

Schaumburg Park District Outdoor Soccer Rules

(Updated 4/16/26)

I. RULES & REGULATIONS

1. The Schaumburg Park District has adopted the following set of rules to govern the Adult Outdoor Soccer Leagues organized by the Park District. Rules not covered herein will be determined by the FIFA Laws of the Game.”
2. The purpose of this league is to provide an opportunity for interested adults to play in a safe and organized league. Fair play and sportsmanship are the responsibility of every player, coach, and spectator.

II. LEAGUE ORGANIZATION

1. The League Commissioner has the final power in decision making in all matters pertaining to the league. The League Commissioner will call all meetings between team captains if necessary. Any special meetings desired by teams must be requested by the team captain.

CONTACT INFORMATION

League Commissioner

Daniel Cuautle
Specialist, Chicago Fire Adult Soccer
dcuautle@chicagofirefc.com
773-944-1215

Weather Hotline

847-490-7870 ext. 1

League Commissioner

Kevin O'Donnell
Assistant Superintendent of Athletics
Schaumburg Park District
847-534-3991
keodonnell@parkfun.com

Olympic Park Cell Phone

847-875-0766

III. LEAGUE REGISTRATION/PAYMENT POLICIES

1. The total league fee must be paid before the first game. Any team fees still owed will result in a forfeit from the first game onward. Payment will be accepted on our sprocket website: chicagofireadultsoccer.com.
2. No money will be collected at the park.
3. The League Commissioner reserves the right to place teams into divisions based on their performance in the previous calendar year.

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4. Resident teams must have a minimum of 70% of its players that are SPD residents to receive the resident rate. Otherwise, the team is considered a Non-Resident team. Please email dcuautle@chicagofirefc.com to confirm the resident fee.

IV. GENERAL INFORMATION

1. Schaumburg Park District will not be held responsible for LOST, STOLEN, or DAMAGED property.
2. Schaumburg Park District insurance does NOT cover any injuries sustained while participating in the league. Players play at their own risk.
3. Please report all accidents and injuries to a Schaumburg Park District field supervisor and/or Chicago Fire Adult Soccer staff member immediately.
4. All games will be played at Olympic Park (1675 E. Old Schaumburg Road, Schaumburg, IL 60173)
5. Children must always be supervised. Unsupervised children and their guardians will be asked to leave the fields. Participants are not allowed to play and supervise children at the same time. This policy is for their safety.

V. TEAM CAPTAIN'S RESPONSIBILITIES

1. Each team shall designate a representative who will be the sole liaison between that team and the Park District. Only the team captain should communicate concerns with the Park District. To avoid confusion, players should speak to their team captain on all inquiries and not contact the Park District directly. The team representative may be either a player or non-player.
2. Responsibility of distributing copies of all league policies, schedules, etc. to their players.
3. Expected to inform their players of all rules and regulations prior to the first game, and as often thereafter as necessary to ensure no violations occur. "I didn't know the rules" is not an acceptable excuse for illegal conduct.
4. Expected to inform players of the game schedule, make up dates, etc. and pass along any other information from the Park District.
5. Responsibility for the conduct of their spectators and participants. (See Section X of rule book).
6. **Team captains are the only players that may address the referees.** If a referee does not act appropriately, or if there is consistently poor officiating or knowledge of the rules, please fill out a Referee Comment form with the field supervisor. You may also contact the League Commissioner to provide further details.
7. Responsible for making sure the Park District has a current address, phone numbers and email address.

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VI. ELIGIBILITY & ROSTERS

1. All participants must be at least 18 years of age.
2. All players on the team **MUST** bring a photo ID with them to the field each week.
3. **Rosters are due before the team's first scheduled game!** Rosters are completed on the sprocket sports dashboard. Teams will have until week 2 to make any edits.
4. No nicknames are to be used on the roster. First and Last Names Any player not complying will be ineligible.
5. Rosters have no cap but will be locked after week 2. No one will be allowed to play without appearing on the team's roster.
6. An ineligible player is:
 - i. A player who is not 18 years of age
 - ii. A player using a false name.
 - iii. A player with no photo I.D. and/or not appearing on the roster
 - iv. A player on more than one roster within the same league
 - v. Consequences of using an ineligible player: See rules VII.4

VII. HOUSE RULES – Rules specific to this league

1. **Red/Yellow Cards I:** Any player that receives a red or yellow card is required to give the referee their name. Failure to do so will result in additional penalties, up to and including banishment from the league. If a player refuses to give their name, or is not on the team's roster, then the team captain will be assessed the red card, and corresponding penalties that come with it.
2. **Red/Yellow Cards II:** Any player receiving a red card faces a **MINIMUM** one game suspension, with length of suspension being determined by the severity of their actions. This suspension is to be served immediately. Any player who receives a red card must leave the park immediately or will face additional penalties. Any player that receives 2 red cards in the same season will be removed from the league. If a non-rostered /ineligible player receives a red card, the team will forfeit the game.
3. **Photo IDs:** Teams are not required to provide the Park District a copy of your photo ID upon registering. However, all players are required to bring a photo ID to the soccer fields each game. A copy of each team's roster will be kept on file at the game site and the original will be kept at the League Commissioner's office.
4. **Roster Checks:** If a team requests a roster check during a game, the requesting team will have the option of stopping the game immediately (the clock will continue to run) or at halftime. Roster checks must be called prior to the start of the second half and must be requested by the team captain. The Schaumburg Park District staff also reserves the right to administer random roster checks. During a roster check, photo identification of all players on **BOTH** teams will be checked. Teams and/or players **NOT COMPLYING** with this procedure will assume guilt and forfeit the game. Any players unable to produce photo identification at that time shall be

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declared an ineligible player. If a roster check reveals that an ineligible player(s) has played in the game, that player will be automatically ejected from the game, and the team will play the rest of the game with 10 players. If a pre-game roster check reveals that an ineligible player is present, that player **MUST** leave the bench area and may not play in the game. The team may face further disciplinary action at the sole discretion of the League Commissioner. Teams accused of playing ineligible players must have player(s) provide photo identification to be matched with the name and signature on the roster.

5. **Uniforms I:** All teams must have team uniforms that are the same color.
6. **Uniforms II:** All teams must bring an alternate color uniform, or matching pinnies. In the event of a color conflict, the visiting team must change their uniform color.
7. **Game Ball:** Game balls will be provided by Chicago Fire Adult Soccer.
8. **Equipment I:** Players may not wear anything that will be dangerous to themselves or others (referee's discretion).
9. **Equipment II:** No hard casts (even if padded), no glasses (unless safety sport glasses/goggles), and no jewelry. Braces must be padded or covered so that no metal or hard portion is exposed.
10. **Footwear:** Soccer cleats or gym shoes only. No metal spikes.
11. **SHIN GUARDS: MUST BE WORN BY ALL PLAYERS!**
12. **Goalkeepers:** Must wear colors which will distinguish them from all other players and referees.
13. **NO SLIDE TACKLING!!!** If in the referee's opinion, the action performed is a slide tackle, the result is an AUTOMATIC YELLOW CARD (and PK if in the box). A slide tackle is a direct challenge in which a player attempts to take the ball away from an opposing player by deliberately leaving his feet and sliding along the ground with one leg extended to push the ball away from the opposing player.
14. **Substitutions:** Substitutions are unlimited and allowed only during goal kicks, kick-offs, your team's throw-in or during an opponent's throw-in **ONLY** if the opponent is also making a substitution. Substitutes may only enter the field upon being waived on by the referee. They may **NOT** "sub on the fly". The players coming off the field must exit the field within 10 feet of the midfield line. This rule is in place to make each team aware of the substitution taking place.
15. **Kickoff:** Home team chooses direction and Away team starts with ball.

VIII. GAME REGULATIONS – Game Length, Number of players, Forfeits

1. **Number of players:** 11 players per side (10 field players and 1 goalkeeper)
2. **Forfeits:** Minimum of 8 players required to start or continue a game.

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3. **Game Length:** Games will consist of two 35-minute halves and a 5-minute halftime. Games may be shortened at the discretion of the Schaumburg Park District if there are delays due to inclement weather.
4. **Start time:** The clock will start at the scheduled game time. Late team will forfeit after 10 minutes expire.
5. **Scrimmages:** If a game is forfeited, the game time may be used for scrimmage games. Referees will NOT officiate scrimmages.
6. **Rainouts:** Any games that rain out due to severe weather will only be replayed if it rains out before halftime. Any games that are rained out after halftime will be considered a complete game and the score at that time will be the final score. If a game is rained out before halftime, that game will NOT resume at the point that play was stopped. Any game that is rained out before halftime will start a new game at a date to be determined by the League Commissioner. EXCEPTION: Playoffs: See Rule XIV-8.
7. **Men's Divisions:** Women are allowed to play in the men's divisions. However, no more than two (2) women per team may be on the field at a time.
8. **Co-Ed Divisions:** Co-Ed teams must always have a minimum of four (4) women on the field during play. If a team is unable to field the required number of women (e.g., only three or fewer are available), they may not substitute men to fill the missing spots. Instead, the team must play with fewer players.
9. **Forfeit Procedures:** If a team must forfeit their game, they must do so by 5:00 pm the day before to avoid a forfeit fine.
 - i. Inform the League Commissioner via email: dcuautle@chicagofirefc.com
 - ii. Call 773-944-1215
 - iii. Identify their team's name, league/division, and team name of their opponent.
10. **Forfeit Fines:** Teams will be assessed a \$50 forfeit fine in each of the following instances:
 - i. Failing to follow the forfeit procedures above (Rule VIII-9).
 - ii. In other words – a no call, no show results in a \$50 for every instance.
 - iii. \$50 fine for forfeiting more than 2 games in a season, even with following the forfeit procedures.
 - iv. Forfeit fines MUST be paid by 5:00 pm the Thursday after the game that they forfeited. Failure to meet this deadline will result in forfeiture of the team's next game, and another \$50 fine.
 - v. After 3 forfeits, your team will be removed from the league with possible suspension from future seasons.

IX. SOCCKER GAMEPLAY RULES-Taken from FIFA Laws of the Game

1. FIFA rules apply, except where Schaumburg Park District has made additions or revisions.
2. Goalkeeper Restrictions
 - i. Goalkeepers may not hold the ball for more than 6 seconds in his/her hands.

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- ii. A goalkeeper may not pick up or control the ball with their hands a second time, having released the ball into play without it first touching an opponent.
 - iii. The goalkeeper may not play the ball with his/her hands if it has been **deliberately kicked** to him/her by a teammate.
3. Free Kicks: The opposing team must quickly give 10 yards (30 feet) on all kicks without being asked.
4. Timeouts/Game Clock:
 - i. All games are played with a continuous running clock, which is kept by the referee.
 - ii. The clock may be stopped for an injury or lost ball.
 - iii. At the referee's discretion, time may be added at the end of a game if he/she feels a team is purposely wasting time. Do not expect time to be added for naturally occurring events in the game.
 - iv. Teams may not call time out during the game.

X. **PLAYER/TEAM/SPECTATOR CONDUCT**

1. Any unsportsmanlike behavior such as abuse of equipment, taunting, etc. displayed before, during or after a game shall automatically disqualify the offending player(s) or captain for the next game on a first offense. A second offense will disqualify the player(s) or captain for the rest of the season (including any post-season play). These are automatic suspensions.
2. PROFANITY RULE: If a player uses profanity on Park District property, the penalty shall be as follows:
 - i. First Offense
 1. The player automatically receives a yellow card and is given a warning.
 - ii. Second Offense
 1. The player receives a second yellow card, and the player is automatically ejected from the game.
 2. The player is automatically suspended for the next game. Any player ejected from a game must leave the fields immediately.
3. **Any physical conduct / fighting with another player, coach, spectator, referee, or Park District employee before, during, or after a game will not be tolerated!** Any player and/or coach participating in any physical misconduct will automatically be suspended for a minimum of one (1) season with possible league suspension and civil action.
4. Any player who verbally threatens a player, coach, spectator, referee, or Park District employee before, during, or after a game will be suspended for the remainder of the season and possibly future leagues.
5. Persistent poor behavior, including harassment of referees, teams, or Park District employees (aka "trash talking") may result in the dismissal of that team from the league and loss of returning team status. Teams exhibiting such behavior will receive a written warning from the League Commissioner. Issuance of a second warning for team misbehavior will result in that team being placed on probationary status with possible individual suspensions to follow.
6. **Teams are responsible for the conduct of their spectators.** Spectators' behavior can result in the same suspensions as stated above.

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7. Any drugs (unless prescribed by a physician) and/or alcoholic beverages of any kind are prohibited on Park District property. The following applies to parking lots as well as all Park District facilities:
 - i. Players caught with alcoholic beverages will be suspended from the game and the next game.
 - ii. Players caught with alcohol after the game will be suspended for the next game.
 - iii. The second time a player has been caught with alcohol, he/she will be suspended from the league.
 - iv. Players caught with drugs will be reported to the Police and suspended as above.
 - v. If the problem continues, the team will forfeit the game(s).
 - vi. Spectators can and will be escorted from the park if seen with alcohol.
8. During a player's suspension, the player cannot attend any scheduled games of the Schaumburg Park District soccer leagues. Any player which plays during a suspension will be considered an illegal player and the team will forfeit the game.
9. The League Commissioner has the right to disqualify any player or team from league play due to unsportsmanlike conduct with no league refund.
10. Teams will not be able to replace a disqualified player(s) on their roster at any time.

XI. MISCONDUCT: Yellow & Red Cards (FIFA rules)

(FIFA RULES) There are two (2) cards that can be issued to any player or coach.

1. **Yellow Card:** Player/coach is guilty of the following offenses:
 - i. Unsporting behavior
 1. Commits a foul in a reckless manner.
 2. Commits a foul while tackling for the ball from behind.
 3. Commits a tactical foul or handling offense which interferes with or stops a promising attack (Exception: If a FOUL of this type results in a penalty kick, then no yellow card is issued).
 4. Commits an act deemed by the referee as bringing the game into disrepute (aggressive attitude, inflammatory behavior, or taunting).
 5. Handles the ball deliberately to score a goal or unsuccessfully prevent a goal.
 6. Pushes or holds (including holding the opponent's uniform) to interfere with that opponent's attacking play.
 7. Fakes an injury or exaggerates the severity of a foul, or "flops" to try to draw a foul call.
 8. Interferes with or prevents the goalkeeper from releasing the ball from his/her hands into play.
 9. Verbally distracts an opponent during play or at a restart.
 10. If identified as the kicker, engages in unfair deception while taking a penalty kick.
 11. Change jerseys with the goalkeeper during play or without the referee's permission; this is a mandatory caution for both players (does not apply to substitutions of a goalkeeper from the bench).
 12. Engages in trickery to circumvent the goalkeeper's limitation on handling a ball played from a teammate's foot (the defender who initiates the "trickery" is cautioned and the decision does not require that the goalkeeper handles the

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ball). This is a mandatory caution whether it occurs during dynamic play or restart.

- ii. Shows dissent by word or action.
 - 1. Verbally or through action disputes or shows contempt for an official's decision.
 - 2. If playing as a goalkeeper, leaves the penalty area (not beckoned by the referee) to engage an official in debate regarding a decision.
- iii. Persistently infringes on the Laws of the Game
 - 1. A single player repeatedly commits fouls or participates in a pattern of fouls directed at the opposing team.
 - 2. A team repeatedly commits fouls or participates in a pattern of fouls directed at a specific opponent.
- iv. Delays the restart of play.
 - 1. Kicks or throws the ball away or holds the ball to prevent the restart of play by the opponent.
 - 2. Excessively celebrates a goal.
 - 3. Fails to return to the field upon conclusion of the halftime break or fails to be in a correct position for a kick-off.
- v. Fails to respect the required distance when play is restarted with a corner kick or a free kick.
 - 1. Does not retire at least 10 yards (30 feet) away from an opponent's free kick or corner kick.
 - 2. Does not retire at least 2 yards (6 feet) away from an opponent's throw-in.

2. Red Card

- i. Is guilty of serious foul play.
- ii. Is guilty of violent conduct.
- iii. Spits at or bites an opponent or any other person.
- iv. 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). (DOGSO)
- v. Denies an obvious goal scoring opportunity to an opponent moving toward the player's goal by an offensive punishable by a free kick. (NOTE: A "DOGSO" offense that results in a penalty kick is punishable by a yellow card, instead of a red card).
- vi. Uses offensive, insulting, or abusive language.
- vii. Receives a yellow card after already having been issued a yellow card.

XII. PENALTIES & DISCIPLINARY PROCEDURES

1. Yellow Card

- i. Players, goalkeepers as well, must serve their own penalty. Two yellow cards in a game result in one red card.

2. Red Card

- i. The player or coach is immediately ejected from the game and must leave the park. Schaumburg Park District reserves the right to review all red card situations and extend the suspension by several games appropriate to the offense. **MINIMUM one game**

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suspension for a red card. The Schaumburg Park District reserves the right to extend suspensions or remove players from the program.

- ii. If the same player receives a 2nd Red Card in the same season, they will be removed from the league.

XIII. REFEREES

1. The referee on the field is responsible for the control of the game and has authority from the moment he/she is on the field until he/she leaves the area. **The referee's decisions regarding play are final.** Any individual who threatens a referee, opponent or Park District employee will be suspended from the league.
2. The League Commissioner will accept emailed comments from team captains concerning referees. A copy of these complaints will be given to the referee assignor and kept on file for the evaluation process of referees.

XIV. TOURNAMENT/PLAYOFF GAME FORMAT/SPECIAL RULES

1. If a tournament/playoff match is tied after regulation, teams will play two 5-minute overtime periods.
2. The overtime periods will be a Golden Goal (Sudden Death) format.
3. Side selection and ball possession will be determined by a coin flip.
4. If the game is still tied after the first 5-minute overtime period, teams will switch ends (no half-time).
5. If the game is still tied after the second 5-minute overtime period, the game will be determined by a best-of-five (5) Penalty Kick Shootout.
6. Any player that participates in the Penalty Kicks must have been on the field at the conclusion of the overtime period.
7. **SUSPENDED GAMES:** Any playoff games that are suspended due to weather or other factors will be resumed from the point at which it was stopped, with the current score intact, regardless of if the game was in the first half or the second half.

XV. TIE BREAKERS

1. If two or more teams are tied for any position at the end of the regular season, the following procedures will be utilized to determine the final league standings, in order, until all ties are broken:
2. Any team with a forfeit during the regular season automatically loses all ties.
3. Team with the best record in head-to-head competition against all other teams involved in the tie. Teams must have played all other tied teams at least once, otherwise skip to #3)

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4. Team with the largest total margin of victory in head-to-head competition against all other teams involved in the tie. (Goals scored minus goals allowed) (Max 5 goal differential per game) (Teams must have played even number of matchups against all that tied otherwise skip to #4)
5. Team with the least number of goals allowed in all league games.
6. If a tie still exists, a coin flip will determine a team's position in the league standings. If the teams are tied for 1st and 2nd place, a coin flip will be used to determine the final league standings and playoff seeds.

XVI. PROTESTS

1. Referee judgment calls may not be protested.
2. The protest fee is \$35. It is refunded if the protest is upheld.
3. All protests must be in writing by 3:00 pm the following day along with payment. Otherwise, the protest will be dismissed.

XVII. AWARDS & PLAYOFFS

1. Prizes for league winners are as follows:
 - Tickets to a Chicago Fire home match
 - Free entry into next year's Spring league at Olympic Park
 - Team photo with a Champions League-style trophy

XVIII. LEAGUE PLACEMENT AND RELEGATION GUIDELINES

1. At the discretion of the League Commissioner, the top 2 teams in the regular season standings from the Men's B League will be promoted to the Men's A League the following season in which they play.
2. At the discretion of the League Commissioner, the top 2 teams in the regular season standings from the Men's C League will be promoted to the Men's B League the following season in which they play.
3. At the discretion of the League Commissioner, the bottom 2 teams in the regular season standings from the Men's A League will be relegated to the Men's B League the following season in which they play.
4. At the discretion of the League Commissioner, the bottom teams in the regular season standings from the Men's B League will be relegated to the Men's C League the following season in which they play.
5. All new teams will be placed into leagues at the League Commissioner's discretion.

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