



Soccer League Rules and Regulations 3rd/4th, 5th/6th & 7th/8th Grade Coed & Girls



Dear Coaches,

Welcome to the Intervillage Soccer Program, designed for those playing in the following divisions: 3rd/4th-grade girls, 5th/6th-grade girls, 7th/8th-grade girls, 3rd/4th-grade coed, 5th/6th-grade coed, and 7th/8th-grade coed! We wish you the best of luck throughout your season and hope you have an enjoyable experience. We would like to encourage you to read the following Mission Statement and consider it as you coach or are watching as a spectator, ensuring that you fully understand this league's purpose and why we are here.

The Intervillage (IV) Soccer Program comprises six park districts; Carol Stream, Streamwood, Hanover Park, Bloomingdale, Bartlett, and Hoffman Estates, and one Recreation Department; Elgin, each who enter varying numbers of teams in several divisions.

"The purpose of the Intervillage Soccer program is to provide healthy recreation in an environment where a child can have fun while developing physical skills and emotional maturity. The goals are to provide opportunities for all Intervillage teams and participants by giving them a chance to participate in an organized league with quality instruction and coaching in the basic fundamentals and to create a positive experience for each participant, encouraging a lifetime involvement in sports. The Intervillage soccer league stresses equal playing time, sportsmanship, and fun. To achieve these goals and objectives, the IV soccer league depends on the participants, parents, and coaches' cooperation and assistance. All decisions concerning participation in the IV Soccer League are made to benefit all involved."

The Intervillage league runs for approximately 10-11 weeks per season (fall and spring), with 8 games guaranteed. Whenever possible, teams play 4 home and 4 away games. Typically, games are played on Saturdays, but occasional weeknight games may be scheduled. Rescheduled games may also be scheduled on a weeknight to complete the season schedule.

The Recreation/Athletic Supervisors responsible for managing this program are always open and willing to hear feedback about the league. Please feel free to contact us with your thoughts and suggestions for continuing future improvements. Please report any concerns to your district representative first.

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Hanover Park Park District	Blake Wittkamp	(630) 837-2468
Carol Stream Park District	Greg Frieders	(630) 784-6133
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Thanks and have a great season!

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1. SECTION ONE: GENERAL RULES

- a. PLAYING RULES AND ELIGIBILITY – FIFA rules apply if not modified within. The Intervillage Youth Soccer Program rules are to be strictly adhered to and enforced by all member staff.
 - i. All soccer players 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. The program’s philosophy is to play children in age/grade-appropriate divisions in the best interest of their overall athletic development and for the program’s social aspects.
 1. Requests to play up are on a case-by-case basis, but to be considered to play up, a child must be within a one-year grade level to be approved. For example, 2nd graders can only play up at U10 (3rd & 4th grade). 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.
 - iii. Any youth meeting the league requirements will be eligible to participate.
- b. SPORTSMANSHIP, TOBACCO, ALCOHOL, PROFANITY, JEWELRY - Managers and coaches must ensure their conduct is proper in every respect and must make sure that their players and spectators do the same. Tobacco use 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 game’s challenges on their own. Coaches must approach soccer with this in mind. All coaches are responsible for setting a positive example for players by displaying good sportsmanship and respecting the game’s rules. Disciplinary action will be taken against any coach who does not support the positive mission of the program. The situation will be reported by the referee on their game report. The park district involved will complete an incident reporting form which will be forwarded to the park district representative at the coaches’ home district. That district will be responsible for investigating the incident and taking any necessary action.
- d. PARENTAL RESPONSIBILITY - All parents/guardians 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 ensure their conduct is proper in every respect and display GOOD SPORTSMANSHIP.
 - 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.
- 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 talent across teams. Under normal circumstances, travel players will be evenly distributed among teams in support of this effort.
- f. CLEAN UP - All coaches, players, and parents/guardians are responsible for ensuring all garbage is appropriately 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 roughly mid-August until mid-October. The spring season runs from roughly the beginning of April until the beginning of June. Each season will have 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 Supervisors. All games scheduled at the start of the season should be played as planned except for the following circumstances:
 - 1. In the event of District cancellation due to inclement weather
 - 2. In the event of school or religious activities
 - 3. In the event of District needing to cancel for other reasons
 - 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 or players will be borrowed from the opposing team.
 - 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 will attempt to reschedule all games; however, reschedules are not guaranteed. The rescheduled game

will be played at the District that the original game was scheduled. The HOME coach must communicate with their District representative to request a date and time. The HOME coach must then communicate with the away coach to confirm that the date and time work for the away team. Once verified, the HOME coach will then finalize the reschedule with their District representative. All rescheduled games must be scheduled at least one week out so a referee can be secured for the game (unless specifically approved by district personnel), or a forfeit will result.

- iv. GAMES PER WEEK – Teams will play one-two games per week. Games will be played on Saturday mornings and afternoons. In cases of a make-up game or an odd number of teams in a division, 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 Supervisors will schedule game field usage.
- vi. PRACTICES - No team is permitted to begin practicing before rosters have been officially distributed at the coaches meeting and before the parents have signed the medical release form and code of conduct. Practices may be restricted from specific game fields.

2. SECTION 2: PLAYERS, FIELD, AND EQUIPMENT

- a. PLAYER ATTENDANCE - Players are encouraged to attend all games and practices. If a player cannot partake in a practice or a game, a courtesy call/text should be made to the coach.
- 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 their team may be short players for a scheduled game, the coach may choose from the following options:
 - i. The coach can request that both teams play with fewer players on the field. The 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 select 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 are allowed.

- ii. Shin guards are MANDATORY.
- iii. Footwear - Tennis shoes or soft-cleated soccer shoes are acceptable, but soccer cleats are recommended. No metal spikes, football, or baseball cleats 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, team's goal kick, after a scored goal, after an injury, and when 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 their 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 goalie 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 game.
- i. CASTS – A player with a cast must submit a medical release signed by their doctor to the park district. Players may play with a soft "cast" if the cast is not a hazard to the individual or any other

player on the field, in the referee's opinion. 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 the Intervillage Soccer Program rules specific to your grade level. League rules shall supersede all others where they apply – otherwise, FIFA rules apply. Each referee has the 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 or one referee and two assistant referees.
- b. If the referee has not arrived by ten minutes after the scheduled game time, 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 referees' decisions 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 coaches. Should an infraction take place that demands showing a red card to a coach-The 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 be 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 team coach that has the concern must address that concern to their home district rep.
 - ii. That home district rep communicates that concern in writing using an incident reporting form, which is forwarded to the district that hosted the game during which the incident occurred.
 - iii. The district that hosted the game 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 report. 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/Rain

1. A game stopped due to darkness or rain is at the referee's discretion.
2. Any game stopped due to darkness or rain 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.

ii. Poor Playing Conditions

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

- iii. 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 players cleared from the field/park. Any coach refusing to comply will be immediately suspended until the home district's rep reviews the incident.
 - a. At locations with the severe weather warning system (Thorguard), 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(Thorguard), 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.

Note: The mandatory twenty (20) minute wait must be free of lightning and thunder. For example, if lightning is seen after five (5) minutes of waiting, the mandatory (20) minute wait will restart from the last lightning strike seen.

2. At the referee's discretion, coaches and players will take shelter inside a vehicle or building. If the storm passes at the referee's discretion, the game can restart from where it left off, provided the field is playable and weather conditions are safe.
3. For practices, the coaches are responsible for making these decisions.

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 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 fully crosses the touchline 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 last opponent, except when in their 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 incursion point.

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. This applies to the 3rd/4th-grade divisions.

- 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. This applies to 5th/6th-grade divisions.
 - iii. Players in U14 and above programs are not restricted. This applies to 7th/8th-grade divisions.
 - iv. In the U10 (3rd-4th Grade) 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 the infraction. If the deliberate header occurs within the goal area, the indirect free kick should be taken parallel to the goal line at the point nearest to where the infraction 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 as of Fall 2016)
- i. This rule only applies to U10 (3rd/4th Grade) league.
 - ii. The Build Out Lines are marked on the field approximately 4 feet in front of both goalkeeper boxes' edge.
 - 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) 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 occur 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 ball passes over the touchline, either on the ground or in the air.
 - 2. The 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 - A goal kick is awarded when the ball crosses the backline 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. 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 before the ball crosses the goal line between posts and beneath the crossbar.
 - 3. The kicker cannot 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 division-specific rules for the complete duration of halves.
- p. MISCONDUCT - A referee's method to indicate misconduct on behalf of a player or coach is by showing a Yellow Card or a Red Card.
 - i. Yellow Card - If 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. A 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 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 completing the game, both 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 the scheduled game time is the forfeit time.