



SEG 2027 WINTER LEAGUE RULES

SOCCER EVENTS GROUP



LEAGUE DATES

January 2, 2027 – March 14, 2027, No games President's Day Weekend (Feb 13 & 14, 2027)

LEAGUE COST

\$1400 Per Team

LEAGUE LOCATIONS

North Shore Sportscenter - 1900 Old Willow Rd, Northbrook, IL 60062

- Saturdays – U11, U12, and U13 Boys & Girls
- Sunday – U14 Boys & Girls, and High School Boys

Falcon Field – 3090 N Lake Terrace, Glenview, IL 60026

- Saturdays – U8/U9 Boys & Girls
- Sundays – U10 Boys & Girls

AGE GROUPS

- U8/U9 BOYS & GIRLS – GOLD & SILVER
- U10 BOYS & GIRLS – GOLD & SILVER
- U11 BOYS & GIRLS – GOLD & SILVER
- U12 BOYS & GIRLS – GOLD & SILVER
- U13 BOYS & GIRLS – GOLD & SILVER
- U14 BOYS & GIRLS – GOLD & SILVER
- HIGH SCHOOL BOYS

AGE GROUPS: U8 - U11

Format: 7v7

Maximum roster sizes: 18 players

Game Day roster size: 18 players

Minimum number of players required: 5 players

Game Length: 1 x 41 mins running clock. No clock stoppages. 4 mins to switch teams/warm-ups between games.

Substitutions: All substitutions are made on the fly / any dead ball. The game will not stop for a sub. Players must be within five yards of the team's bench area before the new player can enter the field of play.

AGE GROUPS: U12 - U14 and High School Boys

Format: 9v9

Maximum roster sizes: 22 players

Game Day roster size: 18 players

Minimum number of players required: 7 players

Game Length: 1x 46 minutes running clock. No clock stoppages. 4 minutes to switch teams/warm-ups between games.

Substitutions: All substitutions are made on the fly / any dead ball. The game will not stop for a sub. Players must be within five yards of the team's bench area before the new player can enter the field of play.

ROSTERS

All players competing in the 2027 SEG Winter League must be listed on their team roster with a signed waiver to play. If players are moving within a club team, for this winter league, an exemption must be granted that players appear in games with a different team within their club. For single day/game instances, the same exemption must be granted prior to any player playing with a different team within the same club.

Any club that is seen using players that are not rostered/waivered will receive a forfeit for the game where said player was used without proper documentation.

No player may be rostered on more than one team in this winter league. In other words, no player sharing will be allowed, unless written permission is granted by an SEG Winter League Director.

GAME PROCEDURES

- **NO HEADING** for any division U11 and under
- Home Team gets the **KICKOFF** to start the game
- **OFFSIDES** will be called from the top of the box to the opposing goal.
- All **FREE KICKS** from fouls on the field of play are **DIRECT**. The opposing team must allow three yards from the spot of the foul.
- When the ball **GOES OUT OF BOUNDS**, the ball will be re-entered with an **INDIRECT** free kick (no throw-ins).
- If the ball hits a permanent fixture above the field (i.e.--ceiling), **an indirect** free kick from the point of contact will be awarded to the opposing team.
- Teams are allowed up to 3 active coaches on the sidelines with their team.
- **Home teams** will be listed second on the schedule and wear their light color. Teams must have an alternative set of jerseys. In the event of a uniform color conflict, the home team changes jerseys.
- The **home team** sits on the bench left of the score table when facing the score table.
- The jersey number of each player must be the same as the player's jersey number on the team's roster.
- **PENALTY KICKS** will be played out even if time expires if the penalty was called during regulation time.
- **RED CARDS** - Player will be ejected from the current game and required to sit the following game. The team that received the red card will then play shorthanded for the remainder of that game.

Additional rules for include:

- Goalies are not allowed to punt the ball.
- When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line/penalty box.

- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball to a teammate (no punting).
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- Substitutions are "on the fly."

All games will be officiated by a referee certified by IYSA/USSF.

The referee is the official timekeeper, and therefore all decisions made by the referee are final.

LEAGUE SCORING/TIE BREAKING

Games in the preliminary rounds will be scored as follows:

- Win - 3 points
- Tie - 1 points
- Loss - 0 points
- Forfeit - (-1)

A forfeited game will be scored as a 4-0 win for the winning team. A forfeited game will count as one of the minimum number of games guaranteed to each team.

Tie Breakers will be determined in the following order:

1. Head – to Head
2. Most Points Awarded
3. Most Wins
4. Goal Differential
5. Fewest Goals Allowed (+/-4)
6. Goals For
7. Coin Toss

In the event of a three-way tie, head-to-head will be skipped until a team advances, and then the remaining two teams will start back at #3, head-to-head.

At the conclusion of each game, the referee will sign off on the score at the field table, including the match results, cautions, and ejections.

EQUIPMENT

In accordance with the IYSA, Rule 007, which endorses FIFA Law 4, "A player must not use equipment or wear anything which is dangerous to himself or another player." Therefore, no prescription glasses are permitted, only sports goggles.

- Hard casts are not permitted. Soft casts are permitted with a medical release from the player's doctor and the permission of the referee.
- No metal cleats.

- No jewelry may be worn by any player (earrings, watches, necklaces. etc.).
- Shin guards must be worn by all players at all times.
- All players must have an individual number on their Jersey, no duplicate numbers.
- In case of a jersey color conflict, the designated home team will change.
- All players' equipment is subject to referee approval.

SUBSTITUTIONS

There is no limit to the number of substitutions that can be made during a game.

Substitutions shall be allowed "on the fly". The player leaving the field must meet the player coming onto the field within five yards of the touch-line.

GENERAL RULES AND CODE OF CONDUCT

Artificial noise making devices are strictly prohibited.

No animals are allowed.

No alcoholic beverages or smoking is permitted.

No verbal abuse of anyone is allowed, including but not limited to tournament officials, referees, and players.

DISCIPLINARY ACTION

All red cards issued during the League will be reported to the League Director.

Any player or coach receiving a red card will be banned from the current game, and at least, the next scheduled game for that team. No substitutions will be permitted for an ejected player during that game.

A team found to be using an ineligible player will forfeit the game.

Anyone fighting or verbally abusing anyone can be subjected to ejection from further tournament /league participation. All major instances will be reviewed by the league commissioner, and all parties involved will be asked to join a hearing regarding the matter.

Coaches will be held responsible for the behavior of their players, parents, and supporters.

The home state association and home club/league of the player, coach, team, or supporters (except in the case of referee assault) will have the responsibility for imposing, should the circumstances warrant, additional sanctions, within their respective jurisdictions, with regard to any matters arising from the tournament.

The League Commissioner reserves the right to eject anyone (including players, coaches, and supporters) from further tournament participation and/or from the tournament grounds if they fail to abide by the Leagues Code of Conduct.

SEG MARKETING COMMITMENT - SEG will keep all individual player information confidential. Player data will not be shared, sold or distributed to any third parties including internal 3Step Sports affiliated clubs.