



INDOOR SOCCER RULES AND REGULATIONS – Upd 1-7-16

PLAYER REGISTRATION:

- All youth players must be on a team roster, with parent's signature and jersey number. All youth teams are required to bring current player travel passes or copies of travel passes and/or birth certificates to each game.
- All adult players must be on a team roster and provide Sport Center with a copy of photo I.D. (I.D. must include date of birth) and jersey number.
- **All rostered adult players must be 18 years of age or older at start of season.** All adult teams must have same colored jerseys with numbers that match the same number listed on the roster. **NO NUMBER=NO PLAY!**
- **Adult League players must print their names at the scorer's table prior to match and must present photo I.D. at request of official and/or park district staff to prove roster eligibility. Any player not able to prove roster eligibility will be ejected and suspended from play for a minimum of 2 games. (Bring your ID's)**
- **Players are permitted to play for one team per league per session. (See Below for exception)**
- **WOMENS LEAGUE:** If a team does not have 7 players at game time, they may use ONE player from a different team at no penalty. If players arrive late, then the "borrowed" player must come out of the game once 7 players from a team's regular roster are present. If a team is short more than one player, additional players may be used from another team ONLY if the opponent agrees to it BEFORE THE GAME. The scorekeeper and referees must be notified if this agreement has been reached. However, the opponent cannot later protest the game if they agree to let that player(s) play. If the opponent doesn't agree to it, then the options are to play short-handed, or to forfeit the game (note the game can still be played as normal with the extra players, but the official result of the game will be a forfeit).
- Each player and coach must sign the roster form and submit a photo before he/she is allowed to play or coach for that team. Youth teams (U10-U19) must provide parent signatures for each player
- All players' numbers must be entered on the team roster form. Any player not wearing a jersey with the number listed on the roster may be ruled ineligible.
- The maximum number of players allowed on a team roster shall be 20 individuals.
- Resident teams must have a minimum of 60% of its players that are SPD residents to receive the resident rate. Schaumburg Athletic Association travel teams will automatically receive the resident rate. Adult teams must turn in a copy of each SPD resident's driver's license with roster to receive resident rate.

FACILITY INFORMATION:

- Schaumburg Park District will not be held responsible for LOST, STOLEN, or DAMAGED property.
- All teams must use bathrooms or Team Rooms for changing clothes and storage of personal belongings. No bags are allowed on soccer fields.
- Schaumburg Park District insurance does not cover any injuries sustained while participating in activities at The Sport Center. Players play at their own risk.
- 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.
- Smoking is not permitted inside The Sport Center

- No alcoholic beverages are allowed inside The Sport Center or on its grounds including the parking lot. Players deemed under the influence of a controlled substance by Sport Center staff will not be allowed to participate.
- No food, beverages (except water), gum, chewing tobacco, sunflower seeds, spitting or like substances are allowed on the fields. Penalty for violation of the above rule can result in immediate ejection.
- All youth teams must have adult on field supervision. Teams are not allowed on the field or into team rooms without adult coach's supervision.
- Spectators are required to observe from the spectator viewing areas for each field. Spectators may enter the lower level viewing area for Field #2 via the field but will be ejected from the facility if they enter the field during game play.
- Please report all accidents and injuries to a Schaumburg Park District supervisor immediately.
- No one is permitted to play or practice soccer outside of the playing field.
- No children are allowed on the playing field during Adult League games. Please show courtesy to your fellow spectators by supervising your children while inside the facility.

GENERAL:

- For matters not specifically covered by these rules, FIFA "Laws of the Game" shall be followed when reasonably applicable.

RULE 1 – THE FIELD OF PLAY

- Approx. 200 ft long by 90 ft wide.
- Field 1 is the North Field and Field 2 is the South Field.
- All leagues will play with 6 x 18 foot goals.

RULE 2 – THE BALL

U10 – U12 Size 4

U13 + up Size 5

All game balls will be supplied by The Sport Center

RULE 3 – THE NUMBER OF PLAYERS:

- Players not on the roster before play begins shall not be permitted to play. A player who writes his or her name ineligibly on the sign-in sheet may be asked to show their ID by Park District staff.

- **Rosters are FROZEN after the team's first match.**
- **A player must be listed on the official team roster that is on file at the Sports Center prior to participating.**
- **A player may be added to the roster after the first match only due to injury or illness.**
- **A written request to add a player must be submitted to the Sport Center Assistant Manager, by 5:00 pm 2 days prior to the new player's first match.**
- **The Team Captain must contact the Sport Center Assistant Manager and submit a written declaration from the player to be replaced verifying injury or illness as well as a copy of the new player's photo ID and jersey number.**
- **The new player will not be eligible to play unless all of these guidelines are met. A team is only allowed to substitute 1 player per week and a maximum of 3 players during the course of the season.**

- The Minimum number of players on the field is four (4) to start or continue a game.

Number of Players by Age & League:

U9 – U12

7 v 7 (1 goalkeeper and 6 field players)

U13 – U19

7 v 7 (1 goalkeeper and 6 field players)

Mens Open, Mens Rec AND Womens

7 v 7 (1 goalkeeper and 6 field players)

Adult Co- Rec

8 v 8 (1 goalkeeper and 7 field players) at least 3 of the 8 players must be female. In the event a team only has 2 or 1 female available, then they must play with an equal number less male players. (i.e. 4 male and 2 female or 3 male and 1 female) A team with no female players present must forfeit.

- One of the players must wear a goalkeeper jersey, which clearly distinguishes him or her from all other players and the referee(s).
- All team bench personnel listed on the official roster are subject to the authority and jurisdiction of the referee(s). A maximum of three non-players (manager, coach, or trainer) are allowed on the bench.
- No unauthorized individuals may sit with the personnel during the course of the game. From start to conclusion of the game, no manager, coach, trainer or any other non-player with either team, either during play or between periods, may enter the field of play unless specifically beckoned on by the referee. **Penalty: Yellow Card or Red Card**

Substitutions:

- **Unlimited, and on the fly (including goalkeeper changes). The player coming off the field must exit the field within 10 feet of the midfield line on their team bench side. The incoming player must enter the field at the same 10 feet area.**
- Further, neither the player entering nor the departing player may participate in play during any period of time that they are simultaneously on the field of play.
- An infraction of this rule by any player while the ball is in play shall result in a **yellow card**. If play is stopped to apply the penalty, the opposing team will start play with a free kick from where the ball was when play was stopped. Play may be held up for substitutions on either team's goal or goal kick; however the clock will not stop.

Injured Player:

- In cases where the referee must stop the time clock for an injured player and either team's coach/trainer is requested onto the field by the referee to attend to an injured player, that player must be removed from the field and may not rejoin play until the next substitution opportunity as elected by the team's coach/trainer after the referee restarts the game. The only exception is if the team has no substitutes, in which case the player may stay on the field.
- A player shall not be allowed to continue to play while he/she has an open wound, or blood is evident. Referees are advised that they inform the player asked to leave the field for blood that they must report to the referee before returning. An infraction of this rule by any player shall result in a yellow card.

Injured Goalkeeper:

- If play is suspended more than once as a result of a team's coach/trainer being signaled to enter the field by the referee to attend to a particular injured goalkeeper, that injured goalkeeper must be removed from the field of play and shall not be permitted to rejoin play until the next substitution opportunity as elected by the team's coach/trainer after the referee restarts the game.

RULE 4 – THE PLAYERS' EQUIPMENT

- Compulsory equipment consists of shirts, with number(s), different from all other player's number(s) on that team, shorts (women may wear athletic pants), shin guards

(*completely covered by socks*) and suitable shoes. Shoes may be molded soccer cleats. No six studs or screw in cleats allowed. Each team's uniform shall all be of identical colors, except for the goalkeeper, whose colors must distinguish that player from all other players and the referee(s).

- All teams must bring an alternate color shirt. In the event of a color conflict, the team listed as the AWAY team on the schedule must change.
- The Team Captain is the only individual allowed to confer with a Referee. In the event the Team Captain as stated at registration is not present, an Alternate Captain must represent the team.

Dangerous Equipment:

- Players shall not be permitted to wear **baseball caps, earrings, studs, necklaces, pendants, chains, bracelets**, or any other metal adornment at any time during play.
- Rings shall not be worn, however, if a player is literally unable to remove a ring, the player may heavily tape the ring to the finger to ensure, to the referee(s) satisfaction that it does not present a danger to any player.
- No hard casts (even if padded by ace bandages, bubble wrap, or a soft covering)
- No glasses are allowed (Safety sport glasses/goggles, glasses with safety strap are permitted)
- No spitting or chewing gum on the field.

RULE 5 – THE REFEREE

One or two (of equal authority) shall be responsible for control of the game and has that authority from the moment he/she is on the field until he/she leaves the area. **The referee's decisions regarding play are final.**

RULE 6 – OTHER OFFICIALS

Field Supervisors operate the time and scoreboard details and are under the Referee's jurisdiction.

RULE 7 – THE DURATION OF THE MATCH

- a.) U9-U10 League - 2 x 20 minutes
- b.) U11 to U19 Leagues– 2 x 22 minutes
- c.) Adult Leagues – 2 x 25 minutes

- Time shall be stopped for injury and as otherwise determined necessary by the referee.
- There are no overtime periods in normal regular season play.
- For playoffs and tournament overtime play see RULE 18.

RULE 8 – THE START AND RESTART OF PLAY

- 8.1 Clock will start at scheduled game time. Late team will forfeit after 10 minutes expires
- 8.2 Forfeit results in a 3-0 score. No fee reduction for forfeited games. Teams that forfeit 3 games in one season will not be allowed to participate in Sport Center league's for 1 calendar year.
- 8.3 The time allowed for the game may be used for scrimmage games.
- 8.4 Referees are not required to officiate scrimmages including those resulting from forfeits.
- 8.5 The team occupying the east bench has possession in the first period, the team occupying the west bench the second period. Possession in any overtime period will be determined by coin flip.
- 8.6 At the start of each half and after each goal the game shall be restarted by a kick-off by the team that was scored against. A kick-off consists of the ball being played with the foot in any direction.

- 8.7 A goal may be scored directly from a kick-off.
- 8.8 A drop ball required for a stoppage occurring when the ball was in the penalty area must be performed at the top of the penalty area. A dropped ball cannot be played by anyone until it hits the ground (otherwise, the ball has to be dropped again). There is no requirement that any players at all or any certain number of players have to participate in a dropped ball restart.
- 8.9 If a ball strikes a light fixture or support structure above the playing field the ball will be placed directly below where the ball struck the object or structure. The opposing team will take the free kick. If inside the defending teams penalty area the ball will be placed at the top of the penalty area.
- 8.10 Failure to put the ball into play within 5 seconds after the referee's signal shall result in a possession turnover to the opponent.

RULE 9 – THE BALL IN AND OUT OF PLAY

The ball is out of when it passes over the touch lines, goal lines, strikes an overhead light fixtures or structure, when a goal is scored, or when the referee stops play. The ball is in play at all other times, including when it rebounds from the referee or goalpost.

RULE 10 – THE METHOD OF SCORING

A goal is scored when the whole of the ball passes completely over the whole of the goal line into the goal providing; the attacking team has committed no infraction.

The following applies only to YOUTH & WOMENS LEAGUES:

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 may be added. An ejected player may not re-enter the game regardless of the score. The rule applies to all age groups.

If at any time the goal differential is 10 goals or more, the Field Supervisor (or scorekeeper) will not add goals to winning team's score on the scoreboard.

RULE 11 – OFFSIDE

There is no offside penalty

RULE 12 – FOULS AND MISCONDUCT

• **12.1 FOULS:**

A direct free kick shall be awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referee to be careless, reckless, or with the use of excessive force:

- 12.1-1 Kicks or attempts to kick an opponent.
- 12.1-2 Strikes, elbows, or attempts to strike or elbow an opponent.
- 12.1-3 Trips or attempts to trip an opponent.
- 12.1-4 Jumps at an opponent.
- 12.1-5 Charges an opponent in an unfair manner.
- 12.1-6 Pushes an opponent.

A direct free kick is also awarded to the opposing team if a player commits any of the following four offenses:

- 12.1-7 Spits at an opponent. **(Automatic Red Card)**
- 12.1-8 Holds an opponent.
- 12.1-9 Impedes the progress of an opponent.
- 12.1-10 Handles the ball deliberately (i.e. Carries, strikes, or propels the ball with his hand or arm) unless he/she is the keeper within his/her own penalty area. If the keeper deliberately handles the ball with first contact being outside the penalty area, a **yellow card** may be shown. If such contact is made within the penalty area but the momentum carries his/her hand/arm outside of the penalty area while still handling the ball, no yellow card is to be issued.

- 12.1-11 Charges a goalkeeper within the keeper's penalty area.
- 12.1-12 Prevents the keeper from releasing the ball into play. Restart shall be a free kick to be taken by the opposing team where the infraction occurred.
- 12.1-13 Plays in a dangerous manner against an opponent. This includes any type of slide tackle. A clean slide tackle does not require a yellow card. However continued slide tackles by a team or individual player will be treated as "Persistently Infringes the Laws of the Game". If a slide tackle is not clean meaning it was in conjunction with a penal foul a yellow card may be issued.
- *Note: Sliding to play the ball is not necessarily dangerous play (i.e. sliding to save the ball from going into touch). The vicinity to the opponent is the determining factor.*
- 12.1-13a *Slide Tackle in the Penalty Area.* If the defending player (including the keeper) makes a clean slide tackle it is a direct free kick for the opposing team from the top of the penalty area. The ball is to be placed on the top of the penalty area so the ball is centered to the goal (there is no mark), regardless of where the slide tackle took place as long as it was in the penalty area. The defending team is allowed to place a wall 5 yards from the ball.
- 12.1-13b *Slide Tackle in conjunction with a penal foul in the penalty area.* If the slide tackle was not clean, such as from behind, cleats up, follow through onto opposing players shin, etc. *it will result in a Penalty Kick.* The ball is placed in the same location as mentioned in 12.1-13a but the defending team's players as well as the attacking team's players must be outside the penalty area, behind the ball and 5 yards from the kicker. The ball must move forward.
- *Note: If time runs out after the call was made, allow the penalty kick. All players from the field except the keeper and the kicker will be removed from the field.*

12.2 Goalkeeper Restrictions:

- 12.2-1 The goalkeeper, having had control of the ball in his/her hands and having released it from his/her hands to be played by him/herself or a teammate, shall not touch the ball with his/her hands again until it has been touched or played by an opponent. As in outdoor, the keeper may dribble or air dribble the ball while maintaining it within his/her control (i.e. No double possession). Restart for keeper double possession with his/her hands is a free kick by the opponent at the top of the Penalty Area.
- 12.2-2 A keeper may not at any time handle a ball intentionally played to him/her from a teammate's foot. A violation of this rule will result in a free kick by the opponent from the top of the Penalty Area. An accidental or unintentional deflection or mis-kick by a teammate that the keeper handles shall not be penalized.
- 12.2-3 The ball may be played from a teammate's head, chest or thigh (but not the foot) to his/her keeper without penalty. However, trickery to intentionally circumvent this rule shall result in the showing of a yellow card for unsporting behavior. The restart shall be a free kick by the opponent from the spot where the attempted circumvention originated or at the top of the penalty area if the infraction occurred in the penalty area.
- 12.2-4 A goalkeeper who handles the ball within the penalty area shall have 5 seconds to distribute the ball. Violation of this rule will result in a free kick by opponents at the top of the Penalty Area.
- 12.2-5 A goalkeeper who gains possession of the ball outside of the penalty area may dribble it into the penalty area but shall not touch it with his/her hand(s). Violation of this rule will result in a free kick by the opponent at the top of the Penalty Area.
- 12.2-6 The goalkeeper may not punt or drop kick the ball. A drop kick is defined as dropping the ball to the ground and allowing it to bounce once or twice and then kicking it. Violation of this rule will result in a free kick for the opposing team at the top of the penalty area. *Note: This rule does not apply to the U10 league.*

12.3 Goalkeeper Privileges:

- 12.3-1 If a player intentionally obstructs an opposing goalkeeper to prevent him/her from putting the ball into play, the referee shall award a free kick.

- 12.3-2 In cases of body contact within the penalty area between an attacker and an opposing keeper not in possession of the ball, the referee shall stop the game if, in his/her opinion, the action of the attacker was deliberate. Restart will be a free kick by the defending team from the goal area if an infraction occurred within the goal area or the point of the infraction if it occurred elsewhere within the penalty area.
- 12.3-3 Fouls committed against the goalkeeper judged by the referee to be inadvertent shall be punishable by a free kick by the keeper's team as in "12.3-2" above.
- 12.3-4 A player who intentionally commits a foul that endangers the keeper but in the opinion of the referee falls short of serious foul play shall be yellow carded. The restart will be a free kick by the keeper's team as in "12.3-2" above.
- 12.3-5 A player who intentionally charges the keeper in a violent manner or who kicks the keeper while the keeper is in possession of the ball shall be shown the red card and sent off for serious foul play.
- 12.3-6 The keeper shall be considered to be in control of the ball by touching it with any part of his/her arm or hand.

12.4 MISCONDUCT:

A player (or coach) is cautioned and shown the yellow card if he/she commits any of the following offenses:

- 12.4-1 Is guilty of unsporting behavior
- 12.4-2 Shows dissent by word or action
- 12.4-3 Persistently infringes the Laws of the Game
- 12.4-4 Delays the restart of play
- 12.4-5 Fails to respect the required distance when play is restarted with a corner kick or free kick

A player (or coach) is sent off and shown the red card if he/she commits any of the following offenses:

- 12.4-6 Is guilty of serious foul play
- 12.4-7 Is guilty of violent conduct
- 12.4-8 Spits at an opponent or any other person
- 12.4-9 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).
- 12.4-10 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 kick
- 12.4-11 Uses offensive, or insulting or abusive language and /or gestures
- 12.4-12 Receives a second YELLOW CARD (regardless of previous offense) in the same match
- 12.4-13 **Yellow Carded player** must serve a five (5) minute time penalty; this is not a team penalty so a team would not play short. (Adult and U15, U17 and U19 Leagues only)
- 12.4-14 **Red Carded player** is immediately ejected from the match. The offending player is suspended for a minimum of 1 match. The team must play for the remainder of the game at a disadvantage regardless of the number of goals scored by the other team.
 - Since substitutions are on the fly, there is not differentiation between active players and substitutes in reference to red card situations. Any player receiving a red card will result in the offending player's team playing at a disadvantage.
- **Schaumburg Park District staff reserves the right to review all red card situations and extend the suspension by a number of games appropriate to the offense. Any team receiving 3 red cards during the course of the season will forfeit their next game, Any team receiving 4 or more red cards during the course of the season will be removed from the league without refund and be suspended from future participation for 1 calendar year.**
- 12.4-15 The referee will stop play and eject any player or team (including bench personnel) that attempts to strike or does strike any player, official, or staff. Management

will have final decision upon an investigation. Player/Team may be ejected from the session without refunds.

- **12.4-16 Any player, coach, or spectator red carded, sent off, or otherwise ejected from the field of play by a referee or Sport Center staff member must immediately leave the facility. Participants will be allowed a minimal period of time to gather personal belongings and will be escorted from the facility by Sport Center staff. Police authorities will be contacted regarding any individual not leaving the facility in a respectful and expeditious manner.**
- 12.4-17 Any player attempting to play in a match they are suspended for will be deemed ineligible for the rest of the season and any game that they participate in illegally will be forfeited.
- **12.4-18 Players and/or teams that cause disturbances within the Sport Center including the lobby and parking lot or conduct themselves inappropriately towards Sport Center Staff will be asked to leave immediately. Inappropriate behavior may lead to a participant or team being suspended from future participation.**

RULE 13 – FREE KICKS:

- 13.1 For any infraction of the rules, a direct free kick shall be awarded to the offended team. A goal may be scored directly from a free kick. A team has 5 seconds to restart play after having been signaled to do so by the referee. If the team does not do so in the allotted time, possession is awarded to the opposing team.
- 13.2 The defending team on all free kicks must allow 5 yards (15 feet). Encroachment shall be punished in accordance with rule 12.4-5.
- 13.3 On each free kick, the ball is in play immediately as it is KICKED and moves.
- 13.4 The ball may be played in any direction on free kicks.
- 13.5 The player taking the kick may not touch the ball again until it touches another player.

RULE 14 – THE PENALTY KICK

- 14.1: A penalty kick is awarded for a penal foul committed by the defense within its penalty area. All players except the keeper must be outside the penalty area including the kicker and behind the ball. The keeper may move from side to side but some part of both feet must remain at the goal line, i.e., neither foot may be entirely forward of the goal line.
- Note: Dangerous Play and obstruction are not penal fouls! If committed by the defensive team in the penalty area, restart will be taken by the opponent at the top of the penalty area.
- 14.2 In Play: The ball is in play when it is KICKED, and must be played in a forward direction. An improper kick must be retaken.
- 14.3 Infractions: If the referee determines that the keeper has prevented a goal by coming off his/her line early, the penalty kick shall be retaken.
- 14.4 The player taking the kick may not touch the ball again until it touches another player.

- **14.5 Position: PKs are to be taken from the top of the penalty box (not the arc)**
- 14.6 A team has 5 seconds to restart play after having been signaled to do so by the referee. If the team does not do so in the allotted time, a kick at the top of the same penalty area shall be awarded to the opposing team.

RULE 15 – THE THROW-IN

- A goal cannot be scored directly from a throw-in, in other words it's treated as an **Indirect Kick**.
- The player taking the throw may not touch the ball again until it touches another player.
- To execute a legal throw-in, the thrower must meet the following criteria when releasing the ball
 - Face the field of play
 - Have part of both feet either on or behind the touchline upon releasing the ball

- Deliver the ball with both hands from over and behind the head
 - The defending team on all throw-ins must allow 2 meters. Encroachment shall be punished in accordance with rule 12.4-5.
 - If an opponent unfairly distracts or impedes the thrower, he/she is cautioned for unsporting behavior and shown a yellow card.
 - Any throw-in not properly taken (not on the touchline) will result in a change of possession and throw-in from the same spot for the opposing team.
- A team has 5 seconds to restart play after having been signaled to do so by the referee. If the team does not do so in the allotted time, a kick-in at the same spot shall be awarded to the opposing team.
- If the ball never enters the field of play, the throw-in is retaken from the same spot.

RULE 16 – THE GOAL KICK

- A goal may be scored directly from a goal kick, but only against the opposing team.
 - Opponents remain outside the penalty area until the ball is in play
 - The kicker does not play the ball a second time until it has touched another player
 - The defending team on all corner kicks must allow 5 yards (15 feet). Encroachment shall be punished in accordance with rule 12.4-5.
 - The ball is in play when it is kicked directly beyond the penalty area
- A team has 5 seconds to restart play after having been signaled to do so by the referee. If the team does not do so in the allotted time, a corner kick shall be awarded to the opposing team.

RULE 17 – THE CORNER KICK

- A goal may be scored directly from a corner kick, but only against the opposing team.
- The ball is in play when it is kicked and moves.
- The kicker does not play the ball a second time until it has touched another player
- A team has 5 seconds to restart play after having been signaled to do so by the referee. If the team does not do so in the allotted time, a goal kick shall be awarded to the opposing team.

RULE 18 – TOURNAMENT PLAY ONLY

- If a single elimination match is tied after regulation, teams will play 2 x 5 minute periods.
- The overtime periods will be Golden Goal (Sudden Death).
- Side selection and ball possession will be determined by a coin flip. The team captain that occupies the east bench will make the call.
- If the game is still tied after the first 5 minute period teams will switch ends, no half time.
- If the game is still tied after the 2 x 5 minute overtime periods the game will be determined by a best-of-five (5) Penalty Kick Shootout.
- Any player that participates in the Penalty Kicks must have been on the field at the conclusion of the overtime period.
- Only the players and goalkeepers are allowed on the field during the Penalty Kicks.

Procedure for PK for the Determination of the Winner of a Match

1. The referee chooses the goal at which the kicks will be taken. Unless there is an unforeseen problem, the west goal should be used for spectator enjoyment.
2. The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or second kick. The team that occupies the west bench will make the call.
3. The referee keeps a record of the kicks being taken.
4. The kicks are taken alternately by the teams.
5. If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.

6. If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
7. The goalkeeper may be one of the players taking the kicks.
8. **All other FIFA Rules will apply.**

RULE 19 - LEAGUE PLAY STANDINGS TIEBREAKERS

- Teams will receive 3 points for a win, 0 points for a loss, and 1 point for a tie.
- In the event of a tie at the end of the regular season, final standings will be determined by the following succession of tiebreakers.
 1. Head to head results
 2. Goal differential in head to head games
 3. Goal Differential in all league games (goals scored minus goals allowed)
 4. Least goals allowed in all league games
 5. Most goals scored in all league games

RULE 20 - ADULT INDOOR LEAGUE SOCCER PRIZE AWARDS

- Prizes are awarded based on final regular season standings. No post-season tournament/playoffs will be played.
- 1st Place will receive team trophy, "Sport Center League Champ" t-shirts for each rostered player, and \$300.00 prize check
- 2nd Place will receive team trophy, and \$200.00 prize check

RULE 21 - ROSTER DISPUTES AND PROTESTS

- In the event a team believes an opposing team is fielding an ineligible player, the team captain should notify the field supervisor IMMEDIATELY. Any roster disputes must be made BEFORE HALFTIME. A ruling will be made on the field regarding the player's eligibility. A team fielding an ineligible player will result in his/her immediate ejection from the match, and the team will play with 6 players (including the goalkeeper) on the field the rest of the match.
- All protests must be submitted in writing within 24 hours of the game to the Schaumburg Park District Sport Center Manager or Assistant Manager.
- Protests are often relayed to the Field Supervisors, Game Officials, and other involved staff before judgment is made.
- In order to file a protest the game, the Field Supervisor and Officials must be notified during the game and must be noted in the scorebook. Protests WILL NOT be accepted for decisions involving accuracy of judgment on part of the officials.