



Falcon Park Indoor Soccer League Rules and Regulations Palatine Park District

The Palatine Park District Adult Open Indoor Soccer League is a league which will run on Friday evenings at Falcon Park. Open means that the league consists of teams of all skill levels in the league.

League schedules and standings will be available at www.quickscores.com/palatine
There will be no changes to the schedule once the schedules are posted.

ELIGIBILITY AND FEES

1. Men aged 18 and over are eligible to participate
2. There is a maximum of 20 players permitted on the team roster
3. Non-Roster substitutes are prohibited; All substitutes must meet eligibility requirements and be prepared to show an id as proof of age
4. All league players must be prepared to show proof of age/residency prior to games
5. Rosters must be completed and turned into league staff by the first game
6. **Fees are due IN FULL at the time of registration**
 - Resident teams consist of 70% or more team players that reside within Palatine Park District boundaries.
 - Priority will be given to teams from the previous session with 70% of their roster returning. This priority is given only to teams returning to the same league they played in previously.
7. The Palatine Park District will not be responsible for collecting any individual team's sponsorship money. Team captains are responsible for turning in all league fees.
8. Players can only be on one team roster and are prohibited from participating on other teams within the same league.

STANDINGS

1. Each win will be worth 3 points, each draw will be worth 1 point and losses will be worth 0 points
2. If two or more teams are tied in points at the end of the season, the tie-breakers will be:
 - a. Head-to-Head Games played against each other
 - b. Overall Goals Scored
 - c. Overall Goal Differential
 - d. Head-to-Head Goal Differential
3. Standings will be posted on the Palatine Park District website at www.quickscores.com/palatine

*** With the above-mentioned rules, it is imperative that all scores are accurate on the official scorecards submitted. Thus, both team manager's signature, in addition to the referee & scorekeeper signatures must appear on the scorecard.**

Rosters

1. All teams must have a roster on file before the season begins. Rosters must be complete with names addresses, phone numbers, and ages of participants. **Changes to the rosters can be made until the third (3rd) week of the league (January 22, 2016).**
2. Rosters will be limited to a maximum of twenty (20) players. **Rosters are due at the first game.**
3. Players may play on one (1) team only per season. Any player found participating on more than one (1) team will forfeit all games that used the player. To prevent this shortcoming, all players **ARE REQUIRED** to carry a valid and/or legal Picture identification card to **ALL** games, **AND PRESENT IT UPON REQUEST.**
4. Any violation of the above-mentioned rules, will result in the forfeiture of all games played with an illegal roster on file.
5. Use of an ineligible player in a regular season or playoff game will result in an automatic team forfeit provided the opposing team follows the proper protest procedures. **It is the responsibility of the player in question to prove his identity.** The league supervisor/scorekeeper has the authority to request identification of any player as he/she sees warranted. The game will continue under the protested conditions. Should the player not have identification **the game will result in an automatic forfeit.**

NOTE: Teams MUST question the use of an illegal player within the first 5 minutes of the game or immediately against a new player coming into the game after the first 5-minutes. After this time has expired, or the game resumes after 5-minutes, all protests against an illegal player will be considered invalid.

FALCON RECREATION CENTER GENERAL GUIDELINES

1. **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.
2. The players' waiting area is outside of the turf in the common area, away from the team areas.
3. The team areas are on the west wall of the turf (opposite entrance doors)
4. All changing is to be accomplished in the bathrooms. Changing in the lobby is prohibited.
5. The Palatine Park District and Falcon Recreation Center staff are not liable in any way for personal items of any kind that are left, lost, stolen or broken at, from or while participating in the soccer leagues at Falcon Park.
6. Players participate in the league at their own risk. Palatine Park District does not cover any injuries sustained while participating in league activities at the Falcon Recreation Center.
7. Smoking is not permitted inside Falcon Recreation Center.
8. No alcoholic beverages are allowed inside Falcon Park Rec. Center or on its grounds including the parking lot. Players deemed under the influence of a controlled substance by Falcon Park staff will not be allowed to participate.
9. **Spectators are required to observe from the spectator viewing areas located on the bleachers in the turf or in the observation area off the upstairs track. Any spectator arriving during game play must use the upstairs observation area until there is a break in play.**
10. Please report all accidents and injuries to a Palatine Park District supervisor immediately.
11. No one is permitted to play or practice soccer outside of the playing field.
12. 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.

SPORTSMANSHIP

1. All players in the league are expected to conduct themselves with utmost respect for themselves, one another, Falcon Park's league staff and officials.
2. All communication with officials during the run of play is expected to be conducted by team captains
3. Foul language directed at officials or other players will not be tolerated.
4. **Fighting between players will result in an immediate red card and expulsion from the league for one calendar year**
5. Fighting and/or any hostile physical contact with an official, Falcon Park staff or league staff will result in immediate red card and LIFETIME suspension from all Palatine Park District leagues and facilities AND prosecution by the Palatine Park District to the fullest extent of the law.
6. Officials and staff shall retain authority over league players before, during AND after league games.
7. When necessary, Palatine Park District policies shall supersede league policies.

THE PLAYING SURFACE AND DIMENSIONS

1. The turf playing area of the Falcon Park is approximately 90' W x 180' L
2. The turf is a synthetic turf
3. All field lines are marked with the white lines on the turf.
4. The goal dimensions are 21' wide x 7' high.

THE BALL

1. The official ball for the league will be size 5, provided by Falcon Park Recreation Center. Both teams must agree to use a different ball for the game.
2. Any size 5 regulation ball may be used for warm-ups.

OFFICIALS

1. There will be two referees assigned to officiate each game
2. 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.**
3. Any verbal or physical abuse of an referee or Park District Representative or player prior to, during, or after a game may result in (1) or more game suspension of the player. In the event of any subsequent infraction, the team will be placed on probation, and may face a one (1) or more game suspension and team ejection from the current league and the league in the following year. Any decision to suspend or terminate privileges to participants will be made by a committee consisting of the referee assignment chairman, scorekeeper and the Falcon Park Assistant Facility Manager.

MANAGERS ARE RESPONSIBLE FOR CONDUCT OF ALL PLAYERS AND SPECTATORS OF THEIR TEAM.

EQUIPMENT OF PLAYERS

1. **All team members must have shirts of the same color with a number. Individual numbered shirts are mandatory for all field players.** Players will not be allowed to enter the game without a similar colored shirt with an individual number. The park district will not supply tape to put numbers on shirts. **Yellow cards will be issued for not having the proper uniform!**

All teams must bring an alternate colored jersey in case both opponents have the same colored jerseys. A coin flip will determine which teams is the main color and which uses the alternate jersey. The teams will then reverse rolls for the second regular season game. A coin flip will decide any games thereafter. **Park District jerseys/pinnies may be used if available.**

Gym shoes or molded soccer cleats must be worn on the turf. **No six studs or screw in cleats allowed.**

Team Captains are the only individuals allowed to confer with a Referee or scorekeeper. In the event the Team Captain as stated at registration is not present, an Alternate Captain must represent the team.

PLEASE CARRY YOUR GAME SHOES INTO THE BUILDING, SO THAT DIRT AND OTHER OBJECTS ARE NOT BROUGHT INTO THE TURF, ESPECIALLY DURING INCLEMENT WEATHER

2. Appropriate athletic shorts are required for all field players; Shorts with belt loops, zippers, snaps or buttons are not permitted; Long pants are not permitted for field players without prior approval (contact Falcon Park Assistant Manager with questions)
3. Goalkeepers may wear appropriate athletic shorts or long pants; Shorts and pants with belt loops, zippers, snaps or buttons are not permitted. Goalkeepers' colors must distinguish that player from all other players and referees.
4. Shinguards are required by all players at all times; Shinguards and associated straps and ankle guards must be covered at all times (i.e., socks). **In the event any players do not have proper shin guard protection, a full (5) minute bench penalty will occur at start of game.**
5. Gloves are permitted and are highly recommended for goalkeepers
6. Use of FIFA-approved headgear is permitted for all players.
 - The following equipment is not allowed:
 - 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 (unless safety sport glasses/goggles) are allowed.
 - No spitting or chewing gum on the field.

THE GAME

1. **The Official FIFA “Laws of the Game” will govern all league play except the rules indicated.** Any violation(s) of the following rules, is to be contested by a participating team, must be done in accordance with the protest procedure. The proper guidelines, which are mentioned above, must be followed to insure validity.

The Palatine Park District reserves the right to adjust or alter any rule that is deemed in the best interest of the league.

CAPTAINS: IT IS YOUR RESPONSIBILITY TO MAKE ALL OF YOUR PLAYERS AWARE OF THESE RULES AND TO MAKE SURE THEY UNDERSTAND THEM COMPLETELY.

2. **Only team captains can talk to the officials.**
3. The game shall consist of 40 minute running clock. There are no overtime periods during regular season games.
4. **Scheduled start time is forfeit time.** Forfeit results in a score of 10-0. **No fee reduction for forfeited games.** Teams are permitted two forfeits throughout the season, incurring a \$50.00 fine for the first forfeit which must be paid before the next scheduled game. **If any team forfeits a second time, that team may face an additional forfeit fee and be removed and or expelled from the league, forfeiting all league fees paid.** The league schedule may be re-worked at this point and captains will be notified of the new schedule.

During a forfeit the field time may be used as practice/scrimmage time. Referees are not required to officiate practice/scrimmage time.

5. Game Results:

- Any game that is tied at the end of regulation time will be considered a draw and will be reflected as such in the standings.
 - Any playoff game that is tied at the end of regulation time will move into extra time. See Tournament Play Only section.
6. The Minimum number of players on the field is four (4) to start or continue a game. **Any number of players under four(4) (1goalie, 3 players in the field) at any time during the game is a forfeited game.**
 7. All men’s league games shall be 7 players –vs– 7 players (1 goalkeeper and 6 field players).
 8. One of the players must wear a goalkeeper jersey, which clearly distinguishes him or her from all other players and the referee(s).
- ### 9. Kickoff:
- The game shall be started by kickoff from the center spot and center circle at the middle of the turf. The team occupying the north bench has possession in the first period, the team occupying the south bench the second period. Possession in any overtime period will be determined by coin flip.
 - 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. The offense may have a maximum of two players within the center circle for the kickoff.
 - A goal may be scored directly from a kick-off.

10. 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 team bench.
11. No unauthorized individuals may sit with the team 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.

12. Substitutions:

- Unlimited, and on the fly (including goalkeeper changes). The player coming of 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.

13. Drop Ball:

- 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.

14. Failure to put the ball into play within 5 seconds after the referee's signal shall result in a possession turnover to the opponent.

15. 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.
- 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.

16. 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.
17. There is no offside penalty

18. 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:

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

1. Spits at an opponent. (**Automatic Red Card**)
2. Holds an opponent.
3. Impedes the progress of an opponent.
4. 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.

18.A Charges a goalkeeper within the keeper's penalty area.

18.B 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.

18.C 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.*

18.D 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.

18.E 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 18.C 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.

18.F If a goalkeeper commits a foul and is yellow or red carded said goalkeeper must serve their own penalty.

19. **Goalkeeper Restrictions:**

- 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.
- 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.
- 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.
- 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.
- 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.
- 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.

20. **Goalkeeper Privileges:**

- 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.
- 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.
- 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 "18.2 or 3" above.
- 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 "18.2 or 3" above.
- 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.
- The keeper shall be considered to be in control of the ball by touching it with any part of his/her arm or hand.

21. Misconduct:

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

- Is guilty of unsportsmanship behavior
- Shows dissent by word or action
- Persistently infringes the Laws of the Game
- Delays the restart of play
- Fails to respect the required distance when play is restarted with a corner kick or free kick.
- **Yellow Carded player** must serve a five (5) minute time penalty; this is not a team penalty so a team would not play short.

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

1. Is guilty of serious foul play
2. Is guilty of violent conduct
3. Spits at an opponent or any other person
4. 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).
5. 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
6. Uses offensive, or insulting or abusive language and /or gestures
7. Receives a second YELLOW CARD (regardless of previous offense) in the same match
 - **Red Carded player/individual is immediately ejected from the match and facility.** Any red carded individual risks further team discipline if they chooses to remain in the facility following dismissal from a game. 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.

Palatine 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.

- 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.
- **Any player, coach, or spectator red carded, sent off, or otherwise ejected from the field of play by a referee or Falcon Park Rec. 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 Falcon Park**

staff. Police authorities will be contacted regarding any individual not leaving the facility in a respectful and expeditious manner.

- 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.
- **Players and/or teams that cause disturbances within Falcon Park Rec. Center including the lobby and parking lot or conduct themselves inappropriately towards Falcon Park Staff will be asked to leave immediately. Inappropriate behavior may lead to a participant or team being suspended from future participation.**

22. Free Kicks:

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.
2. The defending team on all free kicks must allow 5 yards (15 feet). Encroachment shall be punished in accordance with rule 18.4 or 5.
3. On each free kick, the ball is in play immediately as it is KICKED and moves.
4. The ball may be played in any direction on free kicks.
5. The player taking the kick may not touch the ball again until it touches another player.

23. Penalty Kicks:

1. Position: 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.
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.
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.
4. The player taking the kick may not touch the ball again until it touches another player.
5. 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.

24. Throw In:

1. A goal *can not* be scored directly from a throw in, in other words it's an **Indirect throw**.
2. The "kick-in" is the only *Indirect Kick*.
3. The player taking the throw may not touch the ball again until it touches another player.
4. The defending team on all throw-ins must allow 5 yards (15 feet). Encroachment shall be punished in accordance with Misconduct rule 5.
5. If an opponent unfairly distracts or impedes the thrower, he/she is cautioned for unsporting behavior and shown the yellow card.
6. Any throw-in not properly taken will result in a change of possession and throw-in from the same spot for the opposing team.
7. 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 throw-in at the same spot shall be awarded to the opposing team.

25. 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 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.

26. 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.

27. Injured Players:

- 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.

STOPPAGES

1. Referees may stop the clock at their discretion
2. Interruptions of play that may result in added stoppage time during game play include:
 - a. Injury or Injuries
 - b. Discipline

Tournament Play Only:

- If a single elimination match is tied after regulation, teams will play two(2)- 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 north 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**
 - The referee chooses the goal at which the kicks will be taken. Unless there is an unforeseen problem, the north goal should be used for spectator enjoyment.
 - 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 south bench will make the call.
 - The referee keeps a record of the kicks being taken.
 - The kicks are taken alternately by the teams.
 - 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.
 - 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.
 - The goalkeeper may be one of the players taking the kicks.
 - **All other FIFA Rules will apply.**

PROTESTS

1. All protests of games participated must be on infractions of the rules and not a matter(s) of judgment. (Protests will be considered on this basis only.)
2. Should you want to protest a game, the following procedures are to be followed:
 - (a) The official(s) and the opposing team must be informed of the intent to protest immediately at the time of the rule(s) infraction(s). This action must be done before play is resumed and noted on the scoresheet.
 - (b) A protest must be in writing and submitted to the Falcon Park Assistant Facility Manager by 9:00a.m. Monday following the completion of the disputed game. The only exception being a game played on Friday or Saturday, or before a holiday. In this case, the written statement must be submitted by 9:00 a.m. the first day following the protested game the park district administration offices are open.
 - (c) All protests must be accompanied by a \$25.00 fee. If the protest is upheld, the \$25.00 fee will be returned.
3. The Protest Committee:
 - (a) All protests will be decided by a Protest Committee.
 - (b) The Protest Committee will be comprised of the Falcon Park Facility Manager, Falcon Park Assistant Facility Manager, and the Official Assignment Chairman.

PALATINE PARK DISTRICT ATHLETIC LEAGUE FEES AND SPONSORSHIP POLICY

In light of recent developments over past years with teams getting dropped from their sponsor because they did not uphold their agreement they entered with the sponsor, and the sponsor refusing to pay league fees, the following sponsorship policy has been created.

It is the team's responsibility to get the sponsorship and the sponsor's money to the Park District no later than the due date for the league fees (two (2) weeks prior to the league beginning). The Palatine Park District is not responsible for collecting sponsor's payments. League schedules will be distributed to captains that have paid league fees at this point.

Should the sponsor not pay the league fees up front and decide to periodically cut checks, it is up to the team to pay the league fees up front. Team captains will be responsible for paying league fees.

If this happens, the sponsor can then directly reimburse the captain or make the check payable to the Palatine Park District. If the check is made payable to the Park District, the captain should submit the check to the Athletic Supervisor at which point a check will be issued in the amount of the sponsor's check to the team captain after the sponsor's check clears (2 weeks).

The Palatine Park District is not penalizing anyone for getting a sponsorship, but please understand that due to recent events, there are new requirements for teams that get sponsored.

As always, if there is an issue the Falcon Park Assistant Facility Manager is available to hear about the situation and can make an exception to the policy if it is warranted.

Thank you for understanding and your cooperation.

Kevin Slobodecki
Falcon Park Assistant Facility Manager

Zero Tolerance

Policy

The Palatine Park District will suspend or terminate league privileges to any individual(s) involved in the following activities:

FIGHTING
ABUSIVE LANGUAGE
DEFIANCE OF AUTHORITY
DISRUPTIVE BEHAVIOR
GENERAL HARASSMENT
DESTRUCTION OF PROPERTY
DRUG & ALCOHOL USAGE
MOB ACTION

Please respect your league, its officials and those who participate in it.

Thank you

Palatine Park District

STATEMENT OF UNDERSTANDING AND AGREEMENT

I, _____, as manager of _____, by signing below agree to abide by all of the aforementioned rules and regulations which govern the league, and to follow proper procedure as it pertains to all league activities within the Palatine Park District 2016 Winter Soccer Season.

Furthermore, I understand that it is my sole responsibility to inform my teammates of the rules contained within the rulebook, and I will accept responsibility for my team's knowledge of the rules contained herein and for the actions of my team.

Additionally, I affirm by my signature that I understand that if any member from my team abuses any rule or displays improper conduct the player and or team will be removed from the league forfeiting any league fees paid.

I understand this page must be submitted to the Falcon Park Assistant Manager by 1-8-16. Failure to submit this page by the deadline will result in a forfeit for the first scheduled game.

Manager's Name (Print)

Manager's Signature

Team Name

Date