

GENERAL

The Chicago Fire Recreational Soccer league will follow FIFA laws with the modifications listed below.

DIVISIONS

Age 4 - Kindergarten: Division is for boys and girls ages 4, 5, & 6.

Grades 1 - 3: Division is for boys and girls in Grades 1, 2, & 3.

Grades 4 - 6: Division is for boys and girls in Grades 4, 5, & 6.

TEAM AND PLAYER REQUIREMENTS

Each team must have a coach or team representative present for a game to be played.

Uniform, shorts, and socks are required for each game. Uniform must have a number on at least one side, and the goalkeeper shirt (provided by park district) must be different color from the team shirts. Socks must completely cover the shin guard. No jewelry allowed at practices and games.

Only qualified soccer shoes, which includes tennis shoes, can be worn. No toe cleat or metal spikes will be allowed.

Players on Field:

Division	Playing Format
Age 4 - K	4 v 4 (no GK)
Grades 1 - 3	7 v 7 (GK)
Grades 4 - 6	7 v 7 (GK)

Field Dimensions:

Division	Field Size	Goal Size
Age 4 - K	20y x 25y	4.5' x 9'
Grades 1-3	35y x 50y	6.5' x 12'
Grades 4-6	45y x 60y	6.5' x 18'

It is recommended that all league members attend closely to safety conditions of the fields (i.e. broken glass, stones, gopher holes, etc.). Unsafe field conditions should first be brought to the attention of the attending coaches and referee, then the park district Recreation Supervisor. Both coaches and referee are required to make sure both goals are properly anchored to the ground before each game.

Coaches and players should be on the opposite side of the field from the spectators. Each team should also stay on their designated side of the mid-field line as to not interfere with each other. Age 4 - K Divisions: one coach per team is allowed on the field during play.

PLAYING SEASON

The season is approximately 10-12 weeks long and will consist of 8 professional training sessions, 8 regular-season games, and team practices every other week. A single-elimination tournament is awarded to the Grades 1-3 and 4-6 divisions.

LEAGUE PLAYING RULES

There is no “purposeful” heading allowed in any division. This will result in an indirect free kick to the opposing team from the spot of the infraction.

There are no offside or direct free kicks in the Age 4 – K Division. Offside and direct free kicks calls will be called in the Grades 1-3 and 4-6 divisions.

Even though there is no goal keeper, the Age 4 – K Divisions will have an 8’ x 10’ goal box. Players may not play the ball when it is inside the box. This, or a dead ball inside the box, will result in an indirect free kick to the opposing team from the nearest area (from the spot of the infraction or dead ball) outside the box.

Individual game score will be kept by the official.

Game Format:

Age	Ball Size	Quarters / Halves	Players Minimum Time Per Game
Age 4 – K	3	4 quarters – 6 mins each	12 minutes
Grade 1-3	4	4 quarters – 12 mins each	24 minutes
Grade 4-6	4	4 quarters – 12 mins each	24 minutes

In the Age 4 – K divisions, players do not substitute until the end of each 6-minute quarter. In the Grades 1-3 and 4-6 divisions, substitutions take place at a stoppage of play nearest to the 6-minute mark in each quarter, as well as the end of each 12-minute quarter.

The 3/5 rule shall be used when a team is losing by either 3 or 5 goals. When a team is losing by 3 goals that team shall add an extra player to the field. When a team is losing by 5 goals that team shall add a second extra player to the field. Extra players shall be removed from the field if the team having extra players scores a goal and they are no longer losing by 3 or 5 goals. This rule is mandatory. The coaches do not have the option to not add players.

Forfeit time will be ten (10) minutes after the schedule game time as determined by the referee’s watch.

Two full quarters (or 1 half) constitutes a complete game.

Regular-season games will not have any overtime period. If the score is tied at the end of regulation, then the game is recorded as a tie.

Tie-breakers in league standings will be determined by the results of head-to-head competition. If tied teams played each other more than once, then the results of the first match will be used to determine the tie-breaker. If the first game ended in a tie, then the team with the least amount of goals allowed during the season will be awarded the higher seed of the tied teams.

AWARDS

All participants will receive a participation award from the league. Playoff winners will receive a medal.

REFEREES

Referees will be provided for all league games. His/Her authority extends from the time they enter the field of play until the referee has left the area of play. Club linesmen may be used at the discretion of the referee and are only to be used to judge balls out of play.

Referees are responsible for keeping game time.

CANCELLATION OF MATCHES

Park district is responsible for checking and determining field conditions. Notification of postponement will occur via Rainout Line at least one hour prior to game time.

Tornado warnings, visible lightning, and/or heavy rains that occur at or during the game will cause immediate termination of the game. Otherwise, the game will be played (includes "wet" conditions).

Postponed games will be made up on a designated open day in the schedule.

Q & A

How is the game started?

A coin toss will be used to decide which team selects the goal it will attack or the ball to kick-off of the game (for the 1st half). One player kicks the ball across the midfield line, then the ball can be touched by any other player.

When is a ball in or out of play?

The ball is out of play when it has wholly crossed the goal line or touch line whether on the ground or in the air. The ball is in play at all other times, including if it hits a goalpost, corner flag, or referee and remains in play.

How is a goal scored?

A goal is scored when the whole of the ball passes over the goal line between the goal posts and under the crossbar, provided that no infringement of the Rules of the Game has been committed previously by the team scoring the goal.

What is offside?

A player is in an offside position when he/she is closer to opponent's goal line than the last defender (not the goalkeeper). A player will be penalized for offside if, at the moment the ball is touched or played to him/her and he/she is in an offside position. A player will not be penalized for offside just for merely being in an offside position and/or if he/she receives a ball direct from a goal kick, corner kick, or throw-in. The penalty for offside is the awarding of a free kick (from where the player was declared offside) to the opposing team. Note: A player can never be in an offside position on his/her own half of the field of play.

What is a cautionable offense?

A player is cautioned and shown the yellow card if he/she commits any of the following seven offenses:

- Guilty of unsporting behavior.
- Shows dissent by word or action.
- Persistently infringes the Rules of the Game.
- Delays the restart of play.
- Fails to respect the required distance when play is restarted with a corner kick or free kick.
- Enters or re-enters the field of play without the referee's permission.
- Deliberately leaves the field of play without the referee's permission.

What is a free kick?

A free kick is a method of restarting play following a foul. A direct free kick may be scored directly against the opposing side without the ball having first touched another player. An indirect free kick may not be scored directly from the kick. Note: No direct free kicks in Age 4 – K divisions.

- The ball must be stationary.
- All opposing players must be at least 10 yards from the ball.
- Referee will signal (either whistle or hand movement) when it is okay to proceed with the kick.
- Kicker can't play the ball a second time until it is touched or played by another player.

What is a throw-in?

It is awarded to the opponents of the team that last touched the ball, when the ball leaves the field of play by wholly crossing a touch line (sideline).

- Throw-in must be taken from the point where the ball crossed the line.
- Player must use both hands, deliver the ball from behind the head, and both feet shall remain on the ground for the duration of the throw.
- A goal can't be scored from a throw-in.

What is a goal kick?

It is awarded to the defending team when the ball leaves the field of play by wholly crossing the goal line (either on the ground or in the air) without a goal having been scored, having been last touched by an offensive player.

- Kick must be taken by any player from the defending team from any point on the ground within the goal area, and it must clear the penalty area for it to be in play.
- The ball can't be touched by any player until it has left the penalty area.
- All opponents must remain outside the penalty area until the ball is in play.

What is a corner kick?

It is awarded to the attacking team when the ball leaves the field of play by crossing the goal line (either on the ground or in the air) without a goal having been scored, having been last touched by a defending player (including the goalkeeper).

- Kick is taken from wholly within the quarter circle at the nearest corner to where the ball crossed the goal line.

What is a penalty kick?

It is a type of direct free kick that is taken from a certain distance out from the goal and with only the goalkeeper of the defending team between the penalty taker and the goal. The kicker can't play the ball a second time until it is touched by another player. Note: No penalty kicks in the Age 4 – K division.

Last Revised March 2017