

Section I**MISCELLANEOUS**

- If a team has more than 10 players (PK – 3rd) or more than 8 players (4th & 5th), playing time will be decided upon by the coach, keeping in mind the coach will play the kids as fairly as possible each game.
- Each player must play one full quarter in each half.
 - This way each player is guaranteed to play half a game.
 - Players will not be allowed to sit out one entire half.
- Each team will have eight (8) games over a six (6) week period.
 - Games will be played on Monday, Tuesday, Thursday, Friday, Saturday and Sunday.
- The coach, or his / her designee, is responsible for officiating one half of the game.
 - The determination of which coach will officiate the first half is determined by a coin toss.
- Each coach is responsible for his / her fans.
- All parents and/or spectators must be in the bleacher area during the game.
- Any coach, player or fan going onto the field to argue a call made by the official will result in a penalty kick for the opposing team.
 - The second offense will result in the head coach being asked to leave the playing area and suspended for the next two games.
 - A penalty kick will be awarded to the opposing team.
 - Accumulation of two (2) unsportsmanlike penalties throughout the season will result in suspension from the program for the remainder of the year.
- Shin guards are required.
 - Plastic guards must be inside the socks.
 - Guards may be purchased from most retail outlets.
- Sportsmanship ballots are due one week after the season ends, along with your equipment.
- If both teams are the same color, scrimmage vests may be checked out in the Sportsplex office.
 - The visiting teams listed on the schedule are required to wear the scrimmage vests.
 - Home team is listed first on the schedule.
- CANCELLED GAMES: In case of inclement weather, call the Kids, Incorporated office (376-5936) and listen for a recorded message on our voice mail system under program and weather information or you may check our website at www.kidsinc.org or text KIDS to 84444 to receive any updates.

- Play all kids fairly and teach good sportsmanship.
- No food or drink is to be brought in the Bus and Freda Dugger Sportsplex (we have a concession area).
- No running upstairs or downstairs in the foyer area.
 - Please have parents control younger siblings.

Section II

THE SOCCER FIELD

- Dimensions of the Sportsplex fields are as follows (All games will be played at the Bus & Freda Dugger Sportsplex Facility, located at 33rd and Osage):

GRADES
Pre K – 5th

FIELD
20 yds X 30 yds

- A mid-field line divides the field in half.
- A goal line is located at each end of the soccer field.
 - The goal is placed midway between the two end points of the goal line.
 - The dimensions are as follows:

Pre K – 5th: 6' x 6' x 3'
- The Penalty Area:
 - The penalty area is a large rectangle that surrounds the goal area.
 - No offensive player is allowed inside the area unless the ball is between that player and the goal line.
 - No defensive player is allowed in the penalty area unless actively defending the goal.
 - If the offense commits a foul, the defense is awarded a goal kick.
 - If the defense commits a foul, the offense is awarded a corner kick.
- The Corner Arc:
 - The corner arc surrounds each corner on the inner side of the playing field.
- When playing games, the YELLOW marked lines are the official markings.

Section III

THE BALL

- Kids, Incorporated will use a size 3 soccer ball for all grades as practice and game balls.

Section IV

THE NUMBER OF PLAYERS

- Soccer Competition must be between two teams with each composed of players as follows:

Pre K – 3rd Grade

5 v 5 – This includes the goalie.

4th – 5th Grade

4 v 4 – This includes the goalie.

- The teams must have a minimum number of five (5) players for Pre K – 3rd and four (4) players for 4th – 5th on the field for the opening kick off.
- At the approximate midpoint in each half, the coach will call for mandatory substitutions when the ball is out of play.
 - You may substitute freely as long as it is a dead-ball situation.
 - At this time, all players on the bench (unless injured) must be substituted.
 - Each team member must play a minimum of half the game.
 - Substitutions will only occur in this fashion.
 - Exceptions: Disciplinary problems must be noted before the kick off.

Section V

UNIFORM OF PLAYERS

- Soccer players must not carry or wear any objects that may be potentially injurious to other players.
 - There will be no earrings / studs, watches or bracelets.
 - **NO** jewelry of any kind.
 - No hairpins, barrettes, clips, hair beads, caps, or hats.
 - No casts!
- Tennis shoes or indoor soccer shoes are recommended.
 - Soccer shoes with rubber cleats are not allowed, unless the shoe has more than 30 cleats.
 - Street shoes or shoes fitted with metal cleats are not permitted.
- Goalkeepers may wear different colored shirts so they may be easily distinguished from the other players.
- The Kids, Incorporated t-shirt will serve as the official uniform.

Section VI

THE REFEREE (*The coach or his / her designee*)

- The referee controls all soccer activity and his / her decision is final
 - The referee is in command and has complete jurisdiction from the time he enters the field to when the teams leave the area.
 - The referee has the right to call penalties throughout the contest even when play is temporarily stopped or when the ball is off the field.
- The referee not only enforces all rules of the game, but is also responsible for all judgment calls.
- The referee has unlimited authority to stop the game for any breach of the rules or for unruly disturbances by the crowd.
- The referee will allow no one on the field except the players participating in the game.
- The referee is empowered to call a 2 minute injury time out for an injured player.
 - A seriously injured player must leave the field accordingly.
 - The game must be continued as soon as possible
 - A drop ball will resume play.

Section VII

DURATION OF GAME

- The game is played in two (2) 20 minute halves.
 - Each half consists of two (2) 10 minute quarters.
 - The substitution break will be at the 10 minute quarter or you may sub freely on dead-ball situations.
 - The clock will not stop during this time.
 - The clock will stop at halftime.
 - If you call a time-out (2 per half per team), the clock will continue to run.
- A half time period will consist of 5 minutes.
- The game officially starts at the first successful kick, not the referee's whistle.
- A successful kick is when the ball has traveled at least its own circumference into the opponent's end of the field.
- A game ending in a tie remains a tie.
 - NO overtime.**

Section VIII

START OF THE GAME

- The winner of the coin toss may choose to kick off or to defend a particular end of the field.
 - These are the only two options available.
 - The second half will be the reverse of the start of the game.
- At the signal of the referee, the ball is placed at mid-field and kicked forward.
 - Members of the kicking team must stay on their side of the field while the opposition must stay 10 yards from the ball until the kickoff is made.
 - i.e.: Outside the center circle, if there is a center circle.
- As soon as the ball travels the distance of its circumference in a forward direction, it is considered to be in play.
 - The original kicker cannot touch the ball again until another teammate or opponent has touched it.
- After a goal, play is resumed with the team being scored upon kicking off at midfield.
- For the second half, the teams change sides and the kick is made by the team that did not kick off in the first half.
- The referee may restart the action after certain interruptions by the use of a “drop ball”.
 - This method is used specifically when play has been stopped for some reason outside of the rules and when the ball has not gone out of bounds.
 - The ball is dropped exactly where play was stopped and it is in play as soon as the ball touches the ground.
 - No one may touch the ball before it hits the ground.
- Other times to use the “drop ball”.
 - When the referee is unable to determine which team forced a ball out of bounds.
 - Major injury.
 - Drop ball occurs at the spot where the ball was at the time of the injury.

Section VIII**BALL IN / OUT OF PLAY**

- The ball is out when:
 - The entire ball crosses the sideline.
 - If the ball becomes tangled in the sideline netting, please stop play and use a drop ball. We do not want to tear up the nets.

- The referee stops play.
- At all other times, the ball is in play including the following examples:
 - when the ball continues to bounce within the playing field after striking the goal posts or crossbar
 - when the ball continues within the playing field after touching the referee or linesman who is inside the playing field
 - when players momentarily stop play on their own, expecting a call from the referee, but when no penalty is called
 - When the ball hits the back walls, you may continue to play the ball.
 - Once the ball goes behind the goal, play will be stopped.
 - At this time, you need to use the corner kick.
 - The reason for this rule is to protect our nets from being torn up.

Section X

SCORING A GOAL

- A goal is scored when the entire ball passes between the goal posts and under the crossbar.
 - However, the ball cannot be carried, thrown, or hit with hands on its way to the goal by the offensive team.
 - Only the goalie, in his own penalty area, may play the ball with his / her hands.
- A goal can be scored on any of the following kicks:
 - direct free kick to the opposing goal
 - corner kick
 - penalty kick (made from the penalty mark)
 - drop ball
- No goal can be directly scored under the following conditions (UNLESS the ball is touched by another player prior to entering the goal.)
 - indirect free kick
 - goal kick
 - kick off
 - throw in
 - indirect kick into one's own goal
- A player **cannot** score directly from his own half of the field.

Section XI

OFFSIDES

- A player is offside when he / she is closer to the opposing goal line than the ball at the moment the ball is played unless:

- he is in his own half of the field.
- there are at least two opponents between him and the opposing goal line.
- the ball was put into play by a drop ball.
- put into play by a corner kick.
- out into play by a throw in.
 - If a player is not seeking to gain an advantage, he shall not be called for offsides.

Penalty: When offsides is ruled, the opposing side receives an indirect free kick at the point of the infraction.

Section XII

PROHIBITED ACTS

- If any player willfully commits any of the following acts, a DIRECT free kick will be awarded to the opposing team at the point of infraction:
 - no slide tackling allowed
 - kicking
 - tripping
 - jumping on or charging an opponent
 - slugging
 - holding
 - pushing
 - handles the ball with the hands or arms
 - Exception: The goal keeper may touch the ball his / her hands or arms within his / her own penalty area.

Penalty: If any of the above acts are committed by a defensive player within his own penalty area, a penalty kick will be awarded to the opposing team. Penalties may be called at any point on the field so long as the ball is in play.

- If any player commits any of the following acts, an indirect free kick will be awarded to the opposing team at the point of the infraction:
 - playing dangerously
 - Example: Kicking above the waist.
 - shoulder to shoulder blocking off the action
 - obstruction
 - attacking the goalkeeper when he/she has both hands on the ball or when the object of the play is intentional interference
 - unsportsmanlike conduct

- slide tackling (NOT ALLOWED)

Section XIII

FREE KICKS (Pre K – 5th Grade: *all kicks indirect*)

- There are two types of free kicks:
 - The direct free kick in which a goal may be scored directly by one player.
 - The referee should signal by an arm extended toward the opponent's goal.
 - The indirect free kick in which a goal cannot be scored unless the ball is touched by a player other than the kicker
 - The referee should signal an indirect kick by placing his hand and arm overhead.
 - All free kicks are governed a number of rules.
 - The ball must be in a stationary position.
 - The player taking the free kick cannot play the ball again before it has been touched by another player.
 - Opponents must remain a reasonable distance from the kicker until the kick is made.
 - Unless the goal is less than 10 yds.
- The reasonable distance limit for opposing players applies when free kicks outside of the penalty area are tempted.
 - Any infraction of these rules will result in the free kick being taken over at the same position.

***Penalty:* If the free kick plays the ball twice before anyone else has a chance to touch it, an indirect free kick will be awarded to the opposition at the point of the foul. Such a call can only be made when the ball is in play.**

Section XIV

PENALTY KICK

- All penalty kicks are made from the area halfway between the front of the penalty area and midfield.
 - Only two players are involved in the initial play – the kicker and the opposing goalie.
 - All other players must stay outside of the penalty area and the semicircle, which surround the penalty mark.
- The referee signals the kicker to kick the stationary ball forward toward the goal.

- The ball is in play as soon as it is kicked. (i.e. as soon as it has traveled its circumference)
- The ball cannot be played again by the kicker until it has been touched by any other player.

Penalty:**If the above rules are broken by:**

- a) The defending team – the penalty shot must be repeated if a goal was not scored.
- b) The offensive team (other than the kicker) – the defensive team is awarded an indirect kick just outside the penalty area.

NOTE: The opposing goal keeper must stand (without moving his feet) on his own goal posts. The goalie may move only after the ball is struck. If the goalie moves before the ball has been struck and the goal is missed, another kick will be awarded to the kicker. The goalie may not do anything to distract the kicker.

Section XV**THROW – IN**

- When the entire ball crosses the sidelines, it must be thrown into play to restart the action.
 - A number of simple rules control such throw-ins.
 - First, the player must stand with both feet ON or BEHIND the touch line and face the soccer field.
 - He / she must use both hands and deliver the ball from behind and over the head.
 - The player shall not play the ball a second time until it is touched by another player.
 - The ball is in play immediately upon entering the field.
 - A goal cannot be scored directly from the throw-in.

Penalty:

- a) If the throw is in any way incorrect, the opposing team will be awarded a throw-in.
- b) If the player replays the ball before it has been touched by another player, the opposing team will be awarded an indirect kick at the point of the infraction.

Section XVI

GOAL KICK

- In the event the ball passes over the end or goal line (though not into the goal) through the impetus of an **OFFENSIVE** player, a goal kick must be taken.
 - The ball is placed along the goal kick line and it is put into play by any member of the defense by kicking it **OUTSIDE** of the penalty area.
 - Once again, the kicker cannot replay the ball until it has been touched by another player.
- The goalkeeper cannot use his hands in such a play and if the goal kick does not clear the penalty area, it must be repeated.
 - Players from the opposing team must remain outside of the penalty area until the kick is made.
 - **NO** player may play the ball until the entire ball clears the penalty area.
- A goal **cannot** be scored directly from a goal kick.

Penalty: If the kicker replays the ball for the second time outside the penalty area before another player touches it, an indirect kick is awarded to the opposing team. If any player plays the ball prior to the ball clearing the penalty area, the kick is retaken.

Section XVII**CORNER KICK**

- If a defensive player sends the ball behind the goal, then a corner kick is given to the opposition.
 - The ball is placed in the corner of the field nearest the point the ball went out of bounds.
 - This is a direct kick.
- The ball can then be kicked to a team member or directly into the goal.
 - The defensive players must remain a reasonable distance from the ball when being kicked (10 yds).

****The 2 soccer balls that were checked out to you must be returned to our Sportsplex office after your last game.**