

# Adult Soccer League



Fall 2021



# League Overview

## Fees & Prizes

**Fees – \$800/ resident team, \$985 non-resident team**

- Trophy for league champions
- Plaque for league runners-up
- Trophy for tournament champions
- Plaque for tournament runners-up

## Game Info

**Games are Friday nights starting between 6:45 & 9:15 PM**

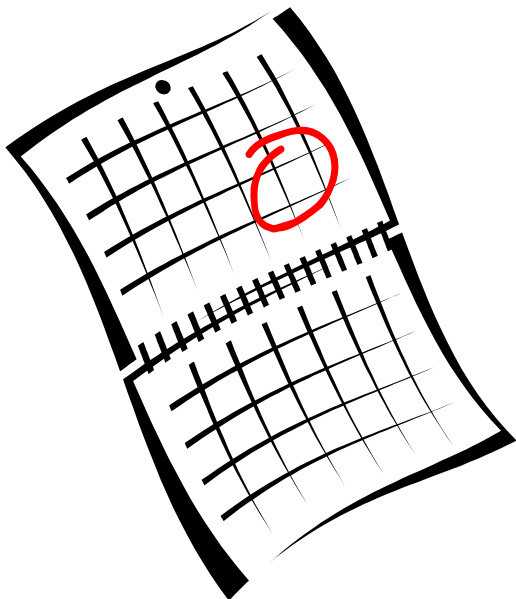
- 8 Regular season games
- End of season single elimination tournament for top 8 split into two divisions
- All games are played at Berens Park turf fields

## Registration

**FULL payment is due at the time of registration**

- Register online, or in person at:  
Wagner Community Center 615 N West Ave, Elmhurst
- Registrations will NOT be accepted over the phone, or by fax

## Timeline



**Monday June 14, 2021**

Registration opens

**Monday, July 12, 2021**

Last day to register  
(provided space is still available)

**Friday, July 16, 2021**

League schedules available

**Friday July 23, 2021**

Leagues begins

# League Info and Regulations

The Elmhurst Park District has adopted the following to govern the Adult Soccer League organized and controlled by the Park District. Rules not covered herein will be determined by the "Official FIFA Rules."

## LEAGUE ORGANIZATION

The Program Manager has the final power in decision-making in all matters pertaining to the league. The Program Manager will call all meetings between team captains if necessary. Any special meetings desired by teams must be requested through the team captain.

## LEAGUE FEES

- **The total league fee must be paid at the time of registration, even for teams with sponsors**
  - ◇ Any team with a sponsorship, must pay in full to register. Checks need to be made out to Elmhurst Park District. If sponsorship money has not been secured by the time the team registers, the team must pay the league fee and will then be reimbursed once the Park District receives money from the sponsor.
- Payment may be received in the form of cash, check, or credit/debit card.

## SELECTING A CAPTAIN

- Each team shall designate a "team captain" who will be the sole liaison between that team and the Park District.
- Only the team captain can communicate concerns with the Park District.
- To avoid confusion, players must speak to their team captain on all inquiries and not contact the Park District directly.
- The team captain may be either a player or non-player.

## TEAM CAPTAIN RESPONSIBILITIES

1. Responsible for distributing copies of all league policies, schedules, etc. to their players. (located on [www.epd.org/athletics](http://www.epd.org/athletics) )
2. 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.
3. Expected to inform players of the game schedule, make-up dates, etc. and pass along any other information from the Park District.
4. Responsible for the conduct of their spectators and participants.
5. **Team 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 Athletic Supervisor and appropriate action will be taken.
6. Team Captains must sign score sheet, after each game, to assure accuracy of score and penalties.
7. Ensure any ejected player cooperates with the Site-Coordinator and leaves the Elmhurst Park District Property quickly after their ejection. This includes all of Berens Park and parking lot.



## ELIGIBILITY & ROSTERS

- **Rosters are due at the team's first scheduled game.** Any team, which does not turn in a roster before their first game, will forfeit the match. Rosters may be turned in right before your scheduled match.
- **Roster changes will be allowed as designated by the Park District deadline, before the third game of the season.**
- Roster maximum of 22 players. No change to the roster will be after the third game, except in the case of an injury. A doctor's note will be required, and the replacement player must be of similar ability to the injured player. Any change(s) will require approval by the Athletic Supervisor **prior to** the game.
- All roster information must be complete and accurate for a player to be eligible for league play. If any information is incomplete the player will be ineligible until all information is completed on the roster form.
- All players must have a valid I.D. at all games to verify their identity and residency to prove that they are a rostered player. This must be a current State ID, Driver's License, Passport or Military ID. No other forms are acceptable.
- Any team giving false information on a roster shall be dismissed from the league without any money being refunded.
  - **Any team using an ineligible player will forfeit the game.**

*To be eligible, a player must meet all of the following criteria:*

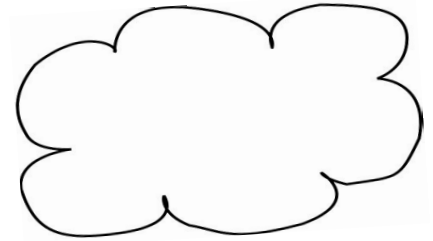
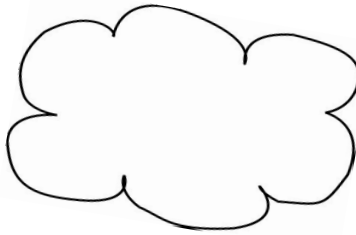
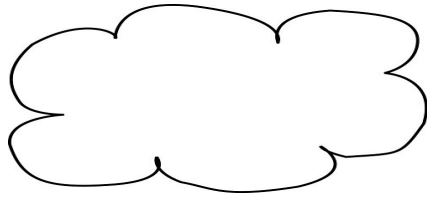
- ◇ Must be 18 years of age on or before the first scheduled game.
- ◇ Must be on the team's roster
- ◇ Must have accurate information on the roster and sign-in sheet.
- ◇ Must have a photo I.D. with them while in the facility
- ◇ Must be on only one roster per night

**Keeper Exception:** Each team may designate up to two keepers on their roster. Only designated keepers may play for more than one team in the league. If a keeper will be playing for any team other than their rostered team they must indicate to the site supervisors their intentions. If a substitute keeper plays any other positions during the game that player will be ejected from the game.

*A player is ineligible if they meet any of these restrictions:*

- ◇ A player who is not 18 years of age on or before the first scheduled game.
- ◇ A player not on the team's roster
- ◇ A player using a false name or nickname on the roster and/or sign-in sheet.
- ◇ A player using an improper/incorrect address (i.e. non-resident using a Elmhurst address).
- ◇ A player with no photo I.D., proof of residency, and/or incomplete/inaccurate roster information.
- ◇ A player on more than one roster per sport per night.





## RAIN OUTS AND CANCELLATIONS

- Do not assume games are canceled because of weather conditions. Every effort will be made to play the games, even in rain. If games are determined to be playable and your team does not show, you will lose by forfeit.
  - ◇ **Information regarding cancellations will be available via Rainout Hotline.** Rainout and cancellation information will be available as soon as a decision has been made.
  - ◇ Instructions for the Rainout Hotline can be found on the Team Sideline website under “Downloads”.
- The Elmhurst Park District has installed a Thor Guard Lightning Prediction System in Berens Park to help protect participants, spectators, and staff from the potential danger of lightning strikes. The Thor Guard Lightning Prediction System constantly monitors and analyzes conditions in the atmosphere that may be conducive to the formation of lightning.

When certain parameters indicate that the likelihood of a lightning strike within the area is high, the system will activate a horn with a single fifteen-second blast, as well as a strobe light. **At this time, all games will immediately cease and players, participants, and staff will be required to clear the fields and stands and take shelter. Games will not be allowed to continue until an all clear signal is sounded, indicated by a series of three short blasts from the horn.**

Staff reserves the right to stop play and clear fields due to weather conditions even if the Thor Guard Lightning Prediction System has not sounded.
- In the event that weather conditions force a second stoppage of play before the game is completed, the game shall be called off and rescheduled for a later date.
- **Should two games be called off in a given evening because of lightning, thunder, and/or weather related issues, the remainder of the evening’s games shall also be called off and rescheduled at a later date.**
- Should the tornado siren sound all players must evacuate the fields immediately, all games will be called off at that time. Players have the option to take shelter in the HUB until the storm has cleared.
- If the heat index is in excess of 115 degrees at game time, games will be canceled until the heat index is less than 115 degrees.
- Rainouts/ canceled games will be rescheduled during the regular season if possible or following the regular season.
- Teams will be given as much advance notice for all make up games as possible.

## SCHEDULES

- Schedules will be available on the Adult League website: [www.teamsideline.com/elmhurst](http://www.teamsideline.com/elmhurst).
- No games will be played on Memorial Day weekend.
- The Elmhurst Park District reserves the right to modify any and all adult softball league schedules as necessary to operate the league, including changing times of games to accommodate make-ups.
- All schedules and schedule changes will be posted on the [teamsideline.com/Elmhurst](http://teamsideline.com/Elmhurst) website.
  - ◇ **Captains are responsible for routinely checking the website for any schedule changes or updates.**
- Teams are **NOT** guaranteed an equal number of games at each time slot.

# Rules

## GAME PLAY

- **FIFA rules apply except where Elmhurst Park District has made adaptations.**
- A team must have eight (8) players to begin. Additional players may join the game, max eleven (11), on dead ball situations after they have signed in and been acknowledged by the official.
- All players must sign in at the Site Supervisor table before each and every game. Entering the game without signing in may result in a yellow card being issued.
- Each game will consist of two (2) thirty five (35) minute halves with a five (5) minute halftime. A game will be considered official if the second half starts. Any games canceled before this point will be replayed in their entirety.
  - ◊ **Note:** if a team forfeits the game the players present are permitted to use the field during their allotted time. Any games played during this time will not be officiated or supervised by the Elmhurst Park District staff.
- The games will have a running clock. No stoppage time will be added, with the exception of stoppage time equaling more than 5 minutes per half that is unrelated to an ejection.
- **Slide tackling is not permitted at any time.**
- There will be no substitution limits
- There will be free substitutions. A player must check in at the site supervisors table and be acknowledged by the referee before entering the game.
- If a player is injured a substitution will be allowed at the referees discretion.

## OVERTIME – PLAYOFFS ONLY

- Overtime will consist of one (1), five (5) minute period. The first team to score a goal wins the game (golden goal).
- If no goal is scored in the overtime period a shootout will be used to declare a winner. Both teams will produce five (5) kickers, each team will take alternating attempts until a winner is declared.

## UNIFORMS

- Teams must have the same color shirts with numbers permanently affixed in a clear and visible manner. If a player does not have a number on his/her shirt and receives a yellow or red card, he/she must immediately leave the field to give the site supervisor his/her name.
- Goalies must be dressed differently than both the teams.
- All players must wear shin guards and socks that cover their shin guards.
- Metal or screw-in cleats are not permitted. Players must wear close toed shoes. Players with metal or screw in cleats will be ejected until they can produce proper footwear.
- If a player requires glasses, they must wear sports goggles. Failure to do so will result in ejection from the game until proper eyewear is produced.
- No jewelry, hats or other objects that may cause harm to yourself or another player are not permitted. A player found with these items will be immediately ejected to have the item in question removed.
- All braces must be padded or covered



## ROSTER CHECKS

- In the event that a team suspects that the opposing team is using an unrostered (illegal) player, a roster check may be requested. At that time all players from **both** teams will be required to produce photo identification.
- **Roster checks must be called before the end of halftime. The clock will continue to run until the roster check is complete.**
- Use of an unrostered (illegal) player will result in the forfeiture of the game in which he/she is caught illegally playing.
- Should the roster check occur prior to the beginning of the game, all players without photo identification will not be allowed to play. Should the roster check occur during the game, the game shall immediately be stopped and photo identification of all players from **both** teams will be checked. Any players unable to produce photo identification at that time shall be declared an unrostered (illegal) player.
- **NOTE: Staff shall have the right to request a roster check on any individual player or team at any time.**

## PENALTIES

- A player will be ejected from the game if he/she receives two (2) yellow cards or one (1) red card.
- Any player receiving a red card will receive an automatic one (1) game suspension.
- A player receiving three (3) consecutive yellow cards over two (2) or three (3) games will receive an automatic one (1) game suspension.
- A player who receives four (4) yellow cards during the season will be ineligible for the remainder of the season, including the playoffs. Note: one (1) red card equals two (2) yellow cards.
- Any player ejected from the game from receiving sufficient amount of yellow or red cards must leave the Park District property immediately after giving the site-coordinators their personal details. If there is failure to do so the team he/she was playing for will forfeit the game.
- If at any time the Program Manager believes an individual/team is a threat to the safety of the staff, referees, or other teams, the program manager may remove the individual/team from the league and suspend said individual/team from the league for up to one calendar year. If necessary, the Director of Recreation may expel the individual/team from participation in Elmhurst Park District Adult leagues indefinitely.
- If at any point during the game a team has less than eight (8) players the game will immediately be declared a forfeit.

# Standings

## TIEBREAKER POLICY

A win equals three (3) points

A tie equals one (1) point

A loss equals zero (0) points

A forfeit equals negative one (-1) point

- In order to determine a league champion, the tiebreaker will be based on: 1) Winning Percentage 2) Head-to-Head 3) Head-to-Head Differential 4) lowest number of forfeits 5) Average goals for 6) Average goals against 7) Coin toss



## FORFEITS

- Grace Period – There will be a ten (10) minute grace period for all games. Should a team fail to have the minimum number of players required to begin the game upon conclusion of the grace period, the game shall be declared a forfeit and awarded to the opposing team. In addition, the grace period is considered a part of the seventy (70) minute time limit for the game. The number of minutes of the grace period needed will be subtracted from the second half time period.
- If a team fails to have enough players by the end of the grace period, the game will be awarded to the opposing team. Once the referee declares a game forfeited, the game cannot be played. If a team forfeits 3 games, they will be declared ineligible for the post-season tournament. **Please carry enough rostered players so as to not forfeit during the season.**
- A forfeit will be scored as 3-0. The team that forfeited will be scored a negative one (-1) and the team that won will receive three (3). Unless at the point of the forfeit the winning team has more than three (3) points, then that amount will be recorded as the official score.

## PROTESTS

- The officials and site supervisor must be notified at the time of the protest in order to gather pertinent information (i.e. score, half, time elapsed, etc.). **In addition, the captain must submit any protest in writing, along with a \$25 fee, within 24 hours of the game in question.** Judgment calls cannot be protested. **Only the issuance of cards, yellow or red, can be disputed.** If the protest is valid, the protest fee will be returned. If the protest is not allowed, the protest fee will not be returned. Protests will not be allowed in any post-season tournaments. If the office is closed during the 24 hour period an email will suffice, the \$25 is due the next business day.

## RULE VIOLATIONS (CONDUCT)

- No foul language will be tolerated in the adult soccer league. Use of foul language will result in an automatic yellow card. Additional use of foul language will result in ejection from the game.
- Players or captains in violation of the following shall be ejected from the game in which they are participating or declared ineligible to participate (if prior to):
  - ◊ Use of metal or detachable cleats.
  - ◊ Use of tobacco products
- Players or captains in violation of the following shall be ejected from the game in which they are participating, as well as a minimum of two additional games (at the Program Manager's discretion):
  - ◊ Possession and/or consumption of alcohol/drugs while on park property
  - ◊ Unsportsmanlike conduct
  - ◊ Use of metal or detachable cleats (2<sup>nd</sup> offense)
  - ◊ Use of tobacco products (2<sup>nd</sup> offense)
- **Use of tobacco products is prohibited within the playing/spectator areas of Berens Park (including, but not limited to the fields, restrooms and stands) by all participants, spectators, and staff. Violation of this rule may result in forfeiture of the game.**
- 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 the player and possibly the team.
- We ask that you respect the rights of the officials and Park District Staff. If, for any reason, an official or Park District Staff is physically or verbally threatened or abused, or struck by a player or captain before, during or after a game, that person will be expelled from participation in any adult leagues indefinitely.
- Use of excessive foul language by spectators, or spectators in possession of alcohol on park property, must be policed by their respective team members. Violation of this rule will result in forfeiture of the game.



## TOURNAMENTS

- A single elimination tournament is conducted at the end of league play. League standings determine the seeding of each team in the tournament.
- **The top 8 teams will be eligible for a post season tournament.**
  - Places 1-4 will be split into the A Division tournament, and place 5-8 will be split into the B Division tournament.
- Tournament play has separate awards from league play.
- Semi-final and final tournament games may be played on the same night, based on length of season.
- Roster checks may be conducted for all tournament games. Players not listed on the roster or who are without photo identification will not be allowed to participate.

## SPORTSMANSHIP AWARDS

In attempt to promote a positive, respectful, safe recreational experience for all players, two cash prizes will be awarded to the teams demonstrating superior sportsmanship. The following point structure will be used to determine the winners. As is in golf, the lowest number wins. In the event of a 1st place tie, there will be no second place winner. Prize money will be added up, and divided amongst those involved in the tie. In the event of a 2nd place tie- 2nd place prize money will be divided up amongst those involved in the tie. **1st place- \$125 2nd place \$75**

# Points

- 1 Point- Yellow card
- 4 Points- 2 yellows equaling a red
- 5 Points- Direct red
- 2 Points- Failing to provide the site-supervisor w/ player information after an ejection
- 2 Points- Player fails to leave Park District property after ejection
- 3 Points- Forfeiting a game

## GENERAL INFORMATION

- If you have any questions regarding the league, please contact:  
Andre Cobbs, Program Manager at 630-993-8980 or [acobbs@epd.org](mailto:acobbs@epd.org)
- Teams are reminded that the Elmhurst Park District does not carry medical insurance covering injuries incurred while participating in the Elmhurst Park District Adult Soccer League.





## Customer sign-up for Rainout Line

Go to [www.epd.org](http://www.epd.org) & click Adult Sport Leagues

Under the "Information" section select "*click here to sign-up for rainout alerts*"

Decide how you would like to get your cancellation alerts sent to you.

### EMAIL ALERTS

If you would like to get emails click on the EMAIL tab.

Type in your email address

Determine how long you would like to get emails sent to you

Apply for the programs you want to receive emails about.

Once you've chosen the programs scroll down and click submit.

Wait shortly for a verification code to be sent to your email.

Once you receive the code that was sent to your email, type it in and hit submit

You will begin receiving cancellation alerts as they apply.

### TEXT ALERTS

If you would like to get text messages click on the TEXT tab.

Type in your 10 digit phone number

Determine how long you would like to get texts sent to you

Apply for the programs you want to receive texts about

Agree to the terms

Click Submit

Wait shortly for a verification code to be sent to your phone

Once you receive the code that was sent to your phone, type it in and hit submit

You will begin receiving cancellation alerts as they apply.

### MOBILE APP

Download the Mobile App Rainout Line (available for Android and iPhone)

Type in EPD Adult Athletics in the Search bar.

Select Elmhurst Park District and click on the star to make it a Favorite.

Select the programs you want cancellation information by clicking on the star and highlighting it yellow.

Anytime you want an update for a program you can go to the Rainout Line app and check.

## Tie Breaker Definitions

**Note:** Names of the Tie Breakers change "Points" to "Runs" depending on the Sport the Tie Breaker is being used in. (**Example:** For Softball, "Average Points For" is automatically changed to "Average Runs For", but uses the same Tie Breaker logic as "Average Points For".)

### "Winning Percentage" Definition

The Winning Percentage Tie Breaker ranks teams by the percent of games a team has won. To calculate the Winning Percentage for a team divide the total number of games won by a team by the total number of games the team has played. The Team with the highest Winning Percentage wins. If the tie breaker does not resolve the tie, then the next tie breaker in the Tie Breaker Order section list is used. If this is the last tie breaker in the list then the teams remain tied.

Note: A tie or draw counts as a  $\frac{1}{2}$  loss and a  $\frac{1}{2}$  win.

### "Head-To-Head" Definition

The Head-To-Head Tie Breaker ranks teams by the number of wins against each team involved in the tie. To calculate the Head-To-Head Tie Breaker, list the teams who are tied, then total the number of wins each team has against each team involved in the tie. The team that has beaten the other teams involved in the tie the most is the winner. If the tied teams played each other more than one time then the team that has won more games against the other tied teams wins.

If two teams who are tied have not played each other but the Head-To-Head win loss records indicate a hierarchy with a "Dominant Team", then the dominant team wins the Head-To-Head Tie Breaker. (**Example:** Team A has beaten Team B in calculating the Head-To-Head Tie Breaker. Team C is also tied with A and B. If A has beaten C then A wins the tie breaker. If A has not played C but B has beaten C then A wins the tie breaker.)

In the above Dominant Team scenario, if A has not played C and C has beaten B then the Head-To-Head calculation can not be used. Also, if the tie breaker does not resolve the tie, then the next tie breaker in the Tie Breaker Order section list is used. If this is the last tie breaker in the list then the teams remain tied.

### "Head-To-Head Differential" Definition

The Head-To-Head Differential Tie Breaker ranks teams by the number of Differential points (or runs) they are ahead or behind each team involved in the tie. To calculate the Head-To-Head Differential Tie Breaker, first, list the teams who are tied. Second, total the Differential points by adding up the number of points each team won or lost by against each team involved in the tie. (**Example:** Team A has beaten Team B 7-3 so Team A has 4 positive Differential points and Team B has 4 negative Differential points.) Third, total the number of Differential points for each team involved in the tie. The team with the highest positive Differential points is the winner.

As with the Head-To-Head Tie Breaker, if two teams who are tied have not played each other but the Head-To-Head Differential points indicate a hierarchy with a "Dominant Team", then the dominant team wins the Head-To-Head Tie Breaker. (**Example:** Team A has beaten Team B in calculating the Head-To-Head Differential Tie Breaker. Team C is also tied with A and B. If A has beaten C in Differential Points then A wins the tie breaker. If A has not played C but A has more Differential Points then A wins the tie breaker.)

**Note:** Head to Head Differential will always have the same result as Head to Head if the teams just play one game against each other. Head to Head Differential is only relevant for multiple games against the same team. For example, when two teams play twice and each win one game (head to head = tie), when you look at the differential, you *may* be able to break the tie.

### "Total Points Against" Definition

The Total Points Against Tie Breaker ranks teams by the number of points (or runs) each team involved in the tie has had scored against them for all games played. To calculate the Total Points Against Tie Breaker, first, list the teams who are tied. Second, total the points each team involved in the tie has had scored against them. (**Example:** Team A has had a total of 50 points scored against them during all games played so the Team A Total Points Against is 50.) The team with the lowest Total Points Against number is the winner.

### "Total Points For" Definition

The Total Points For Tie Breaker ranks teams by the number of points (or runs) each team involved in the tie has scored for all games played. To calculate the Total Points For Tie Breaker, first, list the teams who are tied. Second, total the points each team involved in the tie has scored. (**Example:** Team A has scored a total of 50 points during all games played so the Team A Total Points For is 50.) The team with the highest Total Points For number is the winner.

### "Lowest Number of Forfeits" Definition

The Lowest Number of Forfeits Tie Breaker ranks teams by the Lowest Number of Forfeits for each team involved in the tie. The team with the Lowest Number of Forfeits is the winner.