Wilmette Park District – Women's Adult Soccer League Rules

LEAGUE ORGANIZATION:

The Wilmette 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."

Wilmette Sports Department staff has the final power in decision-making in all matters pertaining to the league. Wilmette staff will call all meetings between team captains if necessary. Any special meetings desired by teams must be requested through the team captain. The Wilmette Park District reserves the right to modify any and all rules, regulations, and procedures as necessary.

If you have any questions regarding the league, please contact:
Brad Wessel, Sports Supervisor: 847-256-9690 or bwessel@wilpark.org
Joe Franzen, Sports Coordinator: 847-920-3928 or jfranzen@wilpark.org

TEAM/CAPTAIN RESPONSIBILITIES:

1. Each team shall designate a "team captain" who will be the sole liaison between that team and the Park District. The team captain may be either a player or non-player.
2. Only the team captain can communicate concerns with the Park District.
3. To avoid confusion, players must speak to their team captain on all inquiries and not contact the Park District directly.
4. Captains are responsible for distributing copies of all league information (rules, schedules, etc.) to their players. This additionally includes any rule changes, rescheduled/make up games.
5. Captains are 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.
6. Captains are responsible for the conduct of their spectators and participants.
7. All team members should have a same-colored shirt or jersey with a number on the back.
8. Captains are the only players that may address the referee. If a referee does not act appropriately, or if there is consistently poor officiating and/or knowledge of the rules, please contact the Sports Supervisor and appropriate action will be taken.
9. Captains must sign the score sheet, after each match, to ensure accuracy of score and players.

10. For safety reasons, spectators' children must be supervised at all times. Unsupervised children and their guardian will be asked to leave the Park District facility/ grounds. Participants are not allowed to play and supervise children at the same time
11. Captains are responsible for submitting their team's roster on Team Sideline (see below)

ROSTERS & ELIGIBILITY:

1. Rosters are due at the team's first scheduled game. Please use the following instructions to input their team's roster: Team Sideline - Adult Athletic League Roster Submitting
2. Roster changes will be allowed as designated by the Park District deadline, before the 5th game of the season.
3. Roster maximum of 30 players. No change to the roster will be after the 3rd game, except in the case of an injury.
4. **To be eligible**, a player must meet all the following criteria:
   - Must be 30 years of age on or before the first scheduled game.
   - Must be on the team's roster
   - Must have accurate information on the roster.
5. **A player is ineligible** if they meet any of these restrictions:
   - A player who is not 30 years of age on or before the first scheduled game.
   - A player not on the team's roster. Any team using an ineligible player will forfeit the match.
   - A player using a false name or nickname on the roster. Any team giving false information on a roster shall be dismissed from the league without any money being refunded.

CODE OF CONDUCT:

Players or captains in violation of the following shall be ejected from the match in which they are participating, as well as a minimum of two additional games (at the discretion of Wilmette Park District staff):

1. Use of excessive foul language.
2. Possession and/or consumption of alcohol/drugs while on park property.
3. Under the influence of alcohol or any mind-altering substance while on park property.
4. Active participation in any type of disorderly conduct (fighting, etc.) will result in expulsion from the league for a minimum of one (1) full year, beginning the day of the incident, for both the player and the team.
5. We ask that you respect the rights of the staff. If, for any reason, a staff member is struck by a player or captain before, during or after a match, that person will be expelled from participation in any adult leagues indefinitely.
6. See "Misconduct" section for in-game conduct rules.

7. Use of excessive foul language by spectators, or spectators in possession of alcohol, must be policed by their respective team members. Violation of this rule will result in forfeit of the match.

GAME RULES:

FIFA rules apply, except where Wilmette Park District has made additions or revisions.

1. Games are played 11 v 11. Teams must have a minimum of 9 players on the field to avoid forfeiting.
2. Game Length: Games will consist of four 15 minute quarters and a 5-minute halftime. The clock will start at the scheduled game time. Late team will forfeit after 10 minutes expire.
    a. Games may be shortened at the discretion of the Wilmette Park District if there are delays due to inclement weather.
3. Timeouts/Game Clock:
    a. All games are played with a continuous running clock, which is kept by the referee.
    b. The clock may be stopped for an injury or lost ball.
    c. At the referee's discretion, time may be added at the end of a game if they feels a team is purposely wasting time. Do not expect time to be added for naturally.
4. Goalkeeper Restrictions:
    a. Goalkeepers may not hold the ball for more than 6 seconds in their hands.
    b. 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.
    c. The goalkeeper may not play the ball with their hands if it has been deliberately kicked to them by a teammate.
5. Free Kicks: The opposing team must quickly give 10 yards (30 feet) on all kicks without being asked.
6. No slide tackling.

MISCONDUCT:

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

1. Yellow Card:
    a. Unsportsmanlike behavior
        i. Commits a foul in a reckless manner
        ii. Commits a foul while tackling for the ball from behind
        iii. 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).
        iv. Commits an act deemed by the referee as bringing the game into disrepute (aggressive attitude, inflammatory behavior or taunting).
        v. Handles the ball deliberately in an attempt to score a goal or unsuccessfully prevent a goal.

vi. Pushes or holds (including holding the opponent's uniform) to interfere with that opponent's attacking play.
vii. Fakes an injury or exaggerates the severity of a foul, or "flops" to try to draw a foul call.
viii. Interferes with or prevents the goalkeeper from releasing the ball from his/her hands into play.
ix. Verbally distracts an opponent during play or at a restart.
x. If identified as the kicker, engages in unfair deception while taking a penalty kick.
xi. Changes 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).
xii. 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 ball). This is a mandatory caution whether it occurs during dynamic play or restart.

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

2. Red Card

a. Is guilty of a serious foul play
b. Is guilty of violent conduct
c. Spits at or bites an opponent or any other person
d. 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 their own penalty area). (DOGSO)
e. 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).
f. Uses offensive, insulting, or abusive language.
g. Receives a yellow card after already having been issued a yellow card.

PENALTIES & DISCIPLINARY PROCEDURES

1. Yellow Card
    a. Players and goalkeepers must serve their own penalty. Two yellow cards in a game results in one red card.
    b. Four (4) yellow cards throughout a season by one player results in a red card, and automatic suspension.
    c. Six (6) yellow cards throughout a season by one player results in at least a two (2) game suspension
    d. Eight (8) yellow cards throughout a season by one player results in a second red card, and automatic suspension for remainder of season
2. Red Card
    a. The player or coach is immediately ejected from the game and must leave the park. Wilmette Park District reserves the right to review all red card situations and extend the suspension by a number of games appropriate to the offense. MINIMUM one game suspension for a red card. The Wilmette Park District reserves the right to extend suspensions or remove players from the program.
    b. If the same player receives a 2nd Red Card in the same season, they will be removed from the league.

PLAYER REQUIREMENTS/SUBSTITUTIONS

1. Captain's are expect to provide opportunity for all rostered players in attendance to play in the game. We do not monitor or require equal playing time.
2. Players subbing into the game should check-in with the referee prior to entering the game.

REFEREES

1. Referees must be treated with respect at all times.
2. All disagreements with a referee's application/interpretation of a rule MUST be conducted by the team captain in a civil manner.

3. In the event of a "no-show" by the scheduled referee, teams must agree to play the scheduled games without the referee. The scores will count toward the standings.
4. If a referee does not act appropriately, or if there are consistently poor officiating and knowledge of the rules, please contact the Wilmette Sports Department and appropriate action will be taken.
5. The referee's clock is the "official clock".
6. Captains may request a "time check" in between points and games, provided it does not cause a delay of game.
7. Officials will not officiate scrimmages.

FORFEITS

- ***Forfeits occurring without notice of 48 hours will incur a $40 fine.***
- All sets must start with the required amount of players (7) per team on the field. If a team cannot, then a forfeit is ruled.
- Should both teams be unable to field the minimum number of player's necessary, both teams will be credited with the applicable number of losses.
- All forfeits will be recorded as a 3 - 0 loss.
- If a team forfeits 2 matches, the team will be removed and future league consideration will be evaluated, and teams may lose returning team status (Park District discretion).

PROTESTS

Protests based solely on a decision that involved accuracy of judgment on the part of an official will not be considered. Protests will be accepted on rules interpretation if announced immediately. All information including the score, time, and protest must be recorded with the referee and opposing team captain.

Written protest: Acceptable protests must be in writing to Wilmette Sports staff within 24 hours after the scheduled time of the game. A written account along with a $20 protest fee must be submitted during the 24-hour period. The fee will be returned if the protest is won. A decision on the protest will be returned within 48 hours.

RAIN OUTS AND CANCELLATIONS

1. Do not assume games are canceled because of weather conditions. Every effort will be made to play the games, even in the rain. If games are determined to be playable and your team does not show, you will lose by forfeit.
2. Information regarding cancellations will be available via Rainout Line. Rainout and cancellation information will be available as soon as a decision has been made.
3. Instructions for the Rainout Line can be found on Wilmette Park District website.

4. Rainouts will be rescheduled following the regular season and late-season doubleheaders (schedule permitting).
5. Teams will be given at least one week advance notice (up to the 4th match of the season) for all make-up games.