

## Falcon Park Men's Indoor Soccer League

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### Registration Information

Follow registration process & procedure exactly and on time!

- An individual may only sign up his or her own team.
- All captains signing up a team will be contacted to arrange a day/time to have their team purchase League I.D.s.
- Registration along with the league fee, a team name, captain's name, address, work and home phone numbers, roster and non-resident fees are required to register for any league. Checks are to be made out to the Palatine Park District.
- The Palatine Park District is not responsible for incorrect information on registration or roster forms. Please inform the Park District of any changes in address or phone numbers, so you will receive correct information about changes, meetings or make-ups.
- Registration will be taken on a first come first serve basis.
- Teams who play with ineligible players or players giving incorrect addresses on their roster forfeit their spot in the league, if discovered before the season. The team will forfeit all games in which the ineligible player was rostered during the season.
- Order of Registration: 1. Resident teams, 2. Returning teams, 3. Non-resident teams.
- Resident teams consist of 70% or more residents.
- 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.
- Any openings after this time can be filled by new non-resident teams.
- Each player will be **required** to purchase a \$5 league I.D. card. This card will need to be purchased before the first game and **will be held by Falcon Park Rec. Center.**
- Any player that does not have a printed I.D. on file at Falcon Park will **NOT be allowed to play.**
- A **VALID ID** showing date of birth must be presented in order to get a league ID printed. A valid ID must also be shown before the start of a season even if the player already has an ID on file with Falcon Park

## Men's Soccer

### Teams

- Teams will consist of a minimum of 9 players and a maximum of twenty.
- All players must be at least 18 years of age. Proof of age may be requested by the Falcon Park Assistant manager before being allowed on the roster.
- No roster changes will be allowed after the fifth week of regular season play except in the case of injury (proof of injury is required for replacement). Any and all roster changes **must be submitted** to the Falcon Park Assistant Facility Manager by **5pm 2 days before the team's next game** and a **confirmation MUST be received** by the coach from the Falcon Park Assistant Facility Manager for the change to be valid.
- Any team with a roster under 18 people will be allowed to add two players before the fifth week of play. Any team with a roster under 12 people will be allowed to add 4 players to their roster before the fifth week of play. All added players are still required to purchase a \$5 I.D. card before they are able to play.
- No player will be permitted to participate in post season games if he has not participated in at least 1/3 of the regular season games.

### The Game

The following rules have been created with maintaining fair play in mind. They are intended not to inhibit competition, but to ensure that everyone has the best possible experience while participating in league play.

- The game will consist of two twenty minute running clock halves.
- **The referee's calls are final.**
- Substitutions will be made "on the fly"
- The playing field is clearly marked by the white lines. All bench players need to stay as far off of sideline as possible.
- No refreshments are allowed in the turf area except for water.
- Spitting is not permitted. Participants found to be breaking this rule will be ejected.
- Soccer is a physical sport and contact within the rules and the flow of the game will be tolerated. However, any bodily contact that is deemed to be not part of the game will result in immediate ejection.
- Any player who is ejected for misconduct will be expelled from the league and will no longer be allowed to participate.

### Spectators

Falcon Park is a family friendly facility and as such family and friends are welcome to come and watch the games. However, ALL spectators are expected to follow the following rules or they may be asked to leave the facility for that night or longer should Falcon Park staff deem it appropriate.

- No spitting (except into garbage cans)
- No food or beverage allowed on the turf (water is the only exception)

- No swearing or abusive language of any kind in ANY language.
- Children **MUST** be supervised by a guardian over 18 years of age at **ALL** times.

## **Winter 2011 Indoor Soccer Rules and Regulations**

### **Player Registration:**

- All players must be on a team roster and purchase a \$5 I.D. card from Falcon Park Rec. Center.
- All rostered adult players must be 18 years of age or older at the start of the season. All adult teams must have a white and a dark colored shirt for a jersey with numbers that match the same number listed on the roster. No number = no play.
- Adult league players must check in at the scorer's table prior to match and must have an I.D. card on file to verify their identity and to prove roster eligibility.
- Any player not able to prove roster eligibility will not be allowed to play that week.
- Players are permitted to play for one team per league per session.
- Each player and coach must sign the roster form and submit a photo I.D. before he/she is allowed to play or coach for that team.
- All players' numbers must be entered on the team roster form. Any player not wearing a jersey with the number listed on the roster may be ruled ineligible.
- The maximum number of players allowed on a team roster shall be 20 individuals.
- Resident teams must have a minimum of 70% of its players that are Palatine Park District residents to receive the resident rate. All teams must turn in a copy of each Palatine resident's driver's license or copy of a utility bill with a copy of a photo I.D. with roster to receive resident rate.

### **Facility Information:**

- Palatine Park District will not be held responsible for LOST, STOLEN, or DAMAGED property.
- Palatine Park District insurance does not cover any injuries sustained while participating in activities at Falcon Park Rec. Center. Players play at their own risk.
- Please help keep the facility clean and damage free by using the garbage cans provided and by reporting any acts of vandalism to the supervisors immediately.
- Smoking is not permitted inside Falcon Park Rec. Center.
- 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.
- 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.
- 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.
- Please report all accidents and injuries to a Palatine Park District supervisor immediately.

- No one is permitted to play or practice soccer outside of the playing field.
- No children are allowed on the playing field during Adult League games. Please show courtesy to your fellow spectators by supervising your children while inside the facility.

**General:**

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

**1 Field of Play:**

- Approx. 180 ft long by 90 ft wide
- All league games shall use the 7 x 18 foot goals

**2 The Ball:**

- All league games shall use a size 5 ball
- All game balls will be provided by Falcon Park Rec. Center.

**3 The Number of Players:**

- Players without an I.D. on file / not on the roster before play begins shall not be permitted to play.
- A player must be listed on the roster and have a photo ID turned in to the Falcon Park Rec. Center Assistant Manager prior to participating.
- No roster changes will be allowed after the fifth week of regular season play except in the case of injury (proof of injury is required for replacement).
- Any and all roster changes **must be submitted** to the Falcon Park Assistant Facility Manager by **5pm 2 days before the next game** and a **confirmation MUST be received** by the coach from the Falcon Park Assistant Facility Manager for the change to be valid.
- Any team with a roster under 18 people will be allowed to add two players before the fifth week of play. Any team with a roster under 12 people will be allowed to add 4 players to their roster before the fifth week of play. All added players are still required to purchase a \$5 I.D. card before they are able to play.
- The Team Captain must contact the Falcon Park Assistant Manager and submit a written declaration from the player to be replaced verifying injury or illness as well as a copy of the new player’s photo ID and jersey number.
- The new player will not be eligible to play unless all of these guidelines are met.
- The Minimum number of players on the field is four (4) to start or continue a game.
- All men’s league games shall be 7 v 7 (1 goalkeeper and 6 field players)
- One of the players must wear a goalkeeper jersey, which clearly distinguishes him or her from all other players and the referee(s).
- All team bench personnel listed on the official roster are subject to the authority and jurisdiction of the referee(s). A maximum of three non-players (manager, coach, or trainer) are allowed on the bench.

- No unauthorized individuals may sit with the personnel during the course of the game. From start to conclusion of the game, no manager, coach, trainer or any other non player with either team, either during play or between periods, may enter the field of play unless specifically beckoned on by the referee. Penalty: Yellow Card or Red Card

### **Substitutions:**

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

### **Injured Player:**

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

### **Injured Goalkeeper:**

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

### **4 The Players Equipment:**

- Compulsory equipment consists of shirts, with number(s), different from all other player's number(s) on that team (numbers may be taped on), shorts, shin guards (*completely covered by socks*) and suitable shoes. Shoes may be molded soccer cleats. No six studs or screw in cleats allowed. Each team's uniform shall all be of identical colors, except for the goalkeeper, whose colors must distinguish that player from all other players and the referee(s).
- All teams must bring an alternate color shirt. In the event of a color conflict, the team listed as the AWAY team on the schedule must change.

- The Team Captain is the only individual allowed to confer with a Referee. In the event the Team Captain as stated at registration is not present, an Alternate Captain must represent the team.

#### Dangerous Equipment:

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

#### **5 The Referee:**

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

#### **6 Other Officials:**

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

#### **7 The Duration of the Match:**

- 2 x 20 minute halves
- Time shall be stopped for injury and as otherwise determined necessary by the referee.
- There are no overtime periods in normal regular season play.
- For playoffs and tournament overtime play see "**18 Tournament Play Only**".

#### **8 The Start and Restart of Play:**

- **8.1** Clock will start at scheduled game time. Late team will forfeit after 10 minutes expires
- **8.2** Forfeit results in a 3-0 score. No fee reduction for forfeited games. Teams that forfeit 3 games in one season will not be allowed to participate in Falcon Park Rec. Center leagues for 1 calendar year.
- **8.3** The time allowed for the game may be used for scrimmage games.
- **8.4** Referees are not required to officiate scrimmages including those resulting from forfeits.
- **8.5** The team occupying the 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.
- **8.6** At the start of each half and after each goal the game shall be restarted by a kick-off by the team that was scored against. A kick-off consists of the ball being played with the foot in any direction.

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

### **9 The Ball In and Out of Play:**

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

### **10 The Method of Scoring:**

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

### **11 Offsides:**

- There is no offside penalty

### **12 Fouls and Misconduct:**

- **12.1 Fouls:**  
**A direct free kick shall be awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referee to be careless, reckless, or with the use of excessive force:**
  - **12.1-1** Kicks or attempts to kick an opponent.
  - **12.1-2** Strikes, elbows, or attempts to strike or elbow an opponent.
  - **12.1-3** Trips or attempts to trip an opponent.
  - **12.1-4** Jumps at an opponent.
  - **12.1-5** Charges an opponent in an unfair manner.
  - **12.1-6** Pushes an opponent.
  - **A direct free kick is also awarded to the opposing team if a player commits any of the following four offenses:**
  - **12.1-7** Spits at an opponent. **(Automatic Red Card)**
  - **12.1-8** Holds an opponent.
  - **12.1-9** Impedes the progress of an opponent.
  - **12.1-10** Handles the ball deliberately (i.e. Carries, strikes, or propels the ball with his hand or arm) unless he/she is the keeper within his/her own penalty area. If the keeper deliberately handles the ball with first contact

being outside the penalty area, a **yellow card** may be shown. If such contact is made within the penalty area but the momentum carries his/her hand/arm outside of the penalty area while still handling the ball, no yellow card is to be issued.

- **12.1-11** Charges a goalkeeper within the keeper's penalty area.
  - **12.1-12** Prevents the keeper from releasing the ball into play. Restart shall be a free kick to be taken by the opposing team where the infraction occurred.
  - **12.1-13** Plays in a dangerous manner against an opponent. This includes any type of slide tackle. A clean slide tackle does not require a yellow card. However continued slide tackles by a team or individual player will be treated as "Persistently Infringes the Laws of the Game". If a slide tackle is not clean, meaning it was in conjunction with a penal foul, a yellow card may be issued.
  - *Note: Sliding to play the ball is not necessarily dangerous play (i.e. sliding to save the ball from going into touch). The vicinity to the opponent is the determining factor.*
  - **12.1-13a** *Slide Tackle in the Penalty Area.* If the defending player (including the keeper) makes a clean slide tackle it is a direct free kick for the opposing team from the top of the penalty area. The ball is to be placed on the top of the penalty area so the ball is centered to the goal (there is no mark), regardless of where the slide tackle took place as long as it was in the penalty area. The defending team is allowed to place a wall 5 yards from the ball.
  - **12.1-13b** *Slide Tackle in conjunction with a penal foul in the penalty area.* If the slide tackle was not clean, such as from behind, cleats up, follow through onto opposing players shin, etc. *it will result in a Penalty Kick.* The ball is placed in the same location as mentioned in 12.1-13a but the defending team's players as well as the attacking team's players must be outside the penalty area, behind the ball and 5 yards from the kicker. The ball must move forward.
  - *Note: If time runs out after the call was made, allow the penalty kick. All players from the field except the keeper and the kicker will be removed from the field.*
  - **12.1-14** If a goalkeeper commits a foul and is yellow or red carded said goalkeeper must serve their own penalty.
- **12.2 Goalkeeper Restrictions:**
    - **12.2-1** The goalkeeper, having had control of the ball in his/her hands and having released it from his/her hands to be played by him/herself or a teammate, shall not touch the ball with his/her hands again until it has been touched or played by an opponent. As in outdoor, the keeper may dribble or air dribble the ball while maintaining it within his/her control (i.e. No double possession). Restart for keeper double possession with his/her hands is a free kick by the opponent at the top of the Penalty Area.

- **12.2-2** A keeper may not at any time handle a ball intentionally played to him/her from a teammate's foot. A violation of this rule will result in a free kick by the opponent from the top of the Penalty Area. An accidental or unintentional deflection or mis-kick by a teammate that the keeper handles shall not be penalized.
  - **12.2-3** The ball may be played from a teammate's head, chest or thigh (but not the foot) to his/her keeper without penalty. However, trickery to intentionally circumvent this rule shall result in the showing of a yellow card for unsporting behavior. The restart shall be a free kick by the opponent from the spot where the attempted circumvention originated or at the top of the penalty area if the infraction occurred in the penalty area.
  - **12.2-4** A goalkeeper who handles the ball within the penalty area shall have 5 seconds to distribute the ball. Violation of this rule will result in a free kick by opponents at the top of the Penalty Area.
  - **12.2-5** A goalkeeper who gains possession of the ball outside of the penalty area may dribble it into the penalty area but shall not touch it with his/her hand(s). Violation of this rule will result in a free kick by the opponent at the top of the Penalty Area.
  - **12.2-6** The goalkeeper may not punt or drop kick the ball. A drop kick is defined as dropping the ball to the ground and allowing it to bounce once or twice and then kicking it. Violation of this rule will result in a free kick for the opposing team at the top of the penalty area.
- **12.3 Goalkeeper Privileges:**
    - **12.3-1** If a player intentionally obstructs an opposing goalkeeper to prevent him/her from putting the ball into play, the referee shall award a free kick.
    - **12.3-2** In cases of body contact within the penalty area between an attacker and an opposing keeper not in possession of the ball, the referee shall stop the game if, in his/her opinion, the action of the attacker was deliberate. Restart will be a free kick by the defending team from the goal area if an infraction occurred within the goal area or the point of the infraction if it occurred elsewhere within the penalty area.
    - **12.3-3** Fouls committed against the goalkeeper judged by the referee to be inadvertent shall be punishable by a free kick by the keeper's team as in "12.3-2" above.
    - **12.3-4** A player who intentionally commits a foul that endangers the keeper but in the opinion of the referee falls short of serious foul play shall be yellow carded. The restart will be a free kick by the keeper's team as in "12.3-2" above.
    - **12.3-5** A player who intentionally charges the keeper in a violent manner or who kicks the keeper while the keeper is in possession of the ball shall be shown the red card and sent off for serious foul play.
    - **12.3-6** The keeper shall be considered to be in control of the ball by touching it with any part of his/her arm or hand.

- **12.4 Misconduct:**
  - A player (or coach) is cautioned and shown the yellow card if he/she commits any of the following offenses:**
    - **12.4-1** Is guilty of unsporting behavior
    - **12.4-2** Shows dissent by word or action
    - **12.4-3** Persistently infringes the Laws of the Game
    - **12.4-4** Delays the restart of play
    - **12.4-5** Fails to respect the required distance when play is restarted with a corner kick or free kick.
    - **A player (or coach) is sent off and shown the red card if he/she commits any of the following offenses:**
      - **12.4-6** Is guilty of serious foul play
      - **12.4-7** Is guilty of violent conduct
      - **12.4-8** Spits at an opponent or any other person
      - **12.4-9** Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his/her own penalty area).
      - **12.4-10** Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick
      - **12.4-11** Uses offensive, or insulting or abusive language and /or gestures
      - **12.4-12** Receives a second YELLOW CARD (regardless of previous offense) in the same match
      - **12.4-13 Yellow Carded player** must serve a five (5) minute time penalty; this is not a team penalty so a team would not play short.
      - **12.4-14 Red Carded player** is immediately ejected from the match. The offending player is suspended for a minimum of 1 match. The team must play for the remainder of the game at a disadvantage regardless of the number of goals scored by the other team.
      - Since substitutions are on the fly, there is not differentiation between active players and substitutes in reference to red card situations. Any player receiving a red card will result in the offending player's team playing at a disadvantage.
      - **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.**
      - **12.4-15** The referee will stop play and eject any player or team (including bench personnel) that attempts to strike or does strike any player, official, or staff. Management will have final decision upon an investigation. Player/Team may be ejected from the session without refunds.
      - **12.4-16 Any player, coach, or spectator red carded, sent off, or otherwise ejected from the field of play by a referee or 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.**

- **12.4-17** Any player attempting to play in a match they are suspended for will be deemed ineligible for the rest of the season and any game that they participate in illegally will be forfeited.
- **12.4-18** **Players and/or teams that cause disturbances within 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.**

### **13 Free Kicks:**

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

### **14 The Penalty Kick:**

- **14.1** 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.
- **14.2** In Play: The ball is in play when it is KICKED, and must be played in a forward direction. An improper kick must be retaken.
- **14.3** Infractions: If the referee determines that the keeper has prevented a goal by coming off his/her line early, the penalty kick shall be retaken.
- **14.4** The player taking the kick may not touch the ball again until it touches another player.

- **14.5** 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.

### **15 The Kick In:**

- A goal *can not* be scored directly from a kick-in, in other words it's an **Indirect Kick**.
- The "kick-in" is the only *Indirect Kick*.
- Proper placement of the ball is DEFINED AS STATIONARY and ON THE TOUCHLINE where the ball crossed the touchline.
- The ball is in play immediately when it is kicked and moved.
- The player taking the kick may not touch the ball again until it touches another player.
- The defending team on all kick-ins must allow 5 yards (15 feet). Encroachment shall be punished in accordance with rule 12.4-5.
- If an opponent unfairly distracts or impedes the kicker, he/she is cautioned for unsporting behavior and shown the yellow card.
- Any kick-in not properly taken (not on the touchline) will result in a change of possession and kick-in from the same spot for the opposing team.
- A team has 5 seconds to restart play after having been signaled to do so by the referee. If the team does not do so in the allotted time, a kick-in at the same spot shall be awarded to the opposing team.
- Note: Since the ball needs to be placed on the touchline there cannot be any "ball never entered the field".

### **16 The Goal Kick:**

- A goal may be scored directly from a goal kick, but only against the opposing team.
- Opponents remain outside the penalty area until the ball is in play
- The kicker does not play the ball a second time until it has touched another player
- The 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.

### **17 The Corner Kick:**

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

### **18 Tournament Play Only:**

- If a single elimination match is tied after regulation, teams will play 2 x 5 minute periods.
- The overtime periods will be Golden Goal (Sudden Death).
- Side selection and ball possession will be determined by a coin flip. The team captain that occupies the 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.**

### **19 League Play Standings Tiebreakers:**

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

## **20 Roster Disputes and Protests:**

- In the event a team believes an opposing team is fielding an ineligible player, the team captain should notify the field supervisor immediately. A ruling will be made on the field regarding the player's eligibility. A team fielding an ineligible player will result in his/her ejection and/or forfeiture of the match in question.
- All protests must be submitted in writing within 24 hours of the game to the Falcon Park Rec. Center Assistant Manager.
- Protests are often relayed to the Field Supervisors, Game Officials, and other involved staff before judgment is made.
- In order to file a protest, the Field Supervisor and Officials must be notified during the game and must be noted in the scorebook. Protests WILL NOT be accepted for decisions involving accuracy of judgment on part of the officials.