

**SEASON BEGINS: MARCH 4, 2024**

**SEASON ENDS: APRIL 12, 2024**

**PAYMENT DUE: FEBRUARY 23, 2024**

We ask that all players be paid by this date. Payments can be made online, in-person, or over the phone. Visit [www.kidsincelkcity.org](http://www.kidsincelkcity.org) or call us at 580-374-5332.

## **COMMUNICATION SUGGESTIONS**

- Please call every player assigned to you within a few days of receiving your roster.
- Try and contact the parent and/or guardian with a phone call prior to using text messages to communicate with your team to ensure all numbers are able to receive text messages.
- Our office will email updated rosters to coaches as additional players are added to the team. Please check your email daily for those updates so you are able to contact new players as soon as possible with team and practice information.
- If you are having trouble contacting a player, please contact our office. We might have an alternate number available to you.

## THE BASICS

- The Kids, Incorporated outdoor soccer program is an instructional sport designed to help encourage youth to participate in sports activity. The goal is to help them enhance their athletic and motor skills, while recognizing the social opportunities presented through participation in team sports.
- Shoes and shin guards are required for each player.
  - No toe cleats allowed.
- No jewelry or metal hairclips can be worn. No Exceptions!
- There is a free substitution rule, which means that substitutions can be made during any stoppage of play. Each player should play at least 50% of every game.
- Hard or plaster casts are not permitted

## GAME RULES

- Age 4 - 2nd grade games consist of 30-minute practice then 30-minute games with 15-minute halves.
- 3rd - 6th grade games consist of two 20-minute halves (running clock).
- Halftime will be five minutes.
- Games ending in a tie shall remain a tie.
- Start of play. The losing team will be awarded the kickoff. The winning team shall be awarded the choice which goal they would like to defend. The kickoff shall initiate play at the start of each half and after goals. Teams alternate kickoff for each half. The ball shall be kicked while it is stationary on the ground in the center of the field of play. A successful kick is when the ball has traveled at least its own circumference either forwards or backwards. After the kick off, any player except the one who kicked off may play the ball. The kicker may not play the ball until another player on either team has played it. (Penalty: indirect or free kick award to the opponent at the spot of the foul). A GOAL MAY BE SCORED DIRECTLY FROM A KICKOFF.
- Age 4 - 2nd grade all kickoffs and penalty kicks are indirect.
  - Indirect Kick – You can not score a goal off the kick
  - Direct Kick (3rd - 6th) – A goal can be scored off the kick
- A goal is one (1) point and is scored when the entire ball passes legally beyond the goal line, between the goal post and under the crossbar.
- Offside will not be enforced for any grade level.
- The ball is out of play when it has wholly crossed a goal line or touchline whether on the ground or in the air.
- The ball is in play at all other times, including:
  - When it rebounds from a goalpost or crossbar and remains in play.
  - When it touches an official or line judge in the field of play.
  - Until an official sounds the whistle
  - After a free kick or kickoff travel the circumference of the ball.
- All free kicks (3rd - 6th) are to be indirect. A goal may not be scored until the ball has been played or touched by a second player of either team. No kicks may be taken by the attacking team within the defending team's goal box.

## **GAME RULES CONT.**

- A throw in (3rd - 6th) is awarded when the whole of the ball passes over the touchline, whether on the ground or in the air. A second throw in is allowed if a player commits a foul on an initial attempt. The referee shall explain the proper method before allowing the player to re-throw. A proper throw in consist of three things: a player has each foot on the touch line or on the ground outside the touch line, uses both hands, and delivers the ball from behind and over his or her head.

- Kick-ins or continuous play for Age 4 - 2nd grade

- Goal kicks may be taken from any point inside the goal area. Opponents must be six yards away from the ball. Goal kicks are awarded to the defending team when the entire ball crosses the goal line, either in the air or on the ground, having last been played by the attacking team. Any player on the defending team may take the goal kick.
- Goalie may touch the ball inside the Penalty Area.
- Players may be in the penalty area if they are actively defending the ball or trying to score. Once the keeper has the ball in hand all play must stop.
- Corner kicks shall be awarded when the whole of the ball passes over the goal line, either in the air or on the ground, having last been touched by the defending team. Players of the defending team shall be at least six yards from the ball until it has been kicked. A goal can be scored directly from a corner kick.
- One coach from each team may be on the field for the U5/U6 grade divisions, but may not enter the goal area. You do not have to be on the field if you choose not to be. Coaches for U8 & U10 are not allowed to be on the field of play during game.
- The build out line (3rd - 6th) promotes playing the ball out of the back in a less pressured setting. Then 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 until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play (punting and dropkicking is not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The ball does not have to leave the penalty area to be considered live. The ball is live on the first touch.
- "No Parking" Rule – (Age 4 - 2nd grade) No defender or attacker may be positioned or stand in either goal area.

Any player may enter either goal area to play the ball, but the player must immediately exit with the flow of play. Defenders may not act as De Facto goalkeepers or wait in front of the goal for the ball to be played. The referee shall have discretion to determine if the rule has been violated. The referee will explain the rule to the player and instruct the player where to stand in the field of play. A free kick (indirect) will be awarded to the opposing team if a player is parked in the goal area.

## **FOULS & MISCONDUCT**

- Referees will try to explain infractions to the offending player. All decisions are made at the referee's discretion. DO NOT ARGUE with the referee.
  - Intentional heading of the ball
  - Intentional trips or attempts to trip an opponent
  - Intentional kicks or attempts to kick an opponent
  - Intentional pushes or holds of an opponent
  - Intentional charges into an opponent
  - Kicks or attempts to kick the ball while it is in the possession of the goal keeper

## **FOULS & MISCONDUCT CONT.**

- Handling the ball with hands
- Keeper holds the ball more than 6 seconds before releasing the ball
- Keeper touches the ball with their hands after they have received it directly from a throw in taken by a teammate
- Keeper touches the ball with their hands after it has been passed to them by a teammate (the goalie is allowed to kick a ball that is passed to them by a teammate, but is not allowed to pick it up)
- If an opponent unfairly distracts or impedes the person taking the throw in
- Slide tackling will be allowed only in 5th - 6th grade division (U10), but the player must have contact with the ball. If not, it will be a foul where the ball is played.

## **BEHAVIOR & GENERAL ITEMS**

- Do not allow players to play or hang on the goals or nets. This is unsafe and causes damage to the nets.
- All coaches should encourage their players to display positive attitudes at all times.
- There should be absolutely no taunting of officials or players.
- Abusive or foul language from players, coaches, or spectators will not be tolerated.
  - Coaches may receive a yellow/red card for inappropriate behavior, language, or creating a hostile play environment.
  - The coach may also receive a red card if a parent/family member/spectator for their team creates a hostile play environment.
  - The referee has the right to delay the game or cancel the match if a coach and/or spectator does not exit the facility after receiving a red card.
  - Any coach who receives a red card is suspended for the following game and may not be present in the team bench.
- Spectators are expected to stay behind the sidelines. Spectators should never stand or sit behind the goals or end-line.
- Pick up all trash from the field and stands before leaving. Coaches make sure your team has cleaned their bench area before you leave.

## **WEATHER INFORMATION**

When inclement weather occurs, Kids, Incorporated officials will make every effort to notify the coaches/parents. Social media and email will be the primary source of information about weather cancellation/delays. If a game is in progress and weather becomes a factor, the coaches and officials should make a decision in the best interest of the children. If lightning is present (within 10 miles), the field will be cleared for a minimum of 20 minutes.

## **NUMBER OF PLAYERS ON FIELD**

- Age 4 - 2nd grade
  - 4v4 - no goal keeper
- 3rd - 4th grade
  - 5v5 - including a goal keeper (5 total players on field)
- 5th - 6th grade
  - 5v5 - with a goal keeper (6 total players on field)

## **IMPORTANT INFO**

- Age 4 - 2nd grade will use a #3 size ball and 3rd-6th grade will use a #4 size ball.
- Please contact all of your players as soon as you receive your roster from the Kids, Incorporated office. Do not wait until it is time for the games to begin. Parents want to be informed about what is going on with their child's team now.
- Read your rules. These are important! There have been some changes.
- Coaches, please remember medals are provided for each team player. Coaches may pick up the medals for the team the week of their last game of the season.
- Kids will keep jerseys at the end of the season.

## **CODE OF CONDUCT**

- The Code of Conduct applies to parents, coaches/volunteers, spectators, parents, contracted employees, officials, and professional staff.
- Profane, obscene, abusive, degrading/threatening language, gestures and/or taunting in the presence of anyone attending a Kids, Incorporated event is prohibited.
- Do not handle a child/participant in an aggressive or abusive manner.
- Any act of violence is prohibited.
- Accept the decision of the game officials as being fair and called to the best of their ability.
- Do not knowingly permit an ineligible player to play in any game.
- Please use good sportsmanship.
- The use of drugs, alcohol, vaping, or tobacco in any form is not permitted while attending any Kids, Incorporated event.
- No firearms or weapons will be permitted at any Kids, Incorporated event.

**AT ANY TIME, AT THE SOLE DISCRETION OF KIDS, INCORPORATED, VIOLATION OF THE CODE OF CONDUCT IS SUBJECT TO SUSPENSION OR EXPULSION FROM OUR PROGRAM.**

## **CONCUSSION PROTOCOL**

Our commercial insurance carrier requires us to have a concussion protocol in place should an injury ever occur where a concussion is suspected or even a remote possibility. Here is our policy:

In the event that an injury occurs during a Kids, Incorporated sponsored activity, and where a possible head injury is involved, the Kids, Incorporated office should be notified immediately. Generally, our paid officials will contact our office should an event of this nature occur.

Kids, Incorporated will require a "Permission To Return" document from a licensed, medically-trained professional, before allowing the player to participate in future scheduled activities.

If you have any questions about this policy, please contact our office at 580-374-4332.