

KINDERGARTEN, 1ST AND 2ND GRADE RULES

1. SECTION ONE: GENERAL RULES

- a. PLAYING RULES AND ELIGIBILITY – FIFA rules apply if not modified within. The rules of the In-House Soccer Program are to be strictly adhered to and will be enforced by the all member park district staff.
 - i. All players for soccer will register and play at their current grade level unless otherwise approved by park district personnel.
 - ii. Requests to “play up” will only be granted in exceptional circumstances. It is Park District philosophy to play children in age/grade appropriate divisions in the best interest of their overall athletic development and that children play within their grade level for the social aspects of the program and their abilities to deal with kids that they go to school with.
 - iii. iii. Requests to play up are a case by case basis but in order to be considered to play up a child must be within a one year grade level in order to be approved. 2nd grade can only play up at U10.
 - iv. Any youth meeting the Program requirements will be eligible to participate.
- b. SPORTSMANSHIP, TOBACCO, ALCOHOL, PROFANITY, JEWELRY - The actions of the players, managers, coaches, referees, and league officials must be above reproach. Managers and coaches must make sure their conduct is proper in every respect and must make sure that their players and spectators do the same. The use of tobacco is strictly prohibited on the playing field, on the players' bench and/or in the dugout, and by any player. Alcoholic beverages and any substance abuse in any form are strictly prohibited within the confines of the parks. The use of profanity and obscene gestures by any player, manager, coach, referee, spectator, family member or parent/guardian is prohibited. Players will be prohibited from wearing any form of jewelry. Players found to be wearing jewelry will be told to remove it by the referee. Medical alert bracelets/necklaces or religious items are not considered to be jewelry but must be secured to the body.
- c. PARENTAL RESPONSIBILITY - All parents/guardians, referees, managers, and coaches will be required to sign a Code of Conduct
 - i. Parents must shoulder responsibility and take the initiative to make the program successful. Each parent should join in the total effort. There is an opportunity for all to participate. Parents, spectators, and family members must make sure their conduct is proper in every respect, demonstrate GOOD SPORTSMANSHIP and make sure their children and players follow the same conduct.
 - ii. Each coach is ultimately responsible for the conduct of their team’s spectators. If there is a problem with disruptive spectators, the referee is to warn the coach of the offending spectators. The coach shall then speak to the involved parties to rectify the situation. Should this fail, the spectators may be asked to leave the field, and the coach may receive a yellow or red card. In extreme cases, the referee can suspend the game.
- d. CLEAN-UP - All coaches, players, and parents/guardians are responsible for making sure all garbage is appropriately disposed of at the end of all games. This includes school and church fields as well as Park District fields. Please help keep our fields, stands, and parking lot areas clean.

e. SCHEDULING

- i. SEASON SCHEDULE – The league plays outdoor soccer. As such, the play is separated into fall and spring seasons. The fall season runs from approximately the end of August until the end of October. The spring season runs from roughly the beginning of April until the beginning of June. Each season will have at least 8 scheduled games.
- ii. SCHEDULE CHANGES - There will be no changes in a team's scheduled game date, time, or location unless authorized by the Soccer Coordinator. All games scheduled at the start of the season should be played as scheduled except for the following circumstances:
 1. In the event of Park District cancellation due to inclement weather
 2. In the event of Park District needing to cancel for other reasons
 3. In the event of school or religious activities
 4. It is not acceptable or permitted to request a game reschedule for the following reasons:
 - a. Too few players – Games will be played short sided if necessary
 - b. Coach and/or assistant is unable to make the game – Parent should be recruited to coach
- iii. RESCHEDULING OF RAIN OUTS AND SUSPENDED GAMES - The Park District Staff will attempt to reschedule all games, however, reschedules are not guaranteed. The HOME coach (first team listed) must communicate with the park district representative to request a date. The home coach (first team listed) must communicate with the away coach (second team listed) to confirm that date and communicate that confirmation back to the park district representative. All rescheduled games must be played within a two-week window (unless specifically approved by park district personnel), or a forfeit will result.
- iv. GAMES PER WEEK – Teams will typically play only one game per week, at certain times the schedule may require two. Games will be played on Saturdays. In cases of a make-up game, it shall be understood that a weeknight may be preferable to complete the schedule. Weeknights will only be used if necessary to complete the game schedule.

2. SECTION 2 - PLAYERS, FIELD AND EQUIPMENT

- a. PLAYER ATTENDANCE - In-house players are encouraged to attend all games and practices. If a player is unable to participate in a practice or a game, a courtesy call should be made to the coach as soon as possible.
- b. PLAYER SHARING – Games will not be rescheduled for teams that will be short players, except in extreme situations, outlined in the rescheduling section (1.F.ii) of this manual. If a coach expects that he may be short players for a scheduled game, he may choose from the following options:

- i. The coach can request that both teams play with fewer players on the field. Opposing coach is not required to comply. However, good sportsmanship guidelines dictate that they should.
 - ii. The coach can ask the opposing team to "loan" players to make up the difference so that both teams can field complete teams. The opposing coach, if they choose to help, would choose players to be shared. "Borrowing" coach can provide pinnies or jerseys for "loaned" players.
 - iii. The team that is short players may borrow from a team of the same age-level that has played within one hour of the scheduled game.
- c. EQUIPMENT - All players must wear their issued team uniform during the game. In the event of a color conflict (e.g. Both teams wear red jerseys), the home team is responsible for wearing pinnies/vests or alternate colors.
 - i. In cold weather players will be able to wear sweatshirts, jackets and/or long pants under their uniforms. Gloves and hats may be allowed.
 - ii. Jerseys must be tucked in.
 - iii. Shin guards are MANDATORY.
 - iv. Footwear - Tennis shoes or soft-cleated soccer shoes are acceptable, but soccer cleats are recommended. No metal spikes, football or baseball are allowed.
- d. SUBSTITUTIONS - There are unlimited substitutions during the course of a game. Substitutions can occur only with the referee's consent.
 - i. Substitutions may occur during any of the following occasions: between quarters/halves, either team's throw-in, either team's goal kick, after a scored goal, after an injury and play is stopped.
- e. PLAYING TIME - Each player shall play a minimum of 50% of the game, providing equal playing time for all players.
- f. COURTESY RULE / SLAUGHTER RULE - The slaughter rule dictates that if a team is winning by three (3) goals, the coach in the lead should begin to pull back his/her players. When up by four (4) goals, the winning team must remove a player and when up by six (6) goals the winning team must remove a total of two players. Coaches are not allowed to remove the keeper from the field. Referees will be responsible for ensuring that the proper steps are taken in a slaughter situation. This is not optional for either the winning or losing coach.
- g. COACHING/SPECTATOR PRESENCE - A total of one (1) head coach and one (1) assistant coach may occupy the team's side of the field. No one other than the coaches and players are allowed on the player side of the field. All parents/spectators must remain on the opposing side of the field. No one is allowed behind either goal during the course of the game.
- h. CASTS – A player with a cast must submit a medical release signed by his/her doctor to the park district. Players may play with a soft "cast" if, in the opinion of the referee, the cast is not a hazard to the individual or any other player on the field. Soft casts must include at least one inch of foam padding on either side of the cast.

3. SECTION 3 - REFEREES (KINDERGARTEN)

a. KINDERGARTEN

- i. Games will be "officialled" by team coaches. Two coaches, one from either team, are permitted on the field to help direct players. One coach should assume the role of referee and control the game in a way appropriate to that age group, teaching the rules of the game to the best of their ability. Coaches should referee two quarters each per game.

b. 1ST & 2ND GRADE

- i. All games will be officiated by a referee who is IHSA or USSF certified. All referees will be required to familiarize themselves with age-specific Soccer League rules. League rules shall supersede all others where they apply – otherwise, FIFA rules apply. Each referee has authority to rule on any point not covered explicitly in the age-specific house rules or FIFA rules. There will be at least one referee at all games.
- ii. If by ten minutes after the scheduled game time, the referee has not arrived and you have attempted to call the Soccer Coordinator, coaches can agree that they will officiate the game. If they do so, they will take the field, and each coach should officiate one half of the game. The coaches will then be responsible for officiating the game to the best of their ability.
- iii. All decisions of the referees are considered final and not subject to dispute by coaches, players or spectators.
- iv. A coach can respectfully request an explanation of a call at half-time or following the game. The Referee may respond at their discretion. However, a referee is not required to explain any call.
- v. No one is allowed to argue judgment calls with the referee. Doing so is grounds for ejection via red card. Should an infraction take place that demands the showing of a red card to a coach, said, coach must leave the park promptly upon designating a responsible adult from their team to finish the game.
- vi. Physical contact with a referee is not permitted and will not be tolerated. Anyone making contact with a referee will be immediately ejected and suspended from further participation in all Park District programs pending review of the incident by the park district staff. It shall also be noted that physical contact with a referee can result in being reported to the police department.
- vii. Questions and/or comments regarding referees are to be directed to park district staff.
- viii. Referees will note any incidents that occur during a game on their game card. Incidents will then be followed up by the park district.

4. SECTION 4 - GAME RULES

a. STARTING A GAME

- i. The home team shall provide the game ball.
- ii. Each game will begin with a kick-off in the center circle of the field.

b. PROTESTED and/or APPEALED GAMES - There will be no protested games. There will be no appeals. The referee's decision/ruling is absolute and final.

c. PLAYING CONDITIONS

i. Darkness

1. A game stopped due to darkness is at the referee's discretion.
2. The score at the end of the last completed quarter will determine the outcome.

ii. Rain

1. A game stopped due to rain is at the referee's discretion.
2. Any game stopped due to rain or storms during the first half of the game is not an official game. The game will restart with the score being zero – zero (0-0).
3. Any game stopped during the second half of the game will be over, and the team leading at that point is considered the winner.

iii. Poor Playing Conditions

1. In the event of poor playing conditions and/or bad weather, the Park District will make the decision if the game(s) should be played. Once the game has started, only the referee can stop the game.

iv. Electrical and Thunderstorms/Emergency Sirens/Thorguard - If lightning is seen, if thunder is heard, or if the park district severe weather warning signals/sirens/Thorguard goes off (15 second blast), the following must be strictly adhered to.

1. All games and practices must be stopped and the players cleared from the field/park. Any coach refusing to comply will be immediately suspended until the Park District athletic staff reviews the incident.
 - a. At locations that have the park district severe weather warning system, wait for the all clear (3 short horn blasts). If the all clear has not sounded after 30 minutes, the game or practice must be canceled.
 - b. At locations that do not have the park district severe weather warning system, there will be a mandatory twenty (20) minute wait, from the last lightning seen or thunder heard, to see if the storm passes before any play can be resumed.

However, the game or practice must be canceled if the severe weather has continued for thirty (30) minutes.

2. At the referee's discretion, coaches and players will take shelter inside a vehicle or building. At the referee's discretion, if the storm passes the game can restart from the point where it left off provided the field is playable and weather conditions are safe.

d. PLAYER INJURY

- i. In case of an injury, play will stop when the referee blows the whistle. The whistle will be blown when the team with the injured player has possession of the ball. In serious instances, play will immediately stop.
- ii. All players shall take a knee while the injured player is being attended to.

e. BALL IN AND OUT OF PLAY

i. Out of play

1. The ball is out of play when it has wholly crossed the line on the ground or in the air.
2. The referee has stopped play.

ii. In Play

1. The ball rebounds from a goalpost, crossbar, or corner flag and remains in the field of play.
2. The ball rebounds from the referee when they are on the field of play.

f. OFFSIDE

- i. There is no off-side called in Kindergarten, 1st or 2nd Grade.
- ii. Coaches are advised to teach the basics of offside in 2nd Grade and encourage trying to play on-side during games towards the end of the season. Please do not encourage playing offside on purpose (cherry picking).

g. HEADING - Per US Soccer, as of February 2016.

i. Players in U11 programs and younger shall not engage in heading, either in practices or in games.

1. When a player deliberately heads the ball in the game, an indirect free kick should be awarded to the opposing team from the spot of offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

h. BUILD OUT LINES – Per US Soccer, as of Spring 2016 (adopted in the IV League as of Fall 2016)

i. This rule applies to 1st and 2nd Grade Leagues only.

- ii. The Build Out Lines are marked on the field approximately 4 feet in front of the edge of both goalkeeper boxes.

- iii. When the GK is in possession of the ball (either during play or on a goal kick), the opposing team must drop behind the Build Out Line allowing the GK to pass, throw, or roll the ball to a teammate.
 - 1. After the ball is put into play and the first player (other than the GK and usually a defender) on the team with possession, touches the ball the opposing team can cross the Build Out Line and play can resume as normal.
 - iv. GK's are not permitted to punt the ball.
 - 1. If the GK does punt restart with the GK.
 - v. A restart from the GK's hands or goal kick will take place if the opposition infringes inside the Build Out Line.
 - i. THROW-INS
 - i. Throw-ins are handled in the following manner:
 - 1. When the whole of the ball passes over the touchline, either on the ground or in the air.
 - 2. Throw-in is taken from the point where it crossed the touchline.
 - 3. It is awarded to the opponents of the last team that touched the ball.
 - j. CORNER KICKS - Corner kicks are to be performed when the ball crosses the backline out-of-bounds on the field and is sent there by the defending team. The attacking team takes the corner kick from the corner circle.
 - k. GOAL KICKS - Goal kick is awarded when the ball crosses the back line and is sent there by the attacking team. The defending team takes the goal kick from the edge of the goal box.
 - l. PENALTY KICKS
 - i. There are no penalty kicks in the K, 1st and 2nd Grade leagues. All kicks must be taken from outside the area and must be direct.
 - m. FREE KICK
 - i. Every kick is direct in the K, 1st and 2nd Grade leagues.
 - ii. Slide tackling is not permitted. Any offense will result in a direct free kick being awarded to the opposing team.
 - n. METHOD OF SCORING - A goal is scored when the ball completely crosses the goal line, between posts and beneath the crossbar.
 - o. DURATION OF A GAME
 - i. The game shall be divided into four equal quarters
 - 1. Kindergarten: 4 x 10 minutes
 - a. There shall be a break between quarters of Three (3) minutes and Five (5) minutes between halves.

2. 1st & 2nd Grade: 4 x 12 minutes

- a. There shall be a break between quarters of Two (2) minutes and Five (5) minutes between halves.
- p. MISCONDUCT - the method that a referee uses to indicate misconduct on behalf of a coach is by showing a Yellow Card or a Red Card.
- i. There are no cards used in the K, 1st and 2nd Grade Leagues for players. There is, however, a time out used for exuberant players.
 - ii. Yellow Card
 1. In the event that a coach receives a yellow card, it shall be warranted as a warning.
 - iii. Red Card
 1. If a coach receives a red card, the coach shall immediately be removed from the game. Suspension shall follow for the next scheduled game.
 - a. Suspension - The coach shall not be permitted to attend the next game as a coach or spectator.
- q. ENDING THE GAME - Upon completion of the game, both opposing teams and coaches shall meet on the field and shake hands.
- r. TIE GAMES - Games ending in a tie shall remain a tie. There are no shoot-outs or overtimes.
- s. FORFEITS – Ten (10) minutes after scheduled game time is the forfeit time.

AGE SPECIFIC RULES

<i>KINDERGARTEN SOCCER</i>	
Field Size	30 x 25 (approx)
Number of Players	4v4 (no goalie)
Recommended Formation	1-2-1 (one defender, 2 midfield players and 1 forward)
Duration of Game	4 x 10 minute quarters
Half Time	5 minutes and 3 minutes between quarters
Ball	Size 3
Referee	No Official Referee (2 x Coaches)
Coaches	One from each team on field to act as referee and one from each team on sideline
Score	Not recorded
Heading	No heading in practices or games.
Substitutions	Either teams goal kick, throw in, after a goal and in between quarters and half time
Goal Kicks	Taken from midpoint in goal box
Offside	None
Free Kicks	All direct. Always taken outside the box.
Penalty Kicks	None
Time Outs	None, clock must run continuously throughout game
<i>1ST GRADE SOCCER</i>	
Field Size	40 x 30 (approx)
Number of Players	5v5 (four on the field plus a goalie – 5 players total including the GK)
Recommended Formation	GK-2-2 (GK+ 2 defenders, 2 midfield) or GK-1-2-1 (GK+1 defender, 2 midfield & 1 forward)
Duration of Game	4 x 12 minute quarters
Half Time	5 minute half time and 2 minutes between quarters
Ball	Size 3
Referee	One, assigned by BPD
Coaches	Two on sideline, third may act as linesman (not coaching), none allowed on field
Score	Recorded by referee but standings not kept

Heading	No heading in practices or games.
Substitutions	Either teams goal kick, throw in, after a goal and in between quarters and half time
Goal Kicks	Taken from edge of goal box
Offside	None, but players shouldn't be encouraged to stand in offside position
Free Kicks	All direct. Always taken outside the box.
Penalty Kicks	None
Time Outs	None, clock must run continuously. Referees discretion to add time for game delays
2ND GRADE SOCCER	
Field Size	40 x 30 (approx)
Number of Players	5v5 (four on the field plus a goalie – 5 players total including the GK)
Recommended Formation	GK-2-2 (2 defenders, 2 midfield) or GK-1-2-1 (1 defender, 2 midfield and 1 forward)
Duration of Game	4 x 12 minute quarters
Half Time	5 minute half time and 2 minutes between quarters
Ball	Size 3
Referee	One, assigned by BPD
Coaches	Two on sideline, third may act as linesman (not coaching), none allowed on field
Score	Recorded by referee but standings not kept
Heading	No heading in practices or games.
Substitutions	Either teams goal kick, throw in, after a goal and in between quarters and half time
Goal Kicks	Taken from edge of goal box
Offside	None, but players shouldn't be encouraged to stand in offside position
Free Kicks	All direct. Always taken outside the box.
Penalty Kicks	None
Time Outs	None, clock must run continuously. Referees discretion to add time for game delays

3RD-8TH GRADE LEAGUE RULES

1. SECTION ONE: GENERAL RULES

- a. PLAYING RULES AND ELIGIBILITY – FIFA rules apply if not modified within. The rules of the Intervillage Youth Soccer Program are to be strictly adhered to and will be enforced by the all member park district staff.
 - i. All players for soccer will register and play at their current grade level, unless otherwise approved by district personnel.
 - ii. Requests to “play up” will only be granted in exceptional circumstances. It is Park District philosophy to play children in age/grade appropriate divisions in the best interest of their overall athletic development and that children play within their grade level for the social aspects of the program and their abilities to deal with kids that they go to school with.
 - iii. Requests to play up are a case by case basis but in order to be considered to play up a child must be within a one year grade level in order to be approved. 2nd grade can only play up at U10. When age groups make up two years (U10 3rd & 4th grade), U12 (5th and 6th Grade), and U14 (7th and 8th grades) only current 4th graders can play up at U12, only current 6th graders can play up at U14, and only current 8th graders can play up at U18.
 - iv. Any youth meeting the Program requirements will be eligible to participate.
- b. SPORTSMANSHIP, TOBACCO, ALCOHOL, PROFANITY, JEWELRY - The actions of the players, managers, coaches, referees, and league officials must be above reproach. Managers and coaches must make sure their conduct is proper in every respect and must make sure that their players and spectators do the same. The use of tobacco is strictly prohibited on the playing field, on the players' bench, and by any player. Alcoholic beverages and any substance abuse in any form are strictly prohibited within the confines of the parks. The use of profanity and obscene gestures by any player, manager, coach, referee, spectator, family member or parent/guardian is prohibited. Players will be prohibited from wearing any form of jewelry. Players found to be wearing jewelry will be told to remove it by the referee. Medical alert bracelets, necklaces or religious items are not considered to be jewelry but must be secured to the body.
- c. COACHES – All coaches are volunteers. The coaches’ primary goal is to prepare the player to successfully recognize and solve the challenges of the game on their own. It is vital that coaches approach soccer with this in mind. All coaches are responsible for setting a positive example for players by displaying good sportsmanship and respecting the rules of the game. Disciplinary action will be taken toward any coach who does not support the positive mission of the Intervillage League. The situation will be reported by the referee on his/her game card. The park district involved will complete an incident reporting form which will be forwarded to the park district representative at the coaches’ home park district. That park district will be responsible for investigating the incident and taking any necessary action.
- d. PARENTAL RESPONSIBILITY - All parents/guardians, referees, managers, and coaches will be required to sign a Code of Conduct
 - i. Parents must shoulder responsibility and take the initiative to make the program successful. Each parent should join in the total effort. There is an opportunity for all to participate. Parents, spectators, and family members must make sure their conduct is proper in every respect, demonstrate GOOD SPORTSMANSHIP and make sure their children and players follow the same conduct.
 - ii. Each coach is ultimately responsible for the conduct of their team’s spectators. If there is a problem with disruptive spectators, the referee is to warn the coach of the offending spectators. The coach shall then

Speak to the involved parties in an effort to rectify the situation. Should this fail, the spectators may be asked to leave the field and the coach may receive a yellow or red card. In extreme cases, the referee can suspend the game.

- e. TRAVEL PLAYERS – This is a recreational soccer league. As such, it is expected that each district will form teams in such a manner as to equalize talents across teams. In support of this effort, under normal circumstances, the travel players will be evenly distributed among teams.
- f. CLEAN UP - All coaches, players, and parents/guardians are responsible for making sure all garbage is properly disposed of at the end of all games and practices. This includes school and church fields as well as District fields. Please help keep our fields, stands, and parking lot areas clean.
- g. SCHEDULING
 - i. SEASON SCHEDULE – The league plays outdoor soccer. As such, play is separated into fall and spring seasons. The fall season runs from approximately the end of August until the end of October. The spring season runs from approximately the beginning of April until the beginning of June. Each season will have at least 8 scheduled games.
 - ii. SCHEDULE CHANGES - There will be no changes in a team's scheduled game date, time, or location unless authorized by the Intervillage Soccer Coordinators. All games scheduled at the start of the season should be played as scheduled except for the following circumstances:
 - 1. In the event of Park District cancellation due to inclement weather
 - 2. In the event of Park District needing to cancel for other reasons
 - 3. In the event of school or religious activities
 - 4. It is not acceptable or permitted to request a game reschedule for the following reasons:
 - a. Too few players – Games will be played short sided if necessary
 - b. Coach and/or assistant is unable to make the game – Parent should be recruited to coach
 - iii. RESCHEDULING OF RAIN OUTS AND SUSPENDED GAMES – The District Staff will attempt to reschedule all games, however, reschedules are not guaranteed. The rescheduled game will be played at the park district that the original game was scheduled at. The HOME coach must communicate with their park district representative to request a date. The home coach must communicate with the away coach to confirm that date and communicate that confirmation back to the district representative. All rescheduled games must be played within a two-week window (unless specifically approved by park district personnel), or a forfeit will result.
 - iv. GAMES PER WEEK – Teams will play one game per week. Games will be played on Saturday mornings and afternoons. In cases of a make-up game, it shall be understood that a weeknight may be preferable to complete the schedule. Weeknights will only be used if necessary to complete the game schedule.
 - v. FIELD SCHEDULING - The Intervillage Soccer Coordinators will schedule game field usage.

2. SECTION 2: PLAYERS, FIELD AND EQUIPMENT

- a. PLAYER ATTENDANCE - In-house players are encouraged to attend all games and practices. If a player is unable to participate in a practice or a game, a courtesy call should be made to the coach as soon as possible

- b. **PLAYER SHARING** – Games will not be rescheduled for teams that will be short players, except in extreme situations, outlined in the rescheduling section (1.G.ii) of this manual. If a coach expects that he may be short players for a scheduled game, he may choose from the following options:
- i. The coach can request that both teams play with fewer players on the field. Opposing coach is not required to comply. However, good sportsmanship guidelines dictate that they should.
 - ii. The coach can ask the opposing team to “loan” players to make up the difference so that both teams can field complete teams. The opposing coach, if they choose to help, would choose players to be shared. “Borrowing” coach can provide pinnies or jerseys for “loaned” players.
 - iii. The team that is short players may borrow from a team of the same age-level that has played within one hour of the scheduled game.
- c. **EQUIPMENT** - All players must wear their issued team uniform during the game. Team colors will be listed on the game schedule. In the event of a color conflict (e.g. Both teams wear red jerseys), the home team is responsible for wearing pinnies/vests or alternate colors.
- i. In cold weather, players will be able to wear sweatshirts, jackets and/or long pants under their uniforms. Gloves and hats may be allowed.
 - ii. Jerseys must be tucked in.
 - iii. Shin guards are MANDATORY.
 - iv. Footwear - Tennis shoes or soft-cleated soccer shoes are acceptable, but soccer cleats are recommended. No metal spikes, football or baseball are allowed.
- d. **TEAM/GAME SPECIFICS**

Age Division	# of Players on Field (including keeper)	Ball Size	Team Sideline Coaches	Game Duration
3 rd /4 th Grade Girls	7v7	#4	1 Head 1 Asst.	Two 30-minute halves
3 rd /4 th Grade Coed	7v7	#4	1 Head 1 Asst.	Two 30-minute halves
5 th /6 th Grade Girls	9v9	#4	1 Head 1 Asst.	Two 30-minute halves
5 th /6 th Grade Coed	9v9	#4	1 Head 1 Asst.	Two 30-minute halves
7 th /8 th Grade Girls	11v11	#5	1 Head 1 Asst.	Two 35-minute halves
7 th /8 th Grade Coed	11v11	#5	1 Head 1 Asst.	Two 35-minute halves

- e. SUBSTITUTIONS - There are unlimited substitutions during the course of a game. Substitutions can occur only with the referee's consent.
 - i. Substitutions may occur during any of the following occasions: between halves, either team's throw-in, either team's goal kick, after a scored goal, after an injury and play is stopped.
- f. PLAYING TIME - Each player shall play a minimum of 50% of the game, providing equal playing time for all players.
- g. COURTESY RULE / SLAUGHTER RULE - The slaughter rule dictates that if a team is winning by three (3) goals, the coach in the lead should begin to pull back his/her players. When up by four (4) goals, the winning team must remove a player and when up by six (6) goals the winning team must remove a total of two players. Coaches are not allowed to remove the keeper from the field. Referees will be responsible for ensuring that the proper steps are taken in a slaughter situation. This is not optional for either the winning or losing coach.
- h. COACHING/SPECTATOR PRESENCE - A total of one (1) head coach and one (1) assistant coach may occupy the team's side of the field. No one other than the coaches and players is allowed on the player side of the field. All parents/spectators must remain on the opposing side of the field behind the 8-foot courtesy line. No one is allowed behind either goal during the course of the game.
- i. CASTS – A player with a cast must submit a medical release signed by his/her doctor to the park district. Players may play with a soft "cast" if, in the opinion of the referee, the cast is not a hazard to the individual or any other player on the field. Soft casts must include at least one inch of foam padding on either side of the cast.

3. SECTION 3: REFEREES

All games will be officiated by a referee who is IHSA or USSF certified. All referees will be required to familiarize themselves with Intervillage Soccer League rules. League rules shall supersede all others where they apply – otherwise, FIFA rules apply. Each referee has authority to rule on any point not covered explicitly in the Intervillage or FIFA rules.

- a. There will be at least one referee at all games. There will be at least two referees at U-14 games.
- b. If by ten minutes after the scheduled game time, the referee has not arrived, coaches can agree that they will officiate the game. If they do so, they will take the field, and each coach should officiate one half of the game. The coaches will then be responsible for officiating the game to the best of their ability.
- c. All decisions of the referees are considered final and not subject to dispute by coaches, players or spectators.
- d. Linesmen will be used at the discretion of the referee. Linesmen must be at least 12 years old and capable of responsibly and fairly supporting the referee.
- e. A coach can respectfully request an explanation of a call at half-time or following the game. Referees may respond at their discretion. However, a referee is not required to explain any call.
- f. No one is allowed to argue judgment calls with the referee. Doing so is grounds for ejection via red card. This includes inter-village coaches. Should an infraction take place that demand the showing of a red card to a coach, said, coach must leave the park promptly upon designating a responsible adult from their team to finish the game.
- g. Physical contact with a referee is not permitted and will not be tolerated. Anyone making contact with a referee will be immediately ejected and suspended from further participation in all Intervillage or District programs pending review of the incident by the district staff. It shall also be noted that physical contact with a referee can result in being reported to the police department.
- h. Questions and/or comments regarding referees are to be directed to district staff. Should any issues arise concerning the performance of a referee, the following steps should be taken:

- i. The coach of the team that has the concern must address that concern to their home park district rep.
 - ii. That home district rep communicates that concern in writing using an incident reporting form, which is forwarded to the district who hosted the game during which the incident occurred.
 - iii. The host district will take proper steps to investigate the situation and communicate any resulting action to the home district.
- i. Referees will note any incidents that occur during a game on their game card. Incidents will then be followed up by the districts involved using an Incident Report Form to be filled out by the home district.

4. SECTION 4: GAME RULES

a. STARTING A GAME

- i. The home team shall provide the game ball.
- ii. Each game will begin with a kick-off in the center circle of the field.

b. PROTESTED and/or APPEALED GAMES - There will be no protested games. There will be no appeals. The referee's decision/ruling is absolute and final.

c. PLAYING CONDITIONS

i. Darkness

- 1. A game stopped due to darkness is at the referee's discretion.
- 2. The score at the end of the last completed half will determine the outcome.

ii. Rain

- 1. A game stopped due to rain is at the referee's discretion.
- 2. Any game stopped due to rain or storms during the first half of the game is not an official game. The game will restart with the score being zero – zero (0-0).
- 3. Any game stopped during the second half of the game will be over, and the team leading at that point is considered the winner.

iii. Poor Playing Conditions

- 1. In the event of poor playing conditions and/or bad weather, the home District will make the decision if the game(s) should be played. Once the game has started, only the referee can stop the game.

iv. Electrical and Thunderstorms/Emergency Sirens/Thorguard - If lightning is seen, if thunder is heard, or if the district severe weather warning signals/sirens/Thorguard goes off (15-second blast), the following must be strictly adhered to.

- 1. All games and practices must be stopped, and the players cleared from the field/park. Any coach refusing to comply will be immediately suspended until the home District athletic staff reviews the incident.
 - a. At locations that have the severe weather warning system, wait for the all-clear (3 short horn blasts). If the all clear has not sounded after 30 minutes, the game or practice must be canceled.
 - b. At locations that do not have the severe weather warning system, there will be a mandatory twenty (20) minute wait, from the last lightning seen or thunder heard, to see if the storm

passes before any play can be resumed. However, the game or practice must be canceled if the severe weather has continued for thirty (30) minutes.

2. At the referee's discretion, coaches and players will take shelter inside a vehicle or building. At the referee's discretion, if the storm passes the game can restart from the point where it left off provided the field is playable and weather conditions are safe.

d. PLAYER INJURY

- i. In case of an injury, the play will stop when the referee blows the whistle. The whistle will be blown when the team with the injured player has possession of the ball. In severe instances, the play will immediately stop.
- ii. All players shall take a knee while the injured player is being attended to.

e. BALL IN AND OUT OF PLAY

- i. Out of play
 1. The ball is out of play when it has wholly crossed the line on the ground or in the air.
 2. The referee has stopped play.
- ii. In Play
 1. The ball rebounds from a goalpost, crossbar, or corner flag and remains in the field of play.
 2. The ball rebounds from the referee when they are on the field of play.

f. OFFSIDE

- i. A player is in an offside position if he is nearer to his opponent's goal than both the ball and the second last opponent except when in his own half of the field of play.
- ii. A player is offside if at the time the ball is played by one of his teammates, he is in an offside position and interfering with play, interfering with an opponent, or gaining an advantage by being in that position.
- iii. There is no offside offense when receiving the ball directly from a throw-in or corner kick.
- iv. For any offside offense, the referee awards an indirect free kick to the opposing team to be taken from the point of incursion.

g. HEADING - Per US Soccer, as of February 2016.

- i. Players in U11 programs and younger shall not engage in heading, either in practices or in games.
- ii. Players in U12 & U13 programs can head the ball, but it should be limited. More specifically, these players shall be limited to a maximum of 30 minutes of heading training per week, with no more than 15-20 headers per player, per week. Heading is permitted in games.
- iii. Players in U14 and above programs are not restricted.
- iv. In the U10 league: When a player deliberately heads the ball in the game, an indirect free kick should be awarded to the opposing team from the spot of offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

h. BUILD OUT LINES – Per US Soccer, as of Spring 2016 (adopted in the IV League as of Fall 2016)

i. This rule applies to 3rd/4th Grade Leagues only.

ii. The Build Out Lines are marked on the field approximately 4 feet in front of the edge of both goalkeeper boxes.

iii. When the GK is in possession of the ball (either during play or on a goal kick), the opposing team must drop behind the Build Out Line allowing the GK to pass, throw, or roll the ball to a teammate.

1. After the ball is put into play and the first player (other than the GK and usually a defender) on the team with possession, touches the ball the opposing team can cross the Build Out Line and play can resume as normal.

iv. GK's are not permitted to punt the ball.

1. If the GK does punt restart with the GK.

v. A restart from the GK's hands or goal kick will take place if the opposition infringes inside the Build Out Line.

i. THROW-INS

i. Throw-ins are handled in the following manner:

1. When the whole of the ball passes over the touchline, either on the ground or in the air.

2. Throw-in is taken from the point where it crossed the touchline.

3. It is awarded to the opponents of the last team that touched the ball.

j. CORNER KICKS - Corner kicks are to be performed when the ball crosses the backline out-of-bounds on the field and is sent there by the defending team. The attacking team takes the corner kick from the corner circle.

k. GOAL KICKS - Goal kick is awarded when the ball crosses the back line and is sent there by the attacking team. The defending team takes the goal kick from the edge of the goal box.

l. PENALTY KICKS

i. A penalty kick is awarded against a team that commits an offense for which a direct free kick is awarded, inside its own penalty area and while the ball is in play.

1. A goal may be scored directly from a penalty kick.

2. No players except the kicker and the goalkeeper are permitted in the penalty area until after the ball is kicked.

m. FREE KICKS

i. For both direct and indirect free kicks, the ball must be stationary when the kick is taken.

1. A goal is awarded if a direct free kick is kicked directly into the opponent's goal.

2. A goal can only be scored on an indirect free kick after another player touches it.

3. The kicker does not touch the ball a second time until it has touched another player.

- ii. Slide tackling is not permitted. Any offense will result in a direct free kick being awarded to the opposing team.
- n. METHOD OF SCORING - A goal is scored when the ball completely crosses the goal line, between posts and beneath the crossbar.
- o. DURATION OF A GAME
 - i. The game shall be divided into two equal halves
 - ii. There shall be a half-time break of five (5) minutes.
 - iii. See level specific rules for complete duration of halves.
- p. MISCONDUCT - the method that a referee uses to indicate misconduct on behalf of a player or coach is by showing a Yellow Card or a Red Card
 - i. Yellow Card - In the event that a player/coach receives a yellow card, it shall be warranted as a warning.
 - ii. Red Card - If a player/coach receives a red card, the player/coach shall immediately be removed from the game. Suspension shall follow for the next scheduled game.
 - a. Suspension - The player/coach shall not be permitted to attend the next game as a player/coach or spectator.
 - b. An Incident Reporting Form will be filled out by the home district and sent to the park district with which the offending player/coach is affiliated.
 - c. Enforcement of the suspension is the responsibility of the district with which that player/coach is affiliated.
- q. ENDING THE GAME - Upon completion of the game, both opposing teams and coaches shall meet on the field and shake hands.
- r. TIE-SCORE - Games ending in a tie shall remain a tie. There are no shoot-outs or overtimes.
- s. FORFEITS – Ten (10) minutes after scheduled game time is the forfeit time.