

***INDOOR SOCCER
HOUSE & FIELD RULES***



***545 S. CONSUMERS AVENUE
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PLAYER REGISTRATION

1. All players must be registered on teams to participate in league play and all players (youth and adult) must sign individual waiver forms plus master roster in order to be able to play in the facility.

Coach or team captain must sign master roster form to verify the accuracy of all player information.

2. U-15 thru Adult players are permitted to register for one team ONLY, per day per session.
3. Youth Players U8 thru U14 Only - Players can play UP in another age group, but CANNOT play across in the same age group on the same day.
Example: U9 to U10 (Yes) - U9 to another U9 (NO)
4. Each player and coach must sign the roster form before he/she is allowed to play and/or coach for that team.
5. All players numbers must be entered on the team roster form.
6. All rosters are kept at the registration desk. Players name printed, players actual signature (parent must sign for under 18 youth), players playing number, players date of birth and telephone number. This is required in case of emergencies for notifying the appropriate people. No rosters and waivers submitted equals no points.
7. Player signing a roster form is bound to that team for the entire session, unless he/she requests a transfer.
8. Both coaches must agree to the transfer, and must conduct the change at the registration desk. Fees cannot be transferred.
9. A team is limited to a total of three (3) transferred players.
10. A transferred player cannot return to his original team for the remainder of that session.
11. All team rosters will be frozen for the last three (3) games of any session. Any new players must be added to the roster before the fourth (4th) from last game of the session.
12. No team will be allowed more than (15) fifteen adult and (18) eighteen youth players registered at a given time on one roster for field 1 & 2 and (15) fifteen adult and (15) fifteen youth for field 3.
13. All registrations expire at the end of each session.
14. All roster information must be in INK or TYPED. Rosters completed in pencil will not be accepted.
15. All players must be registered with the registration desk before game time. Exception is the first game of each session when the registration (roster) form Must be submitted directly after the game that same day.
16. Adult players must be sixteen (16) years of age or more during the current playing session. There is no maximum age.
17. A youth player is one who will become nineteen (19) years of age or less during the current playing year.
18. Youth players in each age division must be less than the maximum age before the first day of August of the current year: U19.5: U16.5: U14.5: U12.5: U10.5: U8.5.

19. There shall be no minimum age for any youth player.
20. Proof of age shall be required for youth teams and adult teams playing over 30.
21. One of the following must be submitted to the registration desk for birth identification:
Birth certificate, passport, driver's license, etc.
22. 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.
23. All youth teams must have **ADULT SUPERVISION** behind the bench area.

TEAM PAYMENT

1. All teams must pay a deposit **AS SET BY THE LEAGUE** to secure a place in any league. Tournament fees must be paid in full. A registration form must accompany all entry fees. Individual (orphan) players must pay in full.
2. All teams **MUST PAY IN FULL ON OR BEFORE THE FIRST GAME DAY.**
3. Teams not paying on time will be penalized by adding and accumulating a penalty fee of \$50.00 per game to remaining team balance. Delinquent teams will be ejected from league.
4. Team payment in the form of one check would be appreciated.
Visa, Mastercard, and Discover accepted.
5. **THIRD PARTY** checks are not accepted.
6. There will be a \$25 service charge for all returned checks.
7. Team fees are **NOT TRANSFERABLE AND NON-REFUNDABLE.**
8. **NO RESCHEDULES.** A game time switch on the same day is a possibility provided all teams involved in the switch are notified by the team initiating the switch and are agreeable with the switch. Confirm this with management.

GENERAL

1. Soccer Enterprises will not be held responsible for **LOST** or **STOLEN** property.
2. Soccer Enterprises' commercial insurance does not cover any injuries sustained while playing soccer on the arena. Players play at their own risk.
3. Please change your clothing in the locker room (not in the bleachers). Please bring your own **LOCKS** and **TOWELS**.
4. **NO STANDING** against the **BOARDS**.
5. **NO OUTSIDE FOOD OR BEVERAGES ALLOWED IN THIS FACILITY.**

6. Please help keep the facility clean and damage-free by using the garbage cans provided and by reporting any acts of vandalism to us immediately.
7. NO SMOKING in the bleachers. Smoking is permitted in upstairs bar area ONLY.
8. Spectators view games at their own risk, and are required to sit in the bleachers.
9. Please report all accidents to the registration desk or the S.E.I. supervisor. An accident report must be filed.
10. Ice packs may be obtained from the concession or upstairs bar area. All other first aid equipment is at the registration desk.
11. The TWO TEAMS playing immediately after the game in progress are NOT PERMITTED to stand anywhere along the boards on the players' bench side of the field prior to their own game.
12. NO food or beverages are permitted on the field, and any people throwing any food or beverages on the field will be ejected from the facility.
13. NO ONE is allowed to play soccer outside of the playing field.
14. Children are NOT PERMITTED on the field while adult or youth teams are warming up.
15. Only participating players and coaches are allowed on the field during warm-up and half-time.
16. Please park your car in the designated parking areas in the parking lot. DO NOT PARK IN THE FIRE LANES OR HANDICAPPED ZONES.
17. Due to the nature of indoor soccer, balls frequently exit the field of play. Soccer Enterprises will not be held responsible for any injuries incurred to spectators while viewing the game.
18. Please show courtesy to your fellow spectators by supervising your children while inside the facility.
19. No Children allowed in the upstairs bar unless Fully supervised by the parents. We reserve the right to reject entry, or dismiss if supervision is not enforced

AUXILIARY RULES STANDINGS

1. The standing of teams in their respective divisions will be determined by POINTS, and the last game(s) if scheduled by position is NOT A PLAYOFF. It is an additional game and points will be awarded and added to totals.
2. Look Closely at your schedule when format says (1st vs. 3rd 4th vs. 6th etc.) It means you are in a playoff or placement format. YOU MUST CALL FOR YOUR GAME TIME.
3. It is your responsibility to check your game results on a week to week basis.
4. Occasionally scores are reported incorrectly. Please confirm your game results with referee after each game.
5. Schedules in a Placement / Playoff format.
It is your teams responsibility to call the league office no later than 96 hours prior to your next game to verify your next game and time.

6. League placement will be determined by:
 1. Points
 2. Head-to-Head
 3. Least goals scored against team
 4. Most goals scored by team.

Points are awarded as follows:

- Six (6) for a WIN
- Three (3) for a TIE
- Zero (0) for a LOSS

*One (1) bonus point per goal will be awarded to a team, WIN, TIE, or LOSE, up to a maximum of three (3).

7. FORFEIT is considered a score of 3-0, thus giving nine (9) points to the winning team.
8. Soccer Enterprises has a slaughter rule for all ADULT and YOUTH teams. 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).

TEAM EQUIPMENT

1. **All teams must have team uniforms that are the same in color and are numbered.**
2. The numbers on the shirt must be the same as the roster for each player.
3. All teams must bring an alternate color shirt. In the event of a color clash, the designated home team must change. The facility does not supply shirts in the event of a color clash.
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!
5. FOOTWEAR: Must be a flat-soled indoor shoe. Multi-studded Astroturf or cleated shoes are NOT PERMITTED. Sneakers with black soles are not permitted.
6. MANDATORY: SHINGUARDS MUST BE WORN BY ALL PLAYERS.
7. Usual equipment of a player is: Jersey or T-shirt (numbered on the back), Shorts, socks, shinguards, and footwear.
8. Goalkeepers must wear colors that will distinguish him from all other players and referees.

TEAM/PLAYER/COACH – RULES & VIOLATIONS

1. Teams found guilty of playing ineligible players shall forfeit all games in which Such players participated.
2. Only two (2) rostered coaches are permitted behind player bench, and ABSOLUTELY no one except participating rostered players and coaches are permitted behind bench during games. Suspended players or coaches are not permitted on bench.
3. Players or coaches using profanity against S.E.I. officials, timekeepers, employees, or management will be suspended from the facility.

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. AN INVESTIGATION WILL FOLLOW REGARDING THE INCIDENT(S), SO PLEASE DO NOT ADDRESS THIS MATTER AT THE FRONT DESK AFTER THE GAME, AS NO EXPLANATION CAN BE GIVEN UNTIL A COMPLETE REFEREE REPORT HAS BEEN TENDERED WITH US.**
5. Any PLAYER or COACH red carded MUST LEAVE THE PLAYER BENCH AREA before the game will restart.
6. A player who has been suspended may play after his/her suspension has expired.
7. Any team playing suspended players will forfeit game, and such players shall be suspended for the REMAINDER of the session.
8. 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 a point deduction may also be applied to guilty teams.
9. Sportsmanlike behavior is required at all times ON and OFF the soccer field. S.E.I. reserves the right to dismiss any disruptive people from the facility.
10. Anyone found guilty of willfully damaging S.E.I. property will be banned from the facility and legal action will follow.
11. Coaches are responsible for their players/spectators of the team. 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. Control your players, parents, and fans.

ASSESSMENT

1. Game Assessment Form must be in writing no more than 24 hours after the game and completed in **FULL BY THE COACHES ONLY**. This form is used as a guide or incident form
2. Teams accused of playing ineligible players must have player(s) present a picture ID, passport, driver's license, 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.

NUMBER OF PLAYERS

CO-ED LEAGUES: All teams must have two (2) women on the field at all times.

FIELD 1 & 2:

MAXIMUM number may dress and roster size: **ADULT – 15 / YOUTH – 18.**

MAXIMUM number of players on the field at any one time:

ADULT, U15, U16, U17, U18	=	Six (6) - One (1) must be a GOALKEEPER
U11, U12, U13, U14	=	Seven (7) - One (1) must be a GOALKEEPER
U8, U9, U10	=	Eight (8) - One (1) must be a GOALKEEPER

FIELD 3:

MAXIMUM number may dress and roster size: **ADULT – 15 / YOUTH – 15.**

MAXIMUM number of players on the field at any one time:

ADULT, U15, U16, U17, U18	=	Five (5) - One (1) must be a GOALKEEPER
U11, U12, U13, U14	=	Six (6) - One (1) must be a GOALKEEPER
U8, U9, U10	=	Seven (7) - One (1) must be a GOALKEEPER

MINIMUM NUMBER OF PLAYERS REQUIRED TO START A GAME:

ADULT, U15, U16, U17, U18	=	Four (4)
U11, U12, U13, U14	=	Five (5)
U8, U9, U10	=	Six (6)

Any time penalties issued are waived if it would reduce a team below minimum number, and ONE (1) goal is forfeited by that team. A red card issued to that team would result in a game forfeit.

LATE TEAMS

Time clock will start at designated game time and ONE (1) goal will be awarded to the opposing team. For every FIVE (5) minutes thereafter that team is late or has less than minimum number of players, ONE (1) additional goal will be awarded up until FIFTEEN (15) minutes have elapsed from the time clock. In the case of the latter, the game would then become a forfeit and a friendly game may be played.

TIME CLOCK

1. All games are played with a continuous running time clock.
2. Only REFEREES, TIMEKEEPER, or S.E.I. EMPLOYEES are permitted to operate time clock. ONLY THE REFEREE can request another party to start or stop the time clock.
3. UNAUTHORIZED STOPPAGE of the time clock by coaches or players will result in a time penalty for that team.
4. The clock may be stopped for an INJURY or LOST BALL by referee.
5. 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.

REFEREES

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.
2. Referee's decisions regarding play are FINAL. The front office has No Authority.
3. Dissension and/or abusive language directed towards referees will not be tolerated. Violators will be penalized. Zero Tolerance.
4. Game and Referee Assessment Forms are available for COACHES ONLY
5. All other queries will be attended to in the proper manner in writing. Please address to the Referee Coordinator at the facility address

SUBSTITUTIONS

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.

GOALKEEPERS

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.

All goalkeepers will serve their own penalties, and may only return to the field after the opposing team scores or after the duration of the penalty, either on a restart or on the fly.

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 restraining arc.

FREE KICKS & RESTARTS

All Free Kicks and restarts are DIRECT, including the kick off.

Balls Kicked Out of Bounds:

All restarts will take place where ball was originally kicked out of bounds INCLUDING ceiling.

GOAL KICKS kicked out of bounds:

Restart top of restraining arc.

This rule WILL NOT apply to shots taken on goal in opposing teams' half of the field and exit field inside of corner flags above goals.

ENCROACHMENT

Interfering with the taking of a free kick or other restarts. Opposing players must be TEN (10) 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 TWO (2) minute penalty. The advantage rule may take effect depending on the situation and at the referees discretion

FOULS & MISCONDUCT

A player who intentionally hits, trips, strikes, boards, jumps at, pushes, holds, charges, commits a dangerous play, obstructs, or handles the ball (except the goalkeeper in his/her area) shall be penalized by awarding a free kick to the opposition. Any of the above fouls will be judged by a TWO MINUTE time penalty against the offending team. Any of the above fouls committed by the defending team in its penalty area shall result in a penalty kick and a TWO MINUTE time penalty. A foul committed in the penalty area by the defending team which is not worthy of a time penalty, shall NOT result in a penalty kick and play shall be restarted with a free kick to the opponent at the top of the restraining arc.

BLUE CARD

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 RED CARD.

YELLOW CARD

If issued, is a WARNING, and shall result in a TWO (2) 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, the decision of the referee. The accumulation of TWO (2) blue cards by a player will equal a yellow card.

RED CARD (AUTOMATIC SUSPENSION)

If issued, shall result in a FIVE (5) MINUTE time penalty to be served by the offending player(s). Penalized team shall remain shorthanded for the entire duration of the penalty. Player(s) will be ejected from game and game will NOT start until player(s) leave the immediate bench area.

Players or Coaches red carded will be automatically suspended for the next game and possibly **additional games** pending a referee reports.

YELLOW or RED cards issued to coaches will result in time penalties to be served by any player from the field or the bench.

FIVE SECOND RULE

All players have FIVE (5) SECONDS to play the ball on free kicks or other restarts. This includes the goalkeeper when he/she has possession with hands.

JUMPING THE BOARDS

All players will be penalized with a TWO (2) MINUTE penalty for jumping boards.

CEILING

Balls that strike the ceiling during the course of a game shall restart at the place on the field where the ball was kicked (see New Rule). Deliberate clearances in the penalty box that strike the ceiling will restart at the top of the restraining arc.

BENCH AREA

All players and coaches must remain in the immediate bench area during the game. Teams will be penalized for coach/player violations of the rule.

HOME TEAM

Designated HOME TEAM shall occupy the home team area behind the bench and shall start the game by kicking off. Home team is the first team listed in the game schedule.

PUNTING

Punting by goalkeepers is not permitted at **Adult, U19, U18, U17, U16 and U15** age levels. Goalkeepers cannot bounce the ball.

NOTE

Soccer is a game of skill, technique, physical endurance, competition, sportsmanship, fun and fairplay, but nevertheless, it is a contact sport. If for any reason you feel you may get hurt out on the field, then it is advisable that you do not participate.

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

“SHOW RESPECT... FOR THE GAMES SAKE”

