



TKCSA Soccer Rules and Specifications

SPECIFICATIONS FOR SOCCER FIELDS AND GOALS

These standards are meant to create an environment developmental level of play by providing well-marked fields in good condition with goals of uniform dimensions and safe construction. No team should have an advantage because of a unique field situation. Safety of players will govern the judgment of officials in declaring a field as playable. Member churches are encouraged to provide the best possible conditions at their fields. Below are solely guidelines, as some facilities are bound by dimensions of fields shared by other programs.

A. Playing Field

Suitable sizes for age divisions

1. PK/ KINDERGARTEN 25 yards in length and 15 yards in width
2. 1st/2nd GRADE 50 yards in length and 35 yards in width
3. 3rd /4th GRADE 65 yards in length and 50 yards in width
4. 5th GRADE 80 yards in length and 50 yards in width

B. Goal Area

1. PK/ KINDERGARTEN Not to exceed 3 feet deep and 12 feet wide.
2. 1st/2nd League not to exceed 6 feet deep and 14 feet wide
3. 3rd /4th League not to exceed 6 feet deep and 14 feet wide
4. 5th League not to exceed 6 feet deep and 14 feet wide

C. Penalty Area

1. PK/KINDERGARTEN none required
2. 1st/2nd GRADE 12 yards deep and 24 yards wide
3. 3/4th GRADE 18 yards deep and 30 yards wide
4. 5th GRADE 18 yards deep and 30 yards wide

D. Penalty Spot

1. PK/KINDERGARTEN 12 feet
2. 1st – 5th GRADE 12 yards from the goal line

E. Marking of Corner

Suitable flags on flexible staffs, cones, or other types of safe colored markers shall be placed at the four corners of the field. Similar markers may be placed at the half-line one (1) yard outside the touchline.

F. Field Lines

Lines shall then be chalked for greater clarity. All lines shall be maintained throughout the playing season to minimize incorrect calls by referees and linesmen.

A line extending from goal line to goal line will be permanently marked at a distance of three (3) feet from the touchline on both sides of the field. All players and spectators shall stay outside of the three (3) foot line.

G. Goals Size

Sizes (inside dimensions)

PRE-K AND KINDERGARTEN Approx: 10' – 12' wide

1st – 4th GRADE minimum 6' x 17' maximum 7' x 20'

5th GRADE minimum 7' x 20' maximum 8' x 24'

Goals may be of rigid materials and may be permanent or portable. Posts shall be vertical, and crossbar shall be horizontal and have a minimum of sag. Netting shall be attached to the back of the goal in such a way as to remain clear of the keeper. Netting shall be secured at ground level leaving no holes or hazardous projections.

SOCCER LEAGUE GUIDELINES

COACH ELIGIBILITY

Coaches in the TKCSA must be nineteen (19) years of age.

All Coaches in the TKCSA are volunteers.

If a team is found to be under the direction of a paid "professional" coach or trainer, and/or one

who is being compensated for his/her services, that team will be removed from the TKCSA league immediately. The exception to this would be if the parent of a child on the team is a professional athlete or coach and has volunteered to assist in coaching the team.

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TEAMS

Teams are composed of both boys and girls and limited to specific numbers in each grade.

Players may not move from one team to another once registration is complete. League Executive Director, at the Coaches meeting, reserves the right to make final and binding decisions on team placement.

PRE-K and KINDERGARTEN

Optimal team size is nine (9) on roster with five (5) on the field in Pre K and six (6) on

the field in kindergarten. There will be **no goalie** in the Pre-K division.

GRADES 1, 2, 3 & 4

The leagues will play seven (7) on the field. Recommended roster maximum size is twelve (12).

GRADE 5

The 5th Division will play nine (9) on the field. Recommended roster maximum size is twelve (12).

TEXAS KINGDOM CHRISTIAN SOCCER LEAGUE

Rules guidelines will be FIFA. There are some exceptions with key points outlined below. It is the responsibility of the coaches to be familiar with the FIFA soccer laws.

A. The league is designed for developing players to learn the sport and enjoy the game in a Christian environment while Coaches, parents and referee teach the players the game of soccer with good sportsmanship. Each player is required to play one half the match, unless, held out for disciplinary reasons in the Pre-K and Kindergarten leagues. Each player in the 1st - 5th grade leagues are required to play a minimum of 25 minutes per match.

B. Ball sizes & League play minutes are outlined as follows:

Pre-K, Kindergarten & 1st grade: #3 ball size

Grade 1st, 2nd, 3rd, 4th and 5th: #4 ball size

The length of match play will be as follows:

PRE-K 20 Min. Practice/5 Min. Break/Game: 4 quarters (5 minute)

KINDERGARTEN Two 20-minute periods with a 5 min break between periods 2 and 3.

1st/2nd Two 25-minute periods with a 5 min break between periods.

3rd, 4th & 5th grade Two 25-minute periods and there will be a five (5) minute break between periods. Kickoffs will start each half.

C. Substitutions are allowed at the following times (with the referee's knowledge and permission) for all divisions:

1. Throw In (possession team only)

2. Goal-kick, either side

3. After a goal is scored

4. Half time

5. Injury (at referee's discretion), as coaches may not enter the field without the referee's permission.

6. In the event of a cautioned player (yellow card), a coach may elect to substitute for that player, at which time the opposing coach may also substitute like-for like.

7. K-League will have defined substitution rules (on a rotational basis).

D. Goalkeepers must wear shirts of noticeably different color from their own and opposing team or wear a different color pinnie.

- E.** NO ONE is allowed behind the goal lines during matches. Officials will be instructed to ask coaches to assist with keeping spectators from behind goals. If this is unsuccessful, the game will be stopped until the spectators leave goal area.
- F.** The goalkeeper shall be considered to have possession of the ball at any time (i) the ball is motionless and being touched by any part of the goalkeeper's body, (ii) the ball is trapped by the goalkeeper, or (iii) the ball is held by the goalkeeper. When the ball is in the possession of the goalkeeper, offensive players may not charge him, attempt to kick the ball, or attempt to block the goalkeeper's kick. The goalkeeper may take as many steps as he wants and run anywhere within the penalty area with the ball in his possession. However, the goalkeeper may not waste playing time through stalling tactics. The goalkeeper has 6 seconds to get the ball into play or risk losing possession (at the referee's discretion).
- G.** Hand call will be made only when, in the referee's judgment, the player attempts to guide the ball.
- H.** The only people allowed to talk to the referee during the match are the coaches on each team.
- I.** Referees have been instructed to first give a warning to an unruly player, parent, or coach. Should the same individual repeat offense, then, the referee may issue a yellow card (caution). A third offense will result in a red card (ejection). The ejected player, parent, or coach must leave the game site totally. The ejected player, parent, or coach will not be permitted to attend the following match.
- J.** Shin Guards are mandatory for all players in all leagues.
- K.** Players may not wear watches, rings, necklaces, earrings, or hair barrettes during a match. Any player with newly pierced ears, MUST remove their earrings for the duration of the game. NO EXCEPTIONS. Tape or bandages over the earrings will not be allowed.
- L.** Anyone wearing a cast or splint may NOT participate as a player.
- M.** Coaches, spectators and players are to remain on their side of the midfield line. Please do not cross over in front of the other team's area during the game.
- N.** Prescription glasses must have protective frames.

PRE K AND KINDERGARTEN DIVISION RULES

1. Number of players

Pre-K: Five (5) field players - no goalie

Kindergarten: Five (5) field players and one (1) goalie

COMMENTS: If less than six (6) players are available, coaches should attempt to play with fewer players or trade players with the other team, but both coaches must agree.

2. Length of game

Pre-K: Practices and games will be held on Saturdays.

Practice will take place for 15 – 20 minutes beginning at the scheduled hour. A break period of 5 minutes will follow. The game will then begin and will run as five (5) minute quarters. Rotations should take place each quarter.

Kindergarten: A game will consist of two (2) twenty (20) minute halves. There will be a ten (10) minute halftime break. Time runs continuously. Coaches should select one (1) timekeeper prior to the start of the game.

3. Referee

Pre-K: Since this level is instructional, there will be one referee. Coaches are allowed on the field to assist their players during the match in this developmental league. This allows for encouragement and correct positioning of players.

Kindergarten through Fifth Grade: One (1) referee will be present. Coaches will remain on the sideline. Coaches and parents are expected to encourage the referee and compliment his/her efforts by praising both teams during the course of the game.

4. Substitutions

It is recommended that a pre-game planning system be used to ensure equal play for every child.

SOCCER GAME GUIDELINES 1st - 5th GRADE

Equipment

No earrings, watches, jewelry, or objects in hair. Glasses must have protective frames. Shin guards are required for all games and required for practices. No metal cleats are allowed. Any player with newly pierced ears, must remove their earrings for the duration of the game. NO EXCEPTIONS. Tape or bandages over the earrings will not be allowed.

STARTING THE GAME & TEAM DEVOTIONAL

Both teams and referee will gather at mid field. The REFEREE will offer up a 5-minute devotional based on scripture and then ask a COACH or PLAYER to open up the match with a prayer. THE LEAGUE ASKS ALL PARENTS AND SPECTATORS to be quiet and participate in the devotional and opening prayer. This is an opportunity for the community to come together and be an example to the players. Winner of a coin toss decides: Either to kickoff, receive, or choose

side to defend. Loser of toss takes remaining choice. At the start of the second half, the team that lost the coin toss at the start of the game will have first choice.

KICKOFF

The team kicking off can be anywhere on their half of the field. The team not kicking off must keep players ten (10) feet from the ball as marked by lines on the field. The ball will be in play when it has gone one circumference forward and cannot be touched twice by player kicking off.

Ten (10) feet rule

Players on the opposing team must be ten (10) feet from the ball and cannot infringe beyond that point until the ball is in play one circumference. This is on goal kicks, kickoffs and direct kicks.

SCORING

No goals are allowed if directly from a throw in, corner throw, or goal- keeper unless touched by any other player, except the goalkeeper. The ball must go completely across the line into the goal for a goal to be scored. Each goal scored counts one point.

OFFSIDES

If an offensive player is in the attacking half of the field and ahead of the last defender (not counting the goalie) and involved in the play or distracting the goalie, that player is deemed to be offsidess and the referee will give an indirect kick to the defending team.

It is not offsidess when:

1. A player is in an offsidess position and not involved in the play. This is at the discretion of the referee.
2. It CANNOT be called offsidess when the ball is received directly from a goal kick, throw in or corner kick. This can also be described as when received by the person touching the ball.

Ball in or out of play

The ball is out of play when the entire ball is completely outside the outside edge of the line, either on the ground or in the air.

SUBSTITUTION

It is recommended that a system be used to ensure equal play for every child.

GOAL KICK & CORNER KICK

When the ball goes out of play over the end line last touched by an attacking player, the defending team will restart play with a goal kick. When last touched by a defending player, the attacking team will restart play with a corner kick.

The Goal Kick: As per FIFA, a goal kick is a method of restarting play after the attacking team kicks the ball over the goal line. When the entire ball goes out of bounds over the goal line (end line), either on the ground or in the air, and was last touched by the attacking team, a goal kick is awarded to the defending team. In a goal kick, a player on the defending team kicks the ball from any point within the goal area, including on the line. All opposing players must remain outside the penalty area until the ball is in play. The kicking team can be in the penalty area. Once the ball is kicked, it is in play. The kicker cannot play the ball again until it has been touched by another player. A goal may be scored directly from a goal kick, but only against the opposing team.

- (a) **Kingdom Soccer Adjustment:** Kingdom Soccer adjusts the official goal kick rule by adding a designated and coach agreed upon goal kick spot for the PK, K and 1st grade leagues. Players from the team not taking the goal kick must all be behind the line until the ball is in play.

The Corner Kick: As per FIFA, a corner kick is a method of restarting play after the defending team kicks the ball over its own goal line. When the entire ball goes out of bounds over the goal line (end line), either on the ground or in the air, and was last touched by the defending team, the attacking team inbounds it from the nearest corner by kicking it in from the corner arc. The ball may be placed anywhere inside the corner arc or on the corner arc lines. All defending players must stay ten (10) yards back from the ball. If they do not, they might get a yellow card. The ball is in play when it is kicked and moves. The kicker may not play the ball a second time until it has touched another player. If the kicker touches the ball again (except with his hands) before it has touched another player, the opposing team shall be awarded an indirect free kick. For other corner-kick violations, the kick is retaken. A player is not offside if he receives the ball from a corner kick. A goal may be scored directly from a corner kick.

- (a) **Kingdom Soccer Adjustment:** Kingdom Soccer modifies the distance which the young defender must stand back from the ball on corner kicks. Defenders must stay four (4) yards back in the PK, K and 1st grade leagues and eight (8) yards back in the 2nd grade leagues and above.

PERSONAL FOULS

- a. Five (5) Second Rule: The ball must be put into play within five (5) seconds from a goal kick, corner kick, direct kick or goalie kick after it has been decided to be set up to be played.
- b. Two (2) Touches: After having put the ball into play, the same player touches it a second time (kickoff, direct kick, goal kicks).
- c. Obstructing Play: Falling on the ball, holding the ball in the feet or preventing its movement with the body.

TECHNICAL FOULS

A player kicks or attempts to kick an opponent, trips an opponent, jumps at or throws him/herself

at an opponent. Charges an opponent from behind. Charges in a dangerous manner. Strikes or attempts to strike an opponent. Holds an opponent. Pushes an opponent. Tackles an opponent to

gain possession of the ball, making contact with the opponent before touching the ball.

Handling

the ball, except for the goalkeeper in his/her goal area or attempt to take the ball out of the hands

of the goalkeeper. Interference of the goalkeeper outside the goal area - both feet must remain inside the goal area. Fair charging, shoulder to shoulder, but when the ball is not within playing distance.

Intentional obstruction when not in possession of the ball. Raising the feet to kick backwards (bicycle kick). Performing any play without seeing an opponent, but involuntary hitting him/her or threatening him/her in a dangerous manner. The goalkeeper, after placing the ball in play from a throw, may not receive it again unless touched by a player from the opposing team.

PENALTY

Direct free kick to be taken by opposing team from the place of the foul occurred. If the foul occurred in the goal area, place the ball outside the goal area closest to where the foul occurred.

Safety is the main concern. Intent should exist for a foul to exist or potential harm if by accident.

ADVANTAGE

The referee may delay or not call a foul if in the referee's opinion the fouled player has an advantage by allowing a play to continue without a whistle being blown. Examples are if the fouled player maintains possession of the ball or makes a good pass to a teammate.

Yellow Card Adjustments: Kingdom Soccer adjusts the yellow card rules to give the referee full authority to enforce

(A) Good sportsmanship and the rules of the game for players on the field;

(B) Good sportsmanship for players, coaches, parents and fans off the field.

As such, a referee may issue a yellow card to any player, coach, parent or fan for violation of the Rules of Conduct. The referee has the discretion to verbally warn the player, coach, parent, or fan before issuing such person a yellow card. Because a second yellow card means ejection from the game, the issuance of a yellow card is effectively the last warning before ejection. A ***coach may substitute out a yellow-carded player at the*** time the yellow card is issued, but such yellow-carded player may only return to the field at one of the regular substitution periods. In the PK, K and 1st grade leagues, no cards (yellow or red) are shown to players for misconduct. If the violation or offensive language continues, the referee will direct

the coach to have the player stay on the sideline for a full quarter and review the expectations, language and sportsmanship within the Kingdom Soccer league.

Red Card Adjustments: Kingdom Soccer adjusts the red card rules to give the referee full authority to enforce:

(A) good sportsmanship and the rules of the game for players on the Field.

(B) good sportsmanship for players, coaches, parents and fans off the field. As such, a referee may issue a red card to any player, coach, parent or fan for violation of the Rules of Conduct. It is at the referee's discretion as to what constitutes a red card infraction. A red card may be issued without any previous warning depending on the severity of the offense. Or a red card can be issued after a previous yellow card warning. In the PK, K, and 1st grade leagues, no cards (yellow or red) are shown to players for misconduct. However, any player can still be ejected from the game. In the PK, K and 1st grade leagues only, an ejected player may be replaced.

(C) Whereas a red card for a player means ejection from the game, a red card for a coach, parent or fan means ejection from the premises. If a red card is issued to a coach, parent or fan and they refuse to leave the premises, the referee has the authority to call the game and declare a forfeit,

(D) In addition to being ejected from the current game, as per there is a mandatory suspension for the next game for any coach, parent or fan who receives a red card for poor sportsmanship. A red-carded player may or may not be suspended from the next game. The decision rests with the Kingdom Soccer Executive Director, and will be based on the level of poor sportsmanship exhibited by the red-carded player in the particular offense that led to his or her ejection.

(E) Referees will report all red cards and details to a league official within 24 hours of the match.