

NORTHEAST KANSAS SOCCER LEAGUE

All contests will be played on Saturday mornings. The home team is responsible for scheduling make-up games. If the home team doesn't contact the visiting team within 1 week, the game shall be considered a forfeit.

Age groups will be the following:

Kindergarten
1st & 2nd Grade
3rd & 4th Grade
5th & 6th Grade

*All players shall wear rubber cleats or tennis shoes.

*Regulation City Jerseys (Alternate for Goalie)

Soccer Ball Size: #4 for K-4th Grade #5 for 5th /6th Grade

Teams are Co-Ed and will be limited to 14 players for Kindergarten, 18 for 1st and 2nd and 22 for 3rd through 6th. Each player is required to play a minimum of 2 complete quarters of a 4-quarter game with the following exceptions: if a player is late for the start of the contest or for discipline reasons.

Teams will have the following number of players on the playing field:

Kindergarten - 7 players
1st & 2nd - 9 players
3rd-6th -11 players

Coaches:

During regular season kindergarten games (see page 4) coaches are allowed on the field and behind the goal to work with and direct their team. During the tournament, they are required to coach from their sideline. For grades 1st-6th, coaches are required to coach from the sideline only. Coaching from behind the goal is not permitted and will result in an indirect kick.

Substitutions are made between quarters or in case of injury.

Players are only allowed to play on one team per age group. Players can move up an age group but never down.

Playing Times:

Kindergarten (4) Six-minute quarters
1 minute between quarters
5-minute halftime
NO TIME OUTS

1st-2nd (4) Eight-minute quarters
1 minute between quarters
5-minute halftime
NO TIME OUTS

3rd-4th (4) Ten-minute quarters
1 minute between quarters
5-minute halftime
NO TIME OUTS

5th-6th (4) Twelve-minute quarters
1 minute between quarters
5-minute halftime
NO TIME OUTS

No warm up time will be given at game time. At all official games, the first kickoff will be determined by the referee's flip of a coin with the captain of each team present. The winning team will pick either "end of the field" or "choice of kickoff". The referee will alternate the team kicking off for each quarter. At the half, teams will change sides of the field. At the referee's whistle, center forward passes or kicks the ball to his left or right forward. The kicker may not play or touch the ball a second time until another player of either team has played or touched it. If the ball has not traveled its circumference and the kicker touches it, it is considered a dead ball. There is no change of possession on a dead ball. A re-kick will be taken. If the ball has traveled its circumference and the kicker touches the ball, an indirect free kick is awarded to the opponent at the spot of the foul. A goal may be scored directly from a kickoff.

A player may be ejected from the game at any time by the referee for any serious misconduct. No substitution is permitted for the ejected player. The offended team may receive an indirect or direct free kick from where the ball was when the infraction occurred, depending on the foul.

THROW-IN: When the ball goes out of play by completely passing beyond the touchline, whether in the air or on the ground, it shall be put back into play by being thrown in by a player of the team opposite to that of the player who last touched the ball.

A correct throw-in requires a player to face the playing field and have part of each foot in contact with the ground outside the touchline and may not be played by the thrower until another player has touched it. This also holds true if the ball bounces off a corner flag, goal post, or the referee. A goal may not be scored directly from a throw-in; the ball must be played or touched by another player of either team (if thrown into thrower's goal, corner kick is awarded to opponents; if thrown into opponents' goal, a goal kick is awarded to the opponents).

OUT OF PLAY: Ball is out of play if the entire ball crosses the goal line or touchline either on the ground or in the air.

SCORING: A goal is scored when the entire ball has passed over the goal line between the goal posts or goal marks and under the top bar or mark of the goal. If the goalkeeper is forced (in a legal or fair charge) to hold or bring the ball behind own goal line, a score is charged against their team. After a goal is scored, the team which lost the goal starts the game again at the center.

TIE-BREAKERS: If a tie exists at the end of regulation the head referee shall choose a goal at which all of the kicks from the penalty line shall be taken. Each coach will select any six players, including the goalkeeper, on or off the field (except those who may have been disqualified). Goalkeeper cannot be a kicker during this round. A coin toss shall be held to determine which team will kick first. The team winning the toss shall have the choice of kicking first or second. Teams will alternate kickers. There is no follow-up on the kick. Following five kicks for each team, the team scoring the greatest number of goals shall be declared the winner.

If the score remains tied after the first tiebreaker, a sudden victory tiebreaker would begin. Each coach must select a new goalkeeper and a kicker. The goalkeeper for the sudden victory tiebreaker cannot serve as a kicker in the same tiebreaker round. The goalkeeper and the kicker for the sudden victory tiebreaker cannot have played in a previous tiebreaker (see rule below). Each kicker shall have a single kick. There shall be no follow-up on the kick. If one team scores and the other team fails to score, the scoring team shall be declared the game winner. If the score remains tied, each team shall select another kicker and kick again, using the same goalkeeper. This is repeated up to five times. If the score remains tied after the fifth pair of kickers, a new sudden victory would begin, with new goalkeepers being selected.

PLAYER USAGE IN TIEBREAKERS: No player in a sudden victory tiebreaker may have played in a previous tiebreaker. The only exception is if all players have kicked or served as goalkeeper in the tiebreakers. In that case, players can be used again, but all **players must be used evenly**. The goalie cannot be used a second time to be a kicker until all players have been used for a first time. For example: If player X is used a second time, all of the other players must be used a second time before player X is used a third time.

GOALIE: Goalies will be used in all ages. Players of all ages shall be allowed in the goal box. The goalie is allowed to run to the penalty line to throw or kick the ball into play. If the goalie overruns the penalty zone before throwing or kicking the ball, a direct kick will be awarded to the other team from the point where the goalie left the zone (handball infraction).

No charging or touching the goalkeeper when he/she has possession of the ball in the goal or penalty area is allowed. Kicking or attempting to kick the ball when the goalkeeper has possession is also not allowed. (This is defined as when the goalkeeper has at least one hand in contact with the ball.) A direct or indirect kick will be awarded to the defending team, depending on type foul.

OFF-SIDES: Off-sides will not be called.

DIRECT KICK: For handling the ball, pushing, striking, holding, tripping, jumping on the ball or another player, charging in the back, dangerous charge or dangerous play, a direct free kick is awarded to the opposing team at the spot where the foul was committed. **Players of the defending team must stay 10 yards away from the ball.** Kickers must not play or touch the ball a second time before another player from either team has played or touched it. This hold true if the ball bounces off a corner flag, goal post, or the referee. The ball may be kicked in any direction. A goal may be scored directly from a direct kick.

The following nine (9) offenses, when committed intentionally, will result in the award of a direct free kick to the opposing team at the spot where the foul was committed.

1. Kicking or attempting to kick an opponent.
2. Striking or attempting to strike an opponent.
3. Jumping at an opponent.
4. Tripping, with the leg or foot, or by stooping in front of or behind an opponent.
5. Handling the ball; guiding the ball with hand or arm to gain advantage, other than the goalie in penalty area. **Inadvertent contact with the hand or arm will not be penalized.**
6. Holding an opponent
7. Pushing an opponent.
8. Charging dangerously; (A fair charge is shoulder-to-shoulder contact when both players have at least one foot on the ground and are in position to play the ball.)
9. Charging from behind.
10. Slide tackling.

INDIRECT KICK (Minor Foul): For kicking the ball a second time before it is played by another player of either side from the kick-off, throw-in*, free-kick, penalty kick, direct kick, or corner kick; for interfering with play, for obstructing an opponent, for ungentlemanly conduct (disputing the referees decision, insulting the referee, bad language, etc.), for a player sent off the field, deliberate stalling for time, or for stopping the game to caution a player about his conduct, an indirect kick is awarded to the opposing team. Players of the defending team must stay 10 yards away from the ball. An indirect kick may be scored only if the ball is touched by a second player from either team.

*See Throw-In Rule

The following eight (8) offenses will result in the award of an indirect free kick to the opposing team at the spot where the foul was committed.

- a. Excessive delay by the goalkeeper in clearing the ball. – 6 seconds
- b. Interfering in any way with the goalkeeper as he attempts to clear the ball in the goal and penalty area.
- c. Playing in unsportsmanlike conduct, considered dangerous play.
- d. Unsportsmanlike conduct on the part of the player, coaches, or parents
- e. Persons entering the field without permission of the referee.
- f. Illegal coaching from the sidelines after a warning.
- g. Ball picked up with hands by goal keeper after a pass from teammate. Goalie can only use their feet in this situation.

PENALTY KICK: If a direct free kick foul is committed within the penalty area of the defending team, the ball is kicked from the penalty mark by the opponent. At the time of the kick, players of both teams, except defending goalkeeper, must stay behind the **10-yard** radius around the penalty mark as indicated on field chart. **Any attacking player (a player in a midfield or primarily offensive position) may kick the penalty and must kick the ball forward,** or an indirect kick will be awarded to his opponent on the penalty spot. Goalkeeper must stand without moving his/her feet, on his/her own goal line between goal marks or goal posts until the ball is kicked. If he/she moves before the ball is kicked and the goal is saved (not scored) or the kicker misses the mark, the penalty must be re-kicked. The penalty kicker must not kick the ball a second time before another player of either team has played or touched it. This also holds true if the ball bounces off a corner flag, goal post, or the referee or an indirect kick will be awarded against his team.

GOAL KICK: If attacking team was last to play or touch the ball that crossed the goal line on the ground or in the air (other than a score) the defending team kicks the ball from the goal box mark nearest the point where the ball crossed the goal line. **Note: The Kindergarten age group will kick from the penalty box corner.** Kicker must not play or touch the ball a second time before another player from either team has played or touched it. Goal kick must pass the penalty area in one kick or be re-kicked; it may not be kicked into the goalkeeper's hands. A goal kick cannot score directly into either goal (if kicked into kicker's goal, a corner kick is awarded to the opponents: if into opponent's goal, a goal kick is awarded to the opponents.) Players of attacking teams must be outside of penalty area.

CORNER KICK: If defending team is last to touch or play the ball crossing its own goal line on the ground or in the air (other than a score), attacking team is awarded a corner kick. Ball is placed within the corner mark radius nearest the point where the ball crossed the goal line. A goal may be scored directly from a corner kick. Kicker may not play or touch the ball a second time until another player of either team has played or touched it. This also holds true if the ball bounces off a corner flag, goal post, or the referee. An indirect free kick will be awarded to defending team at the spot.

HANDLING BALL: The ball must not be handled during the game by any player except the goalkeeper in his/her own penalty area except for a throw-in. If the goalkeeper handles the ball outside his/her penalty area, it is a foul and a direct kick is awarded to the opposing team.

DROP KICK: If a referee is in doubt as to which side fouled, kicked the ball out of play, for an injury or other emergency, referee drops the ball between two players, one from each side, at the spot where the incident occurred.

REFEREE'S WHISTLES: Referee must whistle to start the game, when a goal is scored, when a foul is committed (direct kick, indirect kick, penalty kick), when the ball crosses the goal line, when the ball crosses a touchline, for a corner kick or goal kick, for an injury, and for any emergency requiring the game to stop.

VIOLATION: Any action before the whistle is loss of possession.

KINDERGARTEN TOURNAMENT RULE: No coach will be allowed on the playing field with his team during tournament games. During regular season games, coaches will be allowed on the field to work with the players

RECOMMENDED PLAYING FIELDS AND GOAL SIZES:

	<u>Field Size</u>	<u>Center Circle</u>	<u>Penalty Box</u>	<u>Goal Box</u>	<u>Penalty Kick Line</u>
K-2nd Gr.	40x60 yds	10 yds radius	10x20 yds	3x6 yds	6 yds for Kdg., 8 yds for 1 st /2 nd
3rd-4th Gr.	40x80 yds	10 yds radius	10x20 yds	5x15 yds	10 yds
5th-6th Gr.	50x100 yds	10 yds radius	10x20 yds	5x15 yds	12 yds

Goal sizes:

K-2nd will be 12' wide by 6' tall.

3rd-4th will be 14' wide by 7' tall.

5th-6^h will be 21' wide by 7' tall.

REGULAR SEASON GAMES RUN FROM SEPTEMBER 9th THRU OCTOBER 7th.

TOURNAMENT IS OCTOBER 14th IN SENECA.