

IOWA CITY KICKERS RULES OF PLAY



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Rules of Play

INTRODUCTION

Welcome to the Iowa City Kickers Soccer Club. Soccer began in Iowa City in 1978 with thirteen participants. This initial nucleus led to the formation of the Iowa City Kickers. The growth of the club has been due to the enthusiasm and participation of children and parents alike. We are a volunteer organization and can only grow through our own contributions.

From the very beginning the primary goals of the Iowa City Kickers have been *recreation and participation*. The organization has always hoped to provide the source and the opportunity for children to have fun. All children within the organization are to participate an equal amount during playing time. By creating an atmosphere of camaraderie the Kickers hope to help children develop their social skills, their spirit of cooperation, new friendships, a love for soccer, sportsmanship, and soccer skills.

Winning or losing and having good or bad players are not our goals. Kickers will win only when we have had enjoyment playing the game and have had participation of all children who are skilled and unskilled alike in the art of soccer. We must remind our players, our coaches, our commissioners, and, above all, the parents of our players that the spirit of the game is participation and enjoyment. The glory is found in playing the game, not in victory.

Participation is not only the responsibility of our players. The organization exists only because parents have donated their time and skills as coaches, commissioners, officers, equipment managers, field maintenance support, and committee members. The support provided to the volunteer coaches and to the players by enthusiastic spectators is invaluable. Without this level of volunteer participation there is no Kickers association.

A tradition of voluntary participation has enabled us to grow into an organization which offers youth leagues from the kindergarten level through high school and an adult league for players over 18. Our philosophy is to try to organize teams to allow children to participate within their neighborhood or with their classmates from school.

Our unprecedented growth has allowed the Kickers to more fully develop the sport of soccer in the Iowa City area. We have been instrumental in the development of soccer within the school system by providing not only experienced players but monetary and volunteer support as well. The children who have developed soccer skills and an appreciation for the sport have a continuing need for personal and fundamental growth. Our organization provides a spring board which allows these young people, and some of their coaches, to venture into competitive participation outside the Kickers organization.

The participatory and recreational nature of the Kickers program has contributed to youth skills which need further expansion. We hope to have achieved our indirect goal of fostering enthusiasm for the sport of soccer in the youth of the Iowa City area. It is part of our responsibility to avoid hindering those who want to go beyond the recreational level of Kickers soccer by allowing all players to participate in recreational soccer through the Kickers organization.

We have come a long way from a thirteen player league and yet we have a continuing challenge before us. We will meet it only through the ongoing commitment to our two fundamental goals, *recreation and participation*.

QUICK RULE REFERENCE

Level Of Play	Roster Size	Players on the Field	Goalie	Ball Size	Game Time	PK Mark	Goal Dimensions
K	12	3	No	3	8 min qtrs	NA	3 ft high 4 ft wide
1	12	4	No	3	8 min qtrs	NA	3 ft high 4 ft wide
2	12	6	Yes	3	10 min qtrs	15 ft	6-8 ft high 16-24 ft wide
Boys 3/4	12	7	Yes	4	12 min qtrs	22 ft	6-8 ft high 16-24 ft wide
Girls 3/4	12	7	Yes	4	12 min qtrs	22 ft	6-8 ft high 16-24 ft wide
Boys 5/6	16	11	Yes	5	25 min halves	12 yds	8 ft high 16-24 ft wide
Girls 5/6	16	11	Yes	5	25 min halves	12 yds	8 ft high 16-24 ft wide
Boys 7/8	16	11	Yes	5	30 min halves	12 yds	8 ft high 16-24 ft wide
Girls 7/12	16	11	Yes	5	30 min halves	12 yds	8 ft high 16-24 ft wide

QUICK RULE REFERENCE

Level Of Play	Break Between Periods	Off-sides	Field Dimension	Center Circle	Penalty Area Dimension
K	2 mins at qrtrs 5 mins at half	No	18 - 25 yds wide 25 - 35 yds long	NA	NA
1	2 mins at qrtrs 5 mins at half	No	22 - 25 yds wide 30 - 37 yds long	NA	NA
2	2 mins at qrtrs 5 mins at half	No	28 - 50 yds wide 45 - 80 yds long	12.5 ft	17 ft from goal posts 7 yds onto playing field
Boys 3/4	2 mins at qrtrs 5 mins at half	Yes	30 - 50 yds wide 50 - 80 yds long	17 ft	32 ft from goal posts 32 ft onto playing field
Girls 3/4	2 mins at qrtrs 5 mins at half	Yes	30 - 50 yds wide 50 - 80 yds long	17 ft	32 ft from goal posts 32 ft onto playing field
Boys 5/6	5 mins at half	Yes	60 - 80 yds wide 90 - 120 yds long	10 yds	18 yds from goal posts 18 yds onto playing field
Girls L5/6	5 mins at half	Yes	60 - 80 yds wide 90 - 120 yds long	10 yds	18 yds from goal posts 18 yds onto playing field
Boys L7/8	5 mins at half	Yes	60 - 80 yds wide 90 - 120 yds long	10 yds	18 yds from goal posts 18 yds onto playing field
Girls 7/12	5 mins at half	Yes	60 - 80 yds wide 90 - 120 yds long	10 yds	18 yds from goal posts 18 yds onto playing field

RULES OF PLAY

Soccer is governed throughout the world by an organization called the Federation Internationale de Football Association, commonly called FIFA.

FIFA has established **The 17 Laws of the Game** to govern the play of soccer which shall apply to any and all contests sponsored or sanctioned by the Iowa City Kickers.

This document summarizes each of the 17 Laws of The Game as they are applied to Kickers competition and enumerates those instances where these laws are modified or enhanced by the Kickers to accommodate the characteristics of the various leagues within the Kickers organization.

LAW I - The Field of Play

A proper field of play is rectangular and consists of an outer boundary, two goals at opposite ends, a penalty area, a goal area, a half field line, and corner flags. The width of the field shall not exceed its length.

A. Dimensions

K	Length not more than 35 yards nor less than 25 yards.	Width not more than 25 yards nor less than 18 yards.
1	Length not more than 37 yards nor less than 30 yards.	Width not more than 25 yards nor less than 22 yards.
2	Length not more than 80 yards nor less than 45 yards.	Width not more than 50 yards nor less than 28 yards.
3/4	Length not more than 80 yards nor less than 50 yards.	Width not more than 50 yards nor less than 30 yards.
5/6	Length not more than 120 yards nor less than 90 yards.	Width not more than 80 yards nor less than 60 yards.
7/8	Length not more than 120 yards nor less than 110 yards.	Width not more than 80 yards nor less than 70yards.
7-12	Length not more than 120 yards nor less than 110 yards.	Width not more than 80 yards nor less than 70 yards.

B. Markings

1. Distinctive lines not more than 5 inches wide.
2. A half way line shall be marked out across the field.
3. A center circle shall be marked.

K, 1	No center circle
2	12.5 foot radius
3/4	17 foot radius
5/6	10 yard radius
7/8	10 yard radius
7-12	10 yard radius

4. Corner arcs shall be marked with a 3 foot radius. K/1 have no corner arcs.
5. A goal area shall be marked:

K, 1	8x4ft
2	25x8ft
3/4	38x11ft
5/6	6 yards from each goal post and 6 yards into the field of play joined by a line drawn parallel with the goal line.
7/8,7-12	6 yards from each goal post and 6 yards into the field of play joined by a line drawn parallel with the goal line.

6. Penalty area on each end of the field of play, drawn a specified distance from each goal post and extending a specified distance onto the playing field, joined by a line drawn parallel to the goal line.

K, 1	Not applicable
2	17 ft from goal posts, 7 yards onto playing field
3/4	32 ft from goal posts, 32 ft onto playing field
5/6	18 yds from goal posts, 18 yds onto playing field
7/8,7-12	18 yds from goal posts, 18 yds onto playing field

A suitable mark shall be made within each penalty area, a 12 inch line or a 9 inch circle measured from the midpoint of the goal line. From each penalty kick mark an arc or circle shall be drawn outside of the penalty area. The Location of the marks is given below.

K, 1	Not Applicable
2	12.5 foot arc radius from the 15 foot penalty mark
3/4	17 foot arc radius from the 22 foot penalty mark
5/6, 7/8, 7-12	30 foot arc radius from the 36 foot penalty mark

7. An intermittent line shall be marked 5 ft outside the sideline and running parallel to it from team box boundary to team box boundary, behind which all spectators must remain during the game.
8. A box shall be marked 5 ft from the sideline at midfield and 5 yards either side of the midfield line in which the substituting players must stand before the ball goes out of play.
9. A box shall be marked 5 ft from the side line and 10 yard from midfield line, on each half, and continuing running parallel to the sideline to the penalty box boundary, behind which all players and coaches shall remain during the game.

C. Goals

K, 1	3 ft high, 4 ft wide
2, 3/4	Maximum: 8 ft high, 24 ft wide Minimum: 6 ft high, 16 ft wide
5/6	Maximum: 8 ft high, 24 ft wide Minimum: 8 ft high, 16 ft wide
7/8, 7-12	Maximum: 8 ft high, 24 ft wide Minimum: 8 ft high, 21 ft wide

LAW II- The Ball

- K, 1, 2:** Size 3 ball
- 3/4:** Size 4 ball
- 5/6, 7/8, 7-12:** Size 5 ball

LAW III - Number of Players

A. Maximum number of players on the field at any time

K	3 (no goalkeeper).
1	4 (no goalkeeper).
2	6, one of whom is a goalkeeper. The goalkeeper should not be the responsibility of just one player, but all team members should be given the opportunity to play this position. The goalkeeper must play at least one quarter in the field during each game.
3/4	7, one of whom is a goalkeeper. The goalkeeper should not be the responsibility of just one player, but all team members should be given the opportunity to play this position. The goalkeeper must play at least one quarter in the field during each game.
5/6:	11, one of whom is a goalkeeper. The goalkeeper should not be the responsibility of just one player, but all team members should be given the opportunity to play this position.
7/8, 7-12	11, one of whom is a goalkeeper.

Teams must have at least 7 players for 11 v. 11 games and at least 5 for 7 v. 7 games or the game is declared a forfeit

B. Maximum number of players on the roster

K, 1, 2, 3/4	12
5/6, 7/8, 7-12	16

C. Substitutions

1. Substitutions are allowed for injured players as soon as the referee stops play and indicates that substitutions can come onto the field of play. If a coach enters the field the injured player must leave the game.
2. There is no limit on substitutions.
3. A player who has been substituted can re-enter the game.
4. Substitutions may be made, **WITH THE CONSENT OF THE REFEREE**, at the following times:
 - a. at the end of a period, by either team.
 - b. after a score, by either team.
 - c. prior to a throw-in by your team. To speed up play both teams may substitute if they are in the box prior to a Corner kick by your team.
 - d. Prior to a goal kick by either team.
5. The leagues allow a substitution pause during a game half way through a period if no other opportunity presents.
6. Substitutions should be announced to the **referee** and to the assistant referee when one is provided by the Kickers. Substitutions should not enter the field of play until allowed by the referee except at the end of a period when substitutions can be made without notifying the referee. Goalkeeper substitutions require referee notification at all times. In leagues **2nd and up** substitutions should enter the field at the half field mark. The substituted player must leave the field. The game must be stopped for injury substitutions recognized by the referee.

D. Playing time

1. Each player shall play a minimum of 50% of the total duration of the game.
2. For each game coaches should try to equalize playing time for all players.

LAW IV - Players' Equipment

A. Footwear

1. Tennis or running shoes or soft cleated soccer shoes are required. **Toe cleats and metal cleats are not allowed.**
2. Shoes with removable cleats may be used as long as the attaching screws come off with the cleats.
3. Shoes considered dangerous by the referee are not permitted.

B. Shin guards

1. Mandatory in all league activities (including practices).
2. Should be completely covered with socks.

C. Uniforms

1. All players are required to wear the Kickers' approved jerseys in all games.
2. Kicker's jerseys shall be worn outside any other garment during a game.
3. If goalkeepers are used they shall wear a shirt or vest which is in a contrasting color to their own team as well as the opposing team, making them easily recognizable from other players.

LAW V – Referees

- A. Two referees shall be appointed for each game.
- K, 1** Assigned from Kickers staff of referees.
 - 2, 3/4** Assigned from Kickers staff of referees.
 - 5/6** Assigned from Kickers staff of referees.
 - 7/8, 7-12:** Assigned from Kickers staff of referees.
- B. The referee has jurisdiction from the time he/she enters the field of play until he/she leaves the field of play.
- C. The referee's decision on points of fact connected with the game are final.
- D. The referee shall enforce the Laws of The Game. The Advantage rule allows play to continue when the team against which an offense has been committed will benefit from such an advantage and penalizes the original offense if the anticipated advantage does not ensue at that time. **Referee knowledge and experience are the only determinants in whether or not the call is made, no matter what the coach or parent thinks.**
- E. The referee can stop the game for infringement of the rules.
- F. The referee can suspend or terminate a game whenever he/she deems necessary (e.g. severe weather, misconduct by spectators, coaches or players).
- G. The referee can caution a player and shall send off any player guilty of violent conduct, using insulting and abusive language, persistent infringement of the playing rules, or serious foul play.
- H. The referee acts as the timekeeper and keeps a record of the game. In leagues in which the score is kept, the referee shall keep the score. The 2 referees shall work out amongst themselves, which one is to be the official timekeeper.
- I. **K, 1, 2, 3/4** All rules infractions shall be briefly explained to the offending player.

LAW VI - Assistant Referees

As 2 referees are assigned to each game, Assistant Referees are not used.

LAW VII - Duration of the Game

K, 1	The game shall be divided into 4 equal periods of 8 minutes. There shall be a 2 minute break between quarters 1 and 2, and another between quarters 3 and 4. There shall be a halftime break of 5 minutes.
2	The game shall be divided into 4 equal periods of 10 minutes. There shall be a halftime break of 5 minutes.
3/4	The game shall be divided into 4 equal periods of 12 minutes. There shall be a 2 minute break between quarters 1 and 2, and another between quarters 3 and 4. 1. There shall be a halftime break of 5 minutes.
5/6	The game shall be divided into 2 equal halves of 25 minutes. There shall be a halftime break of 5 minutes. Substitutions as allowed in Law III C.
7/8, 7-12	The game shall be divided into 2 equal halves of 30 minutes. There shall be a halftime break of 5 minutes. Substitutions as allowed in Law III C.

LAW VIII - Start of Play

- A. The start of play at the beginning of each half and after a goal shall proceed with a kickoff.
- B. At the beginning of the game, the choice of the ends shall be determined by the toss of a coin. The team winning the toss shall choose ends or ball possession.
- C. After halftime, the ends shall be changed and the kickoff shall be taken by the team opposite from the team that took the kickoff at the beginning of the game. In games played by quarters, the second and fourth quarter should start from a throw-in or goal kick if the previous quarter ended with ball out of play. Otherwise a center kick off will be used, with the team that kicked off to begin the game kicking off for the second quarter and the team that kicked off at the third quarter kicking off for the fourth quarter.
- D. On a kickoff, the ball must be stationary on the ground at the center of the field and be played to another player. The ball may not be played a second time before being touched by another player (except **K/1**).
- E. Every player on each team must be in his own half of the field and all players of the team opposing the kicker must be at least 10 yards away from the ball when the ball is put into play (6 yards for **K/I/2/3/4/GJ**).
- F. A goal can be scored directly from a kickoff.
- G. After a goal has been scored the game shall be restarted by a kickoff from a player of the team allowing the goal.

LAW IX - Ball In and Out of Play

- A. The ball is out of play:
 - 1. when it has crossed the goal line or touch line in its entirety whether on the ground or in the air.
 - 2. when the game has been stopped by the referee.
- B. The ball is in play at all other times from the beginning of the game until the end, even if:
 - 1. it rebounds from a goal post, cross bar, or corner flag into the field of play.
 - 2. it rebounds off the referee or an assistant referee when he is in the field of play.
 - 3. an apparent infraction has occurred but the referee has not stopped the game.

LAW X - Method of Scoring

- A. A goal is scored when the whole of the ball crosses the goal line between the goal posts and under the cross bar, provided it was not thrown, carried, or intentionally propelled by arm or hand by an attacking player (except the goalkeeper who throws the ball from his own penalty area).
- B. If a defending player deflects the ball with his/her hand or arm and the ball goes into the goal, a goal is scored.
- C. Each goal scored counts one point. The team scoring the greater number of goals during the game wins.

LAW XI - Offside

- A. A player is in offside position if he/she is nearer to the opposing team's goal line than the ball at the moment the ball is played unless:
 - 1. he/she is in his/her own half of the field of play.
 - 2. two opposing players are nearer their goal line than he/she is (including the opposing goalkeeper). An attacking player located even with the second to last defender shall not be considered offside.
 - 3. the ball is last controlled by an opponent.
 - 4. he/she received the ball directly from a goal kick, corner kick, throw-in, or drop-ball.

- B. A player in an offside position is not offside unless, ***in the opinion of the referee***, the player is:
 - 1. interfering with play or with an opponent, or
 - 2. seeking to gain an advantage by being in that position.
- C. A player shall not be declared offside by the referee merely because he/she is in the offside position.
- D. Offside is judged at the time the ball is played to the player, not at the time the player receives the ball.
- E. If a player is declared offside, the referee shall award an indirect free kick where the infraction occurred unless the offense is committed by a player in his/her opponent's goal area, in which case the free kick shall be taken from a point anywhere within that half of the goal area in which the infraction occurred.
- F. The player does not have to receive the ball in order to be called offside. The offside call is made exclusively ***at the discretion of the referee*** upon determination that the offending player's team has gained an advantage as a result of the action.
- G. In leagues which do not use goalkeepers (***K/I***) players flagrantly violating the intent of the offside rule will be penalized by the referee. The call is unsportsmanlike conduct and a free kick from the center spot will be awarded to the opposing team.
- H. In leagues which do not use goalkeepers (***K/I***) no player shall enter the marked goal area. The call is unsportsmanlike conduct and a free kick from the center spot will be awarded to the opposing team.

LAW XII - Fouls and Misconduct

- A. A direct free kick (signaled by the referee by holding the arm out straight toward the goal of the opponent of the team taking the kick) shall be awarded to the opposing team whenever a player commits any of the following 11 offenses. The free kick shall be taken from the place where the infraction occurred unless committed by a player in his/her opponents goal area, in which case the free kick shall be taken from a point anywhere within the goal area in which the infraction occurred.
 - 1. Kicking or attempting to kick an opponent.
 - 2. Tripping (i.e. throwing or attempting to throw by the use of the legs or by stooping in front or behind the opponent).
 - 3. Jumping at an opponent.
 - 4. Charging an opponent in a violent or dangerous manner.
 - 5. Charging an opponent from behind unless the opponent is obstructing.
 - 6. Striking or attempting to strike an opponent.
 - 7. Holding an opponent.
 - 8. Pushing an opponent.
 - 9. Handling the ball deliberately (i.e. carrying, striking, or propelling the ball with the hand or arm). This does not apply to the goalkeeper within his/her own penalty area.
 - 10. Spitting or attempting to spit at any player.
 - 11. Slide Tackling or going to ground in order to attempt to take the ball from the ballhandler. A slide tackle in the box shall be automatic Yellow Card.
- B. Should a player of the defending team commit one of the above 11 offenses within the penalty area he/she shall be penalized by a penalty kick. A penalty kick can be awarded in this situation regardless of the position of the ball at the time the offense is committed.

- C. An indirect free kick (signaled by the referee by holding an arm straight over the head and keeping it there until the kick is taken and touched by any other player) shall be awarded to the opposing team whenever a player commits any of the following 6 offenses:
1. Playing in a manner considered by the referee to be dangerous.
 2. Charging fairly (i.e. with the shoulder) when not within playing distance of the ball.
 3. When not playing the ball, intentionally obstructing an opponent (i.e. running between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent).
 4. Charging the goalkeeper except when he/she:
 - a. is obstructing an opponent
 - b. has passed outside the goal area.
 5. When playing as a goalkeeper and within his/her own penalty area:
 - a. from the moment he/she takes control of the ball with the hands, he/she takes more than 6 seconds without releasing it into play.
 - b. indulges in tactics which, in the opinion of the referee, are designed merely to hold up the game and thus waste time and thereby provide an unfair advantage to his/her own team.
 - c. The free kick shall be taken from the place where the infraction occurred unless:
 - i. Any free-kick awarded to the defending team, within its own goal area, may be taken from any point within the goal-area.
 - ii. Any indirect free-kick awarded to the attacking team within its opponent's goal area shall be taken from the part of the goal area line which runs parallel to the goal-line, at the point nearest to where the offense was committed. D.
 6. In leagues 3rd and 4th grade and under: When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a goal is scored as a result of a header, the goal is still counted, but the referee will verbally address both the player and the coach. If a player does not deliberately head the ball, then play should continue. The referee will make the decision of whether or not the header was deliberate.
- D. A player shall be cautioned and shown a Yellow Card if:
1. he/she enters the field of play to join his/her team after the game has commenced, or leaves the field of play during the progress of the game, without first having received a signal from the referee indicating that he/she may do so. If the referee stops the game to administer the caution the game shall be restarted by an indirect free kick taken by a player of the opposing team from the place where the ball was when the referee stopped the game. If, however, the player has committed a more serious offense he/she shall be penalized according to that section of The Law that was violated.
 2. he/she **persistently** infringes the Laws of The Game.
 3. he/she shows by word or action **dissent** from any decision given by the referee.
 4. he/she is guilty of unsporting conduct.
 5. he/she delays the restart of play.
 6. he/she fails to respect the required distance when play is restarted with a corner kick or free kick (6 yards for K, 1, 2; 10 yards for other leagues)
 7. he/she tackles an opponent from behind.
 8. He/she preforms a slide tackle within the penalty box.

Any player receiving a caution (yellow card) must leave the game for 5 consecutive mins. Penalty will carry over from half to half and end of game to overtime and overtime to overtime. If the team of the player who received a yellow card does not have enough players to substitute, their opponent will match numbers on the field for the 5 min duration of the penalty.

Coaches and referees are responsible for tracking the 5 min period, before the cautioned player may re-enter the game they must check back in with the referee so that it can be assured the 5 min time has passed.

Any player receiving 3 cautions (yellow cards) in consecutive games, or 4 cautions (yellow cards) within a season will be subject to a 1 week or 1 game suspension whichever is greater after review by the Kickers Staff.

- E. A player shall be shown a Red card and sent off the field of play if, in the opinion of the referee, he/she:
1. is guilty of violent conduct or serious foul play.
 2. uses offensive, insulting or abusive language.
 3. receives a second caution in the same match.
 4. spits at an opponent or any other person.
 5. denies an opponent a goal by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area.)
 6. denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick.

Red cards carry a mandatory minimum 1 week or 1 game suspension whichever is greater. All Red Cards will be evaluated by the Coaching Director and Referee Director to determine if a greater suspension is warranted based on a case by case basis. Once a Red Card is issued it cannot be overturned.

If play is stopped by reason of a player being ordered from the field for an offense without a separate breach of The Law having been committed, the game shall be resumed by an indirect free kick awarded to the opposing team from the place where the infringement occurred, unless the offense is committed in the opponents' goal area, in which case the free kick can be taken anywhere within the goal area.

- F. An indirect kick is awarded to the opposing team if the goal keeper touches the ball with his hands after it has been deliberately kicked to him by a teammate.
- G. An indirect free kick is awarded to the opposing team if the goal keeper touches the ball with his hands from a throw-in by a teammate.
- H. The following exceptions and/or modifications to FIFA Law XII are hereby implemented for League(s)

K, 1, 2:

1. All fouls result in an INDIRECT FREE KICK with the opponents 6 yards away.
2. The referee shall explain all infractions to the offending player briefly.
3. No cautions or ejections shall be issued to players. Cautions and ejections, however, can be issued to parents, spectators, and coaches.

3/4

1. The referee shall explain all infractions to the offending player briefly.

ALL LEAGUES:

No slide tackling is allowed. Slide Tackling results in a DIRECT FREE KICK. If the defending team commits this offense in their own penalty box, then a Penalty Kick is awarded.

LAW XIII - Free Kicks

- A. Free kicks shall be classified in two groups.
1. Direct free kicks (from which a goal may be scored directly against the offending team). A direct free kick is signaled by the referee by holding an arm out straight toward the goal of the opponent of the team taking the free kick.

2. Indirect free kicks (from which a goal cannot be scored unless the ball is touched by a player other than the kicker before going into the goal). An indirect free kick is signaled by the referee by holding an arm straight over the head and keeping it there until the kick is taken *and* the ball is subsequently touched by any other player.
- B. All opposing players must be at least 10 yards away from the ball when the ball is put into play. If this rule is violated, the free kick is retaken.
 - C. On free kicks taken within its penalty area by the defending team, all opposing players must be outside the penalty area and at least 10 yards away from the ball. The ball must travel outside the penalty area before being in play. The player taking the kick may not retouch the ball before it has been touched by another player. If the kicker retouches the ball, an indirect kick is awarded to the opposing team at the site of the infraction.
 - D. If the offense occurred less than 10 yards from the opponents' goal line, the opposing players may stand on their own goal line between the goal posts.
 - E. The following exceptions and/or modifications to FIFA Law XIII are hereby implemented for League(s) **K//2**:
 1. All kicks shall be INDIRECT free kicks.
 2. No kicks shall be taken by the attacking team within the defending team's goal box.
 3. The opposing players shall be at least 6 yards from the ball.

LAW XIV - Penalty Kick

- A. A penalty kick is awarded if the defending team commits one of the ten direct free kick fouls within its own penalty area.
- B. The penalty kick is taken from the penalty mark which is centered in front of the goal.
- C. All players except the kicker and the goalkeeper must be outside the penalty area, behind the ball, and at least 10 yards away from the penalty mark.
- D. The goalkeeper may move sideways before the kick is taken as long as the goalkeeper stays on the goal line.
- E. The ball must be kicked forward, before being in play, and may not be played by the kicker a second time before being touched by another player.
- F. A goal may be scored directly on a penalty kick.
- G. Penalty kicks are not applicable to leagues **K, I**.

LAW XV - Throw-in

- A. A throw-in is awarded if the ball passes completely over the touch line (side line), either on the ground or in the air.
- B. The ball is thrown in at the place where it crossed the line by a player of the team opposite to that of the player who last touched it.
- C. The thrower must face the field and part of each foot must be on the ground either on the touch line or outside the field of play. The ball must be thrown with both hands and must be delivered from behind and over the head.
- D. A goal cannot be scored directly from a throw-in.
- E. The ball is in play immediately upon entering the field of play.
- F. If the ball is played a second time by the thrower before being touched by another player an indirect kick is awarded to the other team.
- G. Defenders may not interfere with the thrower and must be at least 2 yards away.
- H. For leagues **K, 1, 2**
 1. A second throw-in must be allowed if a player commits a foul on the initial attempt.
 2. The referee shall explain the proper method before allowing the player to attempt a subsequent throw-in.

LAW XVI - Goal Kick

- A. A goal kick is awarded to the defending team if the ball passes completely over its goal line, outside the goal, after having last been touched by a player of the attacking team.
- B. The goal kick is taken from any point within the goal area.
- C. All opposing players must be outside the penalty area.
- D. The ball must travel outside the penalty area before being in play and may not be played by the kicker a second time before being touched by another player. If the ball is played by the kicker a second time an indirect free kick is awarded at the site of the infraction to the opposing team. If the second touch is while the ball is still within the penalty area, the kick is retaken. Except **K,1**
- E. A goal may be scored from a goal kick.
- F. If the ball does not travel outside the penalty area, the goal kick shall be retaken.
- G. The following exceptions and/or modifications to FIFA Law XVI are hereby implemented for League(s) **K, 1, 2**
 - 1. Opponents must be 6 yards away from the ball.
 - 2. Second touches are allowed.

LAW XVII - Corner Kick

- A. A corner kick is awarded to the attacking team if the ball passes completely over the defending team's goal line, outside the goal, after having last been touched by a player of the defending team.
- B. The corner kick is taken from within the quarter circle next to the goal post nearest the place where the ball crossed the goal line.
- C. All opposing players must be at least 10 yards away from the ball.
- D. The ball is in play as soon as it is touched and may not be played by the kicker a second time before being touched by another player. Except **K, 1**.
- E. A goal may be scored directly from a corner kick.
- F. If the kicker plays the ball before it is touched by another player, the opposing team shall be awarded an indirect free kick. Except **K, 1**. For any other violation of this law, the corner kick shall be retaken.
- G. The following exceptions and/or modifications to FIFA Law XVII are hereby implemented for League(s) **K, 1, 2**: Opponents must be 3 yards away from the ball in **K, 1** and 6 yards in **L2**.

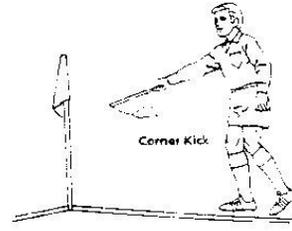
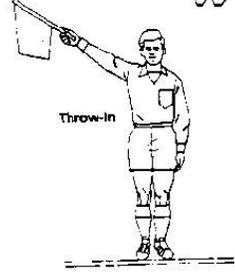
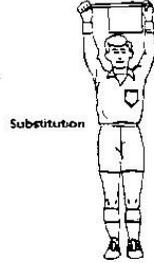
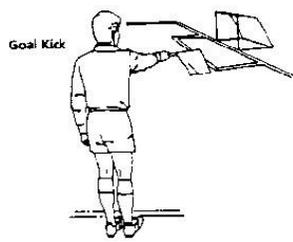
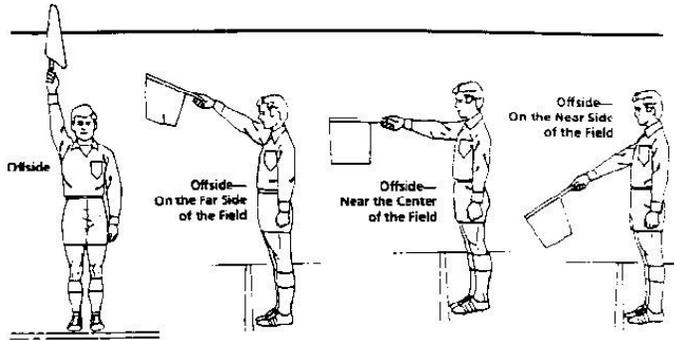
Iowa City Kickers Law I- Injuries

- A. **The clock shall not stop for injuries.**
- B. If play is stopped for any injured player, and a coach enters the field of play that player must be substituted for until the next time the ball goes out of play, then the coach may put that player back in.

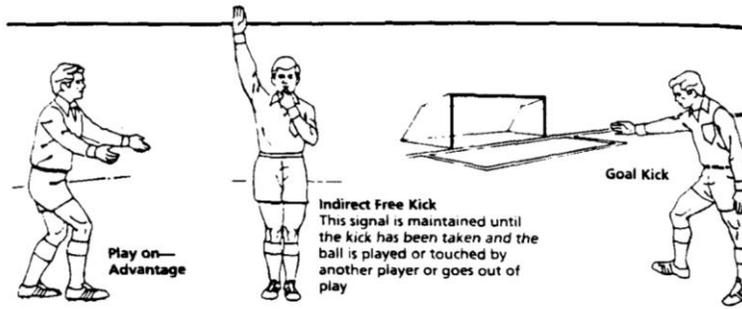
Additional Policies:

- A. Opposing coaches and players will shake hands after each game.
- B. No slide tackling in any league.
- C. Parents, coaches, assistant coaches, non participating players, and spectators will be located not less than 4 ft from the out of bounds touch line (side line) and they will be no closer than 20 yards from the goal line. No individual will be allowed to run the length of the field or enter the field of play except for participants of the game. The only exception should be that coaches and parents may enter the field of play to help an injured player when the referee stops play and signals that they may enter the field.
- D. Coaches shall provide positive coaching and comments to players. Parents shall provide positive comments to players.
- E. Coaches will remain on one side of the field and with their team opposite from spectators.
- F. Coaches of **K, 1** teams are allowed on the field of play DURING STOPPAGES to place and position players, e.g. Kick-Off, throw-ins, and goal kicks. The coach can NOT be on the field during play.
- G. No alcoholic beverages or tobacco should be consumed or allowed in the park.
- H. No coach, parent, spectator or non participating player will be allowed behind the goal or goal line except to prevent out of bounds balls from going into water. This person will be at least 10 yards from the playing field.
- I. Parents will support their team in a constructive manner.
- J. No harassment of referees, coaches, or player is allowed. Harassment shall result in the following actions:
 - 1. One warning.
 - 2. After the warning, if actions still persist, a red card shall be issued to whomever is guilty and, if a player, a one week suspension shall be invoked or a game suspension, whichever is greatest. If a parent or coach is guilty, they will be asked to leave the playing field and shall be asked to discuss their behavior with the Kickers review committee who will invoke proper punishment.
- K. Parents, please inform the coach if your child cannot be at the practice or the game.
- L. Coaches are not responsible for transportation of players.
- M. The use of megaphones or other artificial communication devices is strictly forbidden.
- N. Coaches, assistant coaches, parents, and players see to it that all debris has been cleaned up after your team has finished playing.
- O. Parents and coaches must park in legal parking areas.
- P. **NO COACH CAN SIGN A PLAYER.** All applications must first go through the Kickers' registrar who will know if there is an opening on the team. The registrar alone assigns players to a team.
- Q. Any game that goes beyond half time will be considered a complete game for league standings.
- R. Jewelry of any kind, including watches and earrings, may not be worn by the players during the game. An exception is made for earrings that CANNOT be removed. The earring must not "dangle" and must be padded and covered to the satisfaction of the referee.
- S. **A TEAM UNABLE TO FIELD A FULL COMPLIMENT OF PLAYERS WILL BE ACCOMMODATED BY THE OPPOSING COACH BY MATCHING AN EQUAL NUMBER OF PLAYERS ON THE FIELD.**
- T. In order to comply with our playing-time policy of 50%, a coach is NOT required to play down to the point where more players are on the bench than actually playing. Teams must have at least 7 players for 11 v. 11 games and at least 5 for 7 v. 7 games or the game is declared a forfeit. In the spirit of making the games fun for all, coaches may agree to "share/borrow" players instead of playing short.
- U. Mouth guards, eyewear straps and headgear are recommended.

Signals by the Linesmen



Signals by the Referee



Referee signals that he is using the advantage clause

