



Fall Outdoor Soccer Rules

Section I

LOCAL RULES

- Each team will have eight (8) games on five (5) weekends.
- Kids, Incorporated will use a size 3 soccer ball for Pre-K through 3rd grades.
- Kids, Incorporated will use a size 4 soccer ball for 4th – 5th grades.
- Each coach is responsible for his/her fans.
- Coaches, parents and/or spectators are not allowed to be behind the goal area during the game.
- Any coach, player or fan going onto the playing 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.
 - In addition, a penalty kick will be awarded to the opposing team.
 - Accumulation of three (2) unsportsmanlike penalties throughout the season will result in suspension from the program for the remainder of the year.
- If a coach wants to question a rule interpretation, he/she must ask for a time-out to discuss the issue with the official.
 - If the interpretation by the official is correct, a time-out will be assessed against his/her team.
 - If incorrect, no time-out is assessed and the interpretation is corrected.
- Shin guards are highly recommended.
- Plastic guards must be inside the socks.
 - Shin guards may be purchased from most sporting good retail outlets.
- Off sides will be called for all 4th- 5th grade games when it appears it could be advantageous to a scoring situation (judgment call).
- Each player must play one full quarter (10 minutes) 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.
- Sportsmanship ballots along with equipment are due back to Kids, Incorporated by Friday, October 23rd.
- If both teams have the same color of shirts, scrimmage vests may be checked out at the Kids, Incorporated office.
 - The visiting team listed on the schedule is required to pick up the scrimmage vests.

- **POSTPONED 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. You may also check our web site at www.kidsinc.org.
- Play all kids fairly and teach good sportsmanship.
- The home team is designated on the schedule as the first team listed.
- It is recommended that mouth pieces be worn by all participants. These may be purchased at any retail sporting goods store.

Section II

THE NUMBER OF PLAYERS

- Soccer competition must be between two teams with each one composed of players as follows:
Pre-K - 5th Grade 5 v 5 - Including Goal Keeper
- The teams must have the minimum number of players on the field for the opening kickoff.
 - If you do not have 5 players to begin the game, play with what you have.
Example: 3 v 3, 4 v 4 - we want the kids to play.
- At the approximate midpoint in each half, the coach will call for mandatory substitutions when the ball is out of play.
 - At this time, all players on the bench (unless injured) must be substituted.
 - **EXCEPTIONS:** Disciplinary problems must be noted before the kick off.
 - Each team member must play one complete quarter per half (10 minutes).
 - If both coaches agree, teams may substitute freely, as long as all the kids have played their required time.

Section III

UNIFORM OF PLAYERS

- Soccer players must not carry or wear any objects that may be potentially dangerous to other players.
 - There will be no earrings/studs, watches, bracelets, large buckles, hair ties/combs or caps/hats.
- For the safety of all players, no hard or plaster casts are allowed to be worn by any player.
- Tennis shoes are recommended.
 - Soccer shoes with rubber cleats are permitted.
 - Street shoes or shoes fitted with metal cleats are not permitted.
- The Kids, Incorporated t-shirt will serve as the official uniform.

Section IV

THE REFEREE

- 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/she 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 will keep the official time.
- 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.
 - Fans are not allowed behind the goal area.
- The referee is empowered to call a 2-minute injury time out for any injured player.
 - A seriously injured player must leave the field and should be tended to accordingly.
 - The game must be continued as soon as possible.
 - The clock will stop during this injury time out.
 - A drop ball will resume play.
- The referee has the right to eject any player, coach, or fan from the game.
- If a coach or player is ejected from a game, he/she is suspended for the remainder of that game, plus the next two games.
- The referee must signal for play to resume after any and all interruptions.
- The referee has final authority to suspend a game.
- His/her decision will be based on the conditions that exist at the time such as weather or other conditions that could endanger the players.
- If a game is suspended before the second half has begun, the game shall be replayed at a time and date agreed upon by both coaches.
- Be sure to check on the availability of fields.
- If the game is suspended after the second half has been started, the game shall be considered a full game.

Section V

THE SOCCER FIELD

- Dimensions of Kids, Incorporated fields are as follows:

GRADES	FIELD
PK-3rd	35yds X 25yds
4th - 5th	40yds X 60yd
- A mid-field line divides the field in half and a circle is marked at the exact center of the field.

- 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 of the goal mouths are as follows:
 - PK - 5th: 6' x 8'
- The Penalty Area
- (4th & 5th only): The penalty area is a large rectangle area that surrounds the goal area.
- A visible mark used for penalty kicks is in the center of the penalty area.
- The goalie may leave this area at any time in the game but the goalie may only use his/her hands on the ball while in the rectangular penalty area.
- (PK - 3rd) The penalty area is a large rectangle that surrounds the goal area. No offensive player is allowed inside this 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.

Section VI

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 (i.e. outside the center circle) until the kickoff is made.
- 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.
- For second half play, the teams change sides and the first 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.
- Drop Ball
- When a 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 VII

DURATION OF GAME

- The game is played in two 20-minute halves. Each half consists of two 10-minute quarters (running clock) (unless referee calls time out for injury, etc.).
- The game officially starts with 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 half time period will consist of 5 minutes.
- If the game ends in a tie, the game will remain a tie. (Due to time constraints.)

Section VIII

BALL IN/OUT OF PLAY

- The ball is out of play when:
 - the entire ball crosses the sideline or goal line by any means.
 - 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.

Section IX

SCORING 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/her own penalty area, may play the ball with his 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 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/her own half of the field.

Section X

OFFSIDE

- 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;
 - put into play by a throw in.
- If a player is not seeking to gain an advantage, he shall not be called for offside.
- Penalty:
 - When offside is ruled, the opposing side receives an indirect free kick at the point of the infraction.

Section XI

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 with his/her hands or arms within his 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 XII

FREE KICKS *(Pre- K through 3rd 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 by 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 yards.
 - the "reasonable distance" limit for opposing players applies when free kicks outside of the penalty area are attempted.
- Any infraction of these rules will result in the free kick being taken over at the same position.
- Penalty:
 - If the free kicker 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 XIII

PENALTY KICK

- All penalty kicks are made from the penalty mark that is within the penalty area and is centered on the goal mouth.
 - 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.
- 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) and cannot be played again by the kicker until it has been touched by any other player.
- Penalty: If the above rules are broken by
 - the defending team - the penalty shot must be repeated if a goal was not scored;
 - the offensive team (other than the kicker) - the defensive team is awarded an indirect kick just outside the penalty area.

The opposing goal keeper must stand (without moving his feet) on his own goal line between the 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 back 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 a throw-in.
 - You must have one or both feet on the ground at the time of the release of the ball.
- Penalty:
 - if the throw is in any way incorrect, the opposing team will be awarded a throw-in;
 - if the player replays the ball before it has been touched by another player, the opposing team will be awarded an indirect free kick at the point of the infraction.

Section XV

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/her 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 replayed.

Section XVI

CORNER KICK

- If a defensive player sends the ball over his/her own end line, 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 yards).