!**
- 4.8 Sportsmanlike behavior is required at all times ON and OFF the soccer field. Sport Hub Staff reserves the right to dismiss any disruptive people from the facility.

- 4.9 Anyone found guilty of willfully damaging Sport Hub property will be banned from the facility and legal action will follow.
- 4.10 Coaches are responsible for their players/spectators of the team on & off the field. Spectators entering the field of play during a game for any reason shall result in a game forfeiture for that team and possible dismissal from the league. Please control your players, parents, and fans.
- 4.11 Teams accused of playing ineligible players must have player(s) present a picture ID, passport, or state ID, etc. to be matched with name and signature on roster before their next game. Teams **NOT COMPLYING** with this procedure will assume guilt and forfeit game.

Game Play

5. - TIME CLOCK

- 5.1 All games are played with a continuous running time clock
- 5.2 Each team is allowed (**one**) 30-second timeout per game on Dead ball own possession, kickoff or goalie possession
- 5.3 Only REFEREES, TIMEKEEPER, or Sports Hub EMPLOYEES are permitted to operate time clock. ONLY THE REFEREE can request another party to start or stop the time clock.
- 5.4 UNAUTHORIZED STOPPAGE of the time clock by coaches or players will result in a time penalty for that team.
- 5.5 The clock may be stopped for an INJURY by referee discretion.
- 5.6 At the referee's discretion, the clock may be stopped at the last two (2) minutes of a game if he/she feels a team is purposely wasting time. The clock **WILL NOT** stop when the ball goes out of bounds.
- 5.7 Half Time is 2 minutes. Teams can be Blue carded if the team takes more time
- 5.8 On field warm ups are **not guaranteed** at each game
- 5.9 Games will consist of **Session I =18 min. half's and Session II = 20 min. half's**
- 5.10 **On a kickoff the ball may be played backwards or forward**

6 - REFEREES

- 6.1 The referee on the field is responsible for the control of the game and has authority from the moment he/she is on the field until he/she leaves the area.
- 6.2 Referee's decisions regarding play are FINAL. The front office has No Authority.
- 6.3 Dissension, physical assault, threats and/or abusive language directed towards referees will not be tolerated. Violators will be suspended from the game(s) and/or the facility
- 6.4 FIFA rules apply when not stated in house rules.

7 - SUBSTITUTIONS

- 7.1 Substitutions may occur on an unlimited basis and "On the Fly", provided the player leaving the field and the player entering the field do not participate in play while they are simultaneously on the field of play. **Substitutions may take place no further than 3 feet from door!**

8 - GOALKEEPERS

- 8.1 Goalkeepers may change on the fly during a game provided the new goalkeeper is wearing a neutral color shirt that does not conflict with either team or the referee. A referee may stop the game and award a free kick to the opposing team at the top of the restraining arc if this procedure is not followed.
Goalkeepers are not permitted to retrieve the ball outside the penalty area, bring the ball back to

the area, then pick the ball up with their hands. Free kick at top of restart arc. Any hand ball inside the penalty area will result in a penalty kick **with a two-minute penalty.** The offending player must leave the field prior to the penalty kick. If a goal is allowed on the penalty kick, then the offending team may return to full strength at the restart. This also applies if a goal is scored at anytime during the two-minute penalty. **NOTE: All other two-minute penalties must be fully served, whether or not any goals are allowed.**

9 - FREE KICKS & RESTARTS

- 9.1 All Free Kicks and restarts are DIRECT, including the kick off & balls kicked out of bounds. Any ball kicked out of the playing field along the sides will be placed where the ball last touched the field of play or a player, except when kicked out from within the penalty areas. This will result in a kick from the top of the arc. If the ball goes over the end wall, (larger boards), this will result in a goal kick or corner kick.

10 - ENCROACHMENT

- 10.1 Interfering with the taking of a free kick or other restarts. Opposing players must be (12) feet from the ball and must not gesture in any way that will interfere in the taking of the kick. Violation of this rule will result in a **Blue Card**. The advantage rule may take effect depending on the situation and at the referees' discretion

11 - BLUE CARD

- 11.1 If a blue card is issued, a **TWO (2) MINUTE** time penalty by offending player(s). The accumulation of THREE (3) blue cards will equal a YELLOW CARD.

12 - YELLOW CARD

- 12.1 If issued, it is a WARNING, and shall result in a **Four (4) MINUTE** time penalty to be served by the offending player(s). Yellow card may be assessed against players and coaches who show disapproval, by words or action towards the decision of the referee. The accumulation of Three (3) blue cards by a player will equal a yellow card. YELLOW cards issued to coaches will result in time penalties to be served by any player from the field.

13 - RED CARD (AUTOMATIC SUSPENSION)

- 13.1 Player(s) will be ejected from game. Play will NOT continue until player(s) leave the field of play. **Teams may replace the player ejected after 10 minutes.** Players or Coaches red carded will be automatically suspended for the next game and possibly **additional games** pending a referee report.
- 13.2 Coaches Red carded will be fined \$25 and suspended for one game

14 - SIX SECOND RULE & YELLOW LINE RULE

- 14.1 All players have SIX (6) SECONDS to play the ball on free kicks or other restarts. This includes the goalkeeper when he/she has possession with hands. Yellow line rule is in effect and prevents teams from kicking the ball past the red line when kicked from the opposite Yellow line. Free kick will be given.

15 - CEILING

- 15.1 Balls that strike the ceiling during the course of a game shall restart at the place on the field where the ball hit the ceiling, except above penalty area. It then will be placed at the top of the arc.

16 - BENCH & TURF AREA

- 16.1 All players and coaches must remain in the immediate bench area during the game.
- 16.2 Only three (3) coaches and participating rostered players are permitted behind player bench
- 16.3 All teams are responsible for cleaning up their bench area after each game. Teams will be penalized 3 points from overall point standings for violations.
- 16.4 Spitting on the floors or the field is strictly prohibited and will result in suspension and or point deductions.
- 16.5 No Gum, Candy, Food or Drinks are allowed on the field at any time. Players may be Blue carded for chewing gum during a game.

17 – Slide tackling & Boards

- 17.1 Slide tackling will **not** be allowed at any time during a game in our league. Referees will consider this a foul and award a free kick
- 17.2 Players using his/her hands on the boards is not aloud and may be called for a foul

18 - HOME TEAM

- 18.1 Designated HOME TEAM shall occupy the home team area behind the bench. **Visitor** shall start the game by kicking off.
- 18.2 Home team is the first team listed in the game schedule and must provide game ball

19 - LEAGUE STANDINGS – Session II only

- 19.1 It is your responsibility to check your game results on a week to week basis. Occasionally scores are reported incorrectly. Please confirm your game results with referee after each game and initial by your score.

19.2 League placement will be determined by:

- 19.2.1 Points
- 19.2.2 Head-to-Head
- 19.2.3 Least goals scored against team
- 19.2.4 Most goals scored by team.

19.3 Points are awarded as follows:

- 19.3.1 Six (6) for a WIN
- 19.3.2 Three (3) for a TIE
- 19.3.3 Zero (0) for a LOSS
- 19.3.4 *One (1) bonus point per goal will be awarded to a team up to a maximum of three (3).
- 19.3.5 FORFEIT is considered a score of 3-0, thus giving nine (9) points to the winning team.
- 19.3.6 Games suspended due to fighting will be considered a forfeit for one or both teams pending the referees report.

- 20** - Sports Hub has a slaughter rule for all games. If a team is behind by five (5) goals, they may add an extra player until the goal differential has been reduced below five (5). An additional player may be added at eight (8) and at ten (10)

We ask all coaches, players and spectators to read and observe the House and Field Rules.