



STREAMWOOD PARK DISTRICT INDOOR SOCCER **RULES AND REGULATIONS 2025-2026**

General

1. All FIFA laws of the game will be followed, except as here in noted.
2. All children must receive equal playing time during the game.
3. Game balls: Each ball will be a certified futsal ball for player safety.
4. All players must wear indoor soccer shoes or molded cleats and athletic shorts/pants with tucked in team shirt during game. Gym shoes are allowed but **no metal cleats**.
5. **Following rules at referee's discretion for the first week:** All players must wear shin guards to play. Shin guards must be covered by socks. No jewelry, no earrings and/or no arm casts are allowed.
6. U6 Division
 - a. U6 division will have a 30-minute practice session followed by a game with two 15-minute halves.
 - b. U6 division will use a size 3 ball. U8 - U13 divisions will use a size 4 ball.
 - c. U6 Division - Each team must field 5 players at a time (Four plus goalie). Teams will play on the half size field with 4 x 6 goal
7. U8 – U14 Division
 - a. Games will consist of a 40-minute running clock. The clock will run continuously except if there is a time out called. Each team allotted 1 -1-minute timeout per game.
 - b. U8 - U14 Divisions- Each team must field 6 players at a time on the full-size field which is five plus goalie.
 - c. U14 division will use a size 5 ball if available.

Division	Players	Ball Size	Game Time	Heading?
U6	5v5	3	2-15min	No
U8	6v6	4	40 min	No
U11	6v6	4	40 min	No
U12	6v6	4	40 min	Yes
U14	6v6	5	40 min	Yes

Start of Play

8. Players must be on their own side of the halfway line before the kickoff.
9. A goal shall not be scored directly from a kick-off. The ball must be touched by 2 players first. The ball must be at rest before the first touch. It cannot be rolling or moving.
10. Play will start with the center forward kicking the ball only sideways or backwards.

11. **Short-handed Exception:** Teams must play a minimum of 5 players, otherwise a forfeit will be awarded. Forfeits will count as 3-0 score in standings. If a team is only able to field 4 or less players, then the opposing team can lend players; however, this will be a forfeit still.

Scoring

- a. Regular season games: Games that end in a tie; remain a tie. 2 pts will count for a win, 1 pt for a tie, 0 pts for a loss. Only rostered players are eligible to play in a game. Top 4-point scoring teams in each division will advance to playoffs. Playoffs seeded #1 vs. #4, #2 vs. #3 seed. Winners play championship game on designated date. If no more than 4 teams are in a division, all teams advance to playoffs.
12. Goal Scoring on offensive end only.
13. You cannot score a goal past midfield. Ex: Defender shoots from their position, and the ball goes into the net. That goal will not count. Goals will only be allowed from your offensive half. **No exceptions.** This will be determined by the official, and official only. This includes goalkeepers.
- a. Playoff dates are final. If a team cannot field enough players on roster, this will count as forfeit.
14. **Posting of Scores:** Scores with a 10-goal lead or more will be capped at 10 goals and posted as such on teamsideline. (ex 13-2; score would be posted as 12-2). Goals for points will still be counted as total actual goals.
- a. Standings
 - i. Tie breaker(s) will be as follows:
 1. Head-to-head record
 2. Average Goals Against among all games
 3. Total Goal Differential (max of +3 or -3 per game)
 4. Coin flip
15. **Advantage Rule:** If the team in control of the ball remains at advantage even after they have been infracted a referee may choose not to call a penalty to allow a chance for the controlling team to continue their scoring chance. Players will still receive a yellow card after the advantage plays out.
16. **Mercy Rule:**
- a. When up by 6 goals, winning team must remove a player.
 - b. If lead is up by 8 goals, the winning team must remove a 2nd player. Winning team can re-add a player once lead is 6 goals or less.
 - c. When the lead is 10 goals the score will not be shown on the score board. It is still the responsibility of the coaches to abide by the mercy rules. Reminder this league is for fun and any conflicts will not be tolerated.

Rules and Regulations

17. Players and coaches are to remain on the sidelines during the game. The Head Coach may move freely up to the Half-field mark of their side. There should always be an Assistant

Coaches or another parent on the bench to help with substitutions. No more than 2 coaches on the sideline during games.

18. **Goalie playing time:** U6/U8 divisions the goalies may not play more than 20 min in goal or half of the game time.
19. Only the goalie can go to the ground and make a play on the ball.
20. **Substitutions:** Free substitutions are allowed throughout the game. Players must be exiting the field before subs may begin entering the field. If too many players remain on the field, it will result in an indirect free kick for the opposing team.
21. **All fouls and penalties will be indirect kicks, with opponent 3 yds away.** There will be no exceptions.
22. **Throw-ins:** If a ball goes out of play, it will result in the opposite team's throwing in at the point where it left the field. The throw in shall be two handed from behind the head with both feet grounded.
23. If the ball hits the ceiling it will be ruled a dead ball, resulting in the opposite team allowing to resume play with an indirect free kick from the center circle.
24. There are NO Headers allowed at U6, U8, U11. There are Headers at U12/U14.
25. **Defender Rule:** Minimum of 2 players must always remain behind the midfield line. This includes the goalie and at least 1 defender. Coaches may be given warnings to bring a player back but upon repeated violations penalties will be enforced. If players continuously infract upon this rule, the opposing team will be given the ball at mid-court with a game restart. This is at the discretion of the referee.
26. **Hand Balls:** Will be at the referee's discretion. If a player puts up their arms to protect their face and the ball indirectly hits the player's hand, NO handball will be called.
27. The goalie box is designated by a white box in front of the goal. Once the goalie crosses this box, he/she resumes the role of all the other players. When in the box the goalie has right to the ball.

Safety

28. **Protecting the Keeper:** Any player intentionally interfering with or fouling with the goalie while they have control of ball, or about to have control of ball will result in a penalty. A goalie is assumed to about to have control of ball whenever the ball is within arm's reach or approximately 2 ft. from goalie.
29. Once the opposing goalie possesses the ball, attackers must drop back to the center circle. There are **NO** punts or drop kicks allowed. A goalie must throw the ball in or place on the ground to kick it. All kicks by the goalie are indirect kicks and a goalie cannot score from the goal box. Goalies can only play ball to teammates behind midfield or on defensive side. Once the goalie kicks or throws the ball the opposing team may attack once again.
30. NO Slide kicking or slide tackling is allowed. Penalties from outside the goalie box will be an indirect kick from the spot of the foul. Penalties inside the goalie box result in a penalty kick. **The referee will use their judgment to make all calls. Their say is FINAL.**

31. Referees

- a. Referees will give yellow cards for tripping, pushing, slide tackling and any actions deemed unnecessary within the laws of the game.
 - b. **Yellow Cards:** When a player receives a yellow card, they must be subbed from the game for a cooling off period of two minutes. Two yellow cards in one game will result in a red card. The referee will use their judgment and make all calls.
 - c. **Coach Yellow Cards:** If a coach receives a yellow card, they must sit on bench and cannot interact with official or scoring team
 - d. **Red Cards:** Red card results in player removal of game.
 - e. **Coach Red Cards:** If a coach receives a red card, he/she will be removed from the game and will be asked to leave the facility. A meeting with the recreation manager will be scheduled to re-instate the coach. The onsite soccer supervisor must communicate this with the Athletics Recreation Manager.
32. Please have your teams arrive 10 minutes prior to your game time. Allow time for parking either in parking lot, side street, or across street. Please be aware of Bartlett Rd. crossing if necessary.
33. Do not enter fieldhouse until previous game has ended. Teams must stay in the waiting area to be respectful of game play. We have multiple viewing areas including upstairs where you can watch the action. Please be considerate after your game is completed and leave in a timely manner so the next game can begin.
34. **NO BALL PLAY IS ALLOWED ANYWHERE BUT THE TURF.** (players and spectators). No balls should be brought to the facility on gameday to ensure the safety of patrons.
35. **NO** food or drink allowed in fieldhouse/turf. Follow Community Center facility guidelines.

Sportsmanship

36. At conclusion of each game, congratulations and thanks should be extended to opposing team players and coaches, and referees. This can be in the form of handshake, high fives, etc. Please do this promptly at game conclusion in respect of games schedule.
37. **Please remember that this program is for fun.** All coaches should promote good sportsmanship and conduct as well as keeping their players with the same spirit. This program is for fun and physical activity. Any coach/parent that argues a call is subject to ejection. Remember the goal here is fun for the players, fans and the coaches.
38. This program is a recreational experience, intensity on field should not be high. Offer positive comments and reinforcement.
39. Coaches are responsible for the actions of their team's parents. Any behavior deemed inappropriate according to the parent code of conduct may result in the removal of the spectator by Park District staff.

40. Parents: Our youth sports programs emphasize fun, safety, sportsmanship, and skill development. We are all here to have fun. Please let the kids play the game, cheer on and celebrate your team, player and coaches. This creates a positive environment for the athletes.