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# Soccer

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## Guidelines and Provisions for All Divisions

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DPR Youth Sports  
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[www.cityofdavenportiowa.com/parks](http://www.cityofdavenportiowa.com/parks)

[www.teamsideline.com/davenport](http://www.teamsideline.com/davenport)

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**DAVENPORT**

**PARKS & RECREATION**

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**ZERO-TOLERANCE POLICY**

The following policy should be read and followed by all persons participating in any Davenport Parks and Recreation activity.

Before, during, and after all games, the following will be enforced:

- A. Players, coaches, assistants, parents, and spectators MAY NOT make insulting or negative remarks, directly or indirectly, to or about opposing players, officials, or spectators or commit other acts that could be considered unsportsmanlike.
- B. Players, coaches, assistants, parents, and spectator MAY NOT directly or indirectly make comments to or about the officiating crew or otherwise badger the officiating crew.
- C. Officials will give one warning to a coach or other person(s) for misconduct. Upon the second infraction, the coach or person(s) will be ejected from the game site and subject to further disciplinary action. If further misconduct occurs the game may be forfeited.
- D. A penalty for violating rules of conduct or the tolerance policy will lead to the temporary or permanent expulsions of anyone involved.
- E. Penalties for violations which occur following a game will be enforced during the next game.
- F. If there is a physical altercation between a coach, other team representative or an official, they are subject to suspension for a period to be determined by the Davenport Parks and Recreation Youth Sports and Recreation Supervisor.

**SPORTSMANSHIP “NO EMBARRASSMENT SUGGESTION”**

If your team is up by 5-goals, attempts should be made to make it fun for the other team. Sportsmanship points will be subtracted for unsportsmanlike conduct. Some suggestions are:

- A. No shooting inside the goal box.
- B. Only the forwards can go past midfield.
- C. Must make 3-passes before a shot can be taken.
- D. All players must make a shot before a player can score a second time.

**OVERVIEW OF RULES**

- A. Visit the Davenport Parks and Recreation Weather Line for rainout information - NO ONE will call you!
- B. Rainout information will be available 1 hour prior to game time on the Weather Line at 563-888-3000.
- C. Each field's condition will determine if it is playable, not all fields will be canceled if they can be played on.
- D. Pre-Kindergarten through 1<sup>st</sup>-grade play 6 vs. 6, 2<sup>nd</sup>-5<sup>th</sup>-grade play 9 vs. 9 and 6<sup>th</sup>-8<sup>th</sup>-grade play 11 vs. 11.
- E. Pre-Kindergarten through 1<sup>st</sup>-grade divisions use size 3 balls, 2<sup>nd</sup>-5<sup>th</sup>-grade use size 4 balls, and 6<sup>th</sup>-8<sup>th</sup>-grade use size 5 balls.
- F. There will be no goalie on the field for Pre-K through 1<sup>st</sup> grade.
- G. Coaches should sign the referee's game report at the end of each game.
- H. Please help keep the soccer facility clean! Help by picking up your team's trash.
- I. COACHES AND PLAYERS MUST STAY IN TEAM BOX DURING GAME PLAY.
- J. Spectators must watch the game from the sideline opposite of the players.
- K. Game ball is to be provided by the home team.
- L. Players may not wear any type of jewelry or hard hair accessories other than a medical I.D. wrist bracelet or medical I.D. necklace. These must be taped to the person.
- M. SHIN GUARDS ARE REQUIRED! Sock shin guards do not need to be covered by a sock. All other types of shin guards must be covered completely by a sock.
- N. Slide tackles are only allowed in 4<sup>th</sup>-8<sup>th</sup>-grade leagues.
- O. Substitutions are legal at all grade levels are legal when done properly.
- P. Person receiving yellow card must leave the field of play.
  - a. A person receiving caution must be replaced immediately.
  - b. The coach should discuss the incident with the yellow carded player.
  - c. The yellow carded player must sit out for 10-minutes. If yellow card occurs near the end of the game, the remaining time of the 10-minutes will apply to the next game.

- Q. Ejected (red carded) players:
  - a. Cannot return for the remainder of the current game and cannot play in next game.
  - b. Cannot be replaced. The team must play short one player for the remainder of the game and the next game.
- R. Blood Rule: Player must immediately leave the field. Any blood must be covered or clothing changed substitution rules takes effect.

**DAVENPORT SOCCER COMPLEX USE**

Davenport Park & Recreation Department will use the Davenport Soccer Complex for field rental. Make sure parking restrictions are carefully followed. NO PARKING ON GRASS OR IN FIRE LANES. Observe the city's no parking and directional entering and exit signs.

## GENERAL GUIDELINES

### PURPOSE OF THE PROGRAM

“We will make our game fun for our players, not a glory for ourselves, we will, by our actions and attitudes practice true sportsmanship, remembering that by our examples, we are teaching the young and contributing to the forming of their character. We will teach our young players to win with humility and to lose gracefully. We will strive to teach the skills of the game with patience and understanding. We will praise when deserved and encourage, not condemn when a mistake is made. We will remember that the feelings and welfare of our players are far more important than the outcome of the game.”

These are the truths that DPR Youth Sports is dedicated to and they will be followed by one and all without fail.

### COACH'S RESPONSIBILITIES

- A. Each coach and assistant coach should carefully study the policies and procedures so that correct information is passed along to the players and parents.
- B. Coaches must attend the Davenport Parks and Recreation Coaches Meeting when provided to improve coaching skills and help keep the program moving forward.
- C. Make sure players on roster meet eligibility requirements.
- D. Make sure players understand and comply with the uniform and dress codes; jewelry off, no metal spikes, etc.
- E. There must be one ADULT, 18 OR OLDER, at all practices, games, and team activities. (No exceptions.)
  - a. In the absences of an adult, the game will be forfeited.
- F. Each coach/manager is personally responsible for his conduct and sportsmanship as well as that of his/her coaching assistants, players, parents, and other spectators.
- G. Set a good example for the players and fans. This means ALWAYS act and dress in good taste, to at least the degree required of players. Children learn by your example.
  - a. NO PROFANE/ABUSIVE LANGUAGE
  - b. NO ALCOHOL/TOBACCO PRODUCTS (during practice, games or around players)

- H. Be prepared to start your game at the scheduled starting time and see that each player gets his/her required playing time. Providing they have fulfilled the required guidelines set for players.
- I. Required: team members and fans pick up trash after each game. Take sack if no trash can available.
- J. DO NOT ARGUE WITH THE REFEREE! Direct questions in a positive manner at the appropriate time (i.e., between quarters and after the game). Noncompliance with this can result in removal of coaches and players and/or forfeiture of the game.
- K. Stress good sportsmanship and having fun. Teach players to win and lose with the proper attitude. Greet opposing coaches both before and after the game to set the tone.
- L. If a player, team, coach, assistant coach, or spectator habitually violates any of the guidelines or official rules as outlined in this rulebook, is habitually abusive to the referee or players, or threatens a referee with physical violence (EVEN ONCE), they will be subject to denial of further participation in the program.
- M. Spectators must watch the games from the sideline opposite the players approx. 4-6-feet from the touchline.
- N. Each coach will identify themselves to the referee during equipment check. Only the coaches will be allowed to address the referee during the quarter or halftime breaks.
- O. Up to three coaches will be allowed on the team side of the field. They must stay inside of the team box with their players.
- P. Practice Restrictions: This is recreational soccer which should be fun and interesting to the kids, not a chore. The players are to be involved in Davenport
  - a. Pre-Kindergarten through 3<sup>rd</sup>-grade: 2 per week
  - b. 4<sup>th</sup> through 8<sup>th</sup>-grade: 3 per week.

**\* This means that before the season begins, a 1<sup>st</sup>-grade team can have no more than two practices per week. Once the season begins, you can have at most one practice per week because the game played on Saturday counts as your other involvement with them.**

**\*\* The purpose of our league is developmental and instructional, less emphasis should be put on “set plays” and more should be put on the fundamentals.**

**PLAYER'S RESPONSIBILITIES**

- A. Follow the team rules set by your coach.
- B. Be willing to learn and give 100 percent.
- C. Be a team player, not an individual star.
- D. Be ready to start play at the scheduled time.
- E. Contact your coach if you can't make it to a practice or a game.
- F. Be a good sport and have fun.
- G. **DO NOT ARGUE WITH THE REFEREE!** Non-compliance with this can result in removal of players and/or forfeiture of the game.
- H. If a player habitually violates any of the guidelines or official rules as outlined in this rulebook is habitually abusive to the referee or other players or threatens a referee with physical violence (EVEN ONCE), they will be subject to denial of further participation in the program. This decision will be made by the Youth Sports and Recreation Supervisor.

**REFEREE'S RESPONSIBILITIES**

- A. Referees will be paid by and work for the City of Davenport.
- B. The referee has **FULL JURISDICTION** from the time he/she enters the playing field until he/she leaves the playing field. His/her decisions are final.
- C. The referee shall enforce the **RULES** of the game, but shall refrain from stopping the game for an infraction when he/she is satisfied that doing so would be giving an advantage to the offending team.
- D. The referee can stop or terminate the game (by blowing his/her whistle) for:
  - a. Infringement of the rules by players, coaches, or spectators.
  - b. Severe Weather (lightning, tornados, etc.)
  - c. Injury to another player on the field.
- \* **Only the referee can stop a game. The ONLY exception is an injury not seen by the referee.**
- E. In accordance with guidelines and provisions of the game, the referee can caution or eject a player.
- F. The referee acts as the timekeeper and keeps a record of the game.



- G. The referee will examine the equipment of each player before the game to ensure that it complies with the rules.
- H. Assistance referee will be paid by and work for the City of Davenport.
- I. Duties of the assistant are to signal by, use of signal flag:
  - a. When the ball is out of play.
  - b. Which team is entitled to the corner kick, goal kick, or throw-in.
  - c. Offside and other fouls.
- J. The referee ALWAYS makes the final decision of the action to be taken, even if the initial assistant referee signal is to the contrary.

### **WEATHER POLICY**

The City of Davenport Park & Recreation Staff may determine whether all games will be canceled for the day or if they will be canceled on an hourly basis. Be sure to show up at the field you are scheduled to play on.

- A. Rainouts are determined by two factors:
  - a. Precipitation occurring prior to and during the time of the game.
  - b. Previous precipitation from the night before the games.
- B. All rain out games are will be re-scheduled by the Davenport Parks and Recreation Administrative office if there is enough time and field available.

**\* Coaches and players will be notified by text, phone, and email via Davenport Direct at least one hour before their scheduled game to check for cancellations. If notification has not been made then games are on as scheduled.**

**\*\* If you see lightning anywhere notify the referee and wait for further instructions. We ask teams to wait for 30-minutes in their cars to see if the lightning will pass and games can resume. Games will be considered complete after completion of ½ of the game. If the game is called and ½ of the game has not been completed, the game will be rescheduled if possible.**

**SOCCER RULES**

**ORGANIZATION OF GAME**

A. Team rosters shall not be changed or added to without the approval of Davenport Parks and Recreation Administrative office.

<b>Grade</b>	<b>Game Length</b>	<b>Sides</b>	<b>Ball Size</b>
Pre-K – K	4-6 min. (qtrs.) & 5 min. breaks	6 vs.6	3
1 <sup>st</sup> Grade	4-6 min. (qtrs.) & 5 min. breaks	7 vs. 7	3
2 <sup>nd</sup> -3 <sup>rd</sup> Gr.	4-10 min. (qtrs.) & 5 min. breaks	9 vs. 9	4
4 <sup>th</sup> -5 <sup>th</sup> Gr.	2-25 min. halves & 5 min. breaks	9 vs. 9	4
6 <sup>th</sup> -8 <sup>th</sup> Gr.	2-30 min. halves & 5 min. breaks	11 vs. 11	5

- B. Minimum to start a game is 3 less than a full team.
- C. All players must be properly registered prior to any participation.
- D. Opposing coaches/managers must meet with the referee at mid-field prior to the start of the game to discuss any questions or ground rules. Disciplinary actions must be made known at this time.
- E. Games will start on time when one or more games are scheduled:
  - a. Between games warm-ups will be given if time permits (determined by the referee).
  - b. Coaches meetings, warm-ups, etc....Must be completed prior to game time.
- F. There will be no overtime period during the regular season league play.
- G. Each child is entitled to play at least one-half of each game when present. However, no child is to only play one-half of the game until every other player on the team has only played one-half. Each player **MUST** be rotated between offense and defense during the course of the game (K-8<sup>th</sup>-grade). Every

child plays (except in discipline situations). Davenport Parks and Recreation policy is EQUAL PLAYING TIME.

**\* Please consider the welfare of all the players and only play a player four quarters if all others have played AT LEAST three quarters. To avoid the same player playing the minimum each game, a player only playing two quarters may not do so again until all players on the team have also taken their turn playing only two quarters.**

- I. Every player must rotate between offensive and defensive positions, no exceptions.
- J. The home team is the first team listed on the schedule and will wear blue.
- K. The home team shall have the option of starting on offense or defense. The defensive team will choose which end zone to defend.

### **FORFEIT**

A. A forfeit will incur if a team is not fielded by 5-minutes after the scheduled game time.

**\* If you are aware before the game day that you will not have the minimum number of players to field a team you should call the Davenport Parks and Recreation Administrative office. If you arrive at a game and you find you are short players you should play a game using "borrowed" players from the opposing team. (For 6th-8th grade - the team that has to borrow players will forfeit the game. The winning team will receive points for a win regardless of the outcome.)**

### **PLAYER UNIFORMS & EQUIPMENT**

- A. DPR Youth Sports' all-sports reversible shirt is required for Pre-K through 8th-grade teams.
- B. Shin guards are required and must be covered entirely by socks. Sock shin guards do not need to be covered by socks.
- C. Athletic type shoes. Soles may be smooth or with molded rubber cleats. Metal of any description or screw-in cleats are illegal. Sandal or loafer type footwear, football or baseball cleats are not allowed.
- D. The following is a list of equipment that will be considered illegal:

- a. Headgear unless it's a sweatband or bandana.
  - b. Jewelry of any kind must be taped up
  - c. Pads or braces worn above the waist.
  - d. Shoes with metal, ceramic or detachable cleats.
  - e. Shoes with Velcro fasteners or that tie must be worn.
  - f. Soles may be smooth with rubber cleats (no hard wedged shaped plastic) METAL of any description is illegal.
  - g. Shirts or jerseys that do not tuck in.
  - h. Leg or knee braces made of hard unyielding material.
  - i. Un-padded wrist cast.
- E. Padded casts are allowed; however, if the referee determines the player is using the cast for advantage, they will be removed from the game.
- F. The goalkeeper shall wear a different color shirt than the Referee and the other players on both teams.
- G. No team may have a sponsor's name present on shirts.

### **OFFICIAL GAME**

- A. Home team and visiting team is designated on the game schedule. Please follow the instructions on your schedule for which end to defend, shirt color to wear and which team kicks off each half.
- B. The start of play at the beginning of each half or quarter and after a goal shall proceed with a kickoff.
- C. Pre-K thru 3<sup>rd</sup>-Grade: The home team (blue) kicks off 1<sup>st</sup> and 3<sup>rd</sup>-quarter. The visitors (yellow) will kick off the 2<sup>nd</sup> & 4<sup>th</sup>-quarter.
- D. 4<sup>th</sup>-8<sup>th</sup>-Grades: The home team (blue) kicks off 1<sup>st</sup>-half. The visitors (yellow) will kick off the 2<sup>nd</sup>-half.
- E. After halftime, the ends shall be changed.
- F. On a kick off the ball must be stationary on the ground at the center of the field, may travel in any direction, and may not be played a second time by the kicker before being touched by another player.
- G. A goal CAN be scored directly from a kickoff.
- H. A goal is scored when the WHOLE OF THE BALL crosses the goal line between the goal posts and under the crossbar, provided it was not thrown, carried, or intentionally propelled by arm or hand by an ATTACKING player.

- I. If a defending player deflects the ball with his hand, arm, or any part of his / her body and the ball goes in the goal, a goal is scored. (Called an own goal.)
- J. After a temporary suspension of play for any reason not otherwise mentioned in the guidelines and provisions list, the Referee will restart the game by a drop ball where the ball was when the play was stopped. A player may not play the ball until it touches the ground. If the rule is violated, the drop ball shall be retaken. A goal may be scored directly from a drop ball.

#### K. SPECIAL PROVISIONS AND RULINGS

##### a. The Ball

- 1. Size 3 ball will be used for Pre-K, Kindergarten, and 1<sup>st</sup>-grade.
- 2. Size 4 ball will be used for grades 2<sup>nd</sup>-5<sup>th</sup>.
- 3. Size 5 ball will be used for grades 6<sup>th</sup>-8<sup>th</sup>.
- 4. The ball should be inflated to between 7.5 and 10 psi or as specified by the manufacturer.
- 5. A good quality game ball of the proper size will be provided by the home team. Practice ball will be obtained from Davenport Parks and Recreation.

##### b. Pre-K through K ONLY

- 1. One coach will be allowed on the field during the game. And one coach will be allowed off the end line next to their team's goal. These coaches will aid their team by instructing and guiding their efforts. The referee will be notified on who the coach will be before the game starts. Coaches and or parents MAY NOT be at the ends of the fields. They may only be on the sidelines (touchlines).

**\* They may not intentionally interfere with any play, nor may they enter their own or the opposing team's goalie box. They should remain clear of the center of the field.**

**\* Starting in 1st grade, all coaches must be in coaches box (not the on field).**

##### c. PRE-K through 1<sup>st</sup>-grade ONLY

- 1. There will be NO goalie on the field.

##### d. All Grade Divisions

1. Cards are used when a player, coach or spectator continues to violate guidelines and provisions designed to keep the game safe and under control:
  - A. Yellow card a player, spectator or coach is cautioned. The player must sit out for 10 minutes. The cautioned player may be replaced with another player. If near end of the game (after halftime), time will carry over to next game.
  - B. Red card a player, spectator or coach is ejected.
  - C. Any player/person receiving a Red card will be ejected from the game in which the infraction occurred and from the following game (tournament games included). The player cannot be replaced by another player. NOTE: Additional determinations will be handled by the Youth Sports and Recreation Supervisor on a case by case basis.
2. If a team has an injured player that goes off the field, the opposite team may likewise substitute a player.
- e. Pre-K, Kindergarten, 1<sup>st</sup>-grade & 2<sup>nd</sup>-3<sup>rd</sup>-grade
  1. Offside shall not apply. However, if, in the opinion of the referee, a coach attempts to take advantage by placing players at the offensive end of the field, the coach will be warned. If the situation continues, a red card may be issued.
- L. TOURNAMENT GUIDELINES (6<sup>th</sup>-8<sup>th</sup>-grade Only)
  - a. REGULAR SEASON RULES APPLY EXCEPT FOR FOLLOWING:
    1. The tournament will be a single elimination tournament.
      - A. Teams will be paired based on blind seeding.
      - B. All teams (except Pre-K through 5<sup>th</sup>-grade) will be entered in the tournament.
      - C. As games end, winning teams advance and losing teams are eliminated from the tournament until there is only one winning team left as Champions.
    2. Games will consist of two-20-minute halves during tournament play, 25-minute halves during semifinals and two-30-minute halves in the championship.
    3. Ties are determined by a shoot-out.

- A. Each team will select 5-players as shooters and 1 player as the goalie.
- B. Visiting team (yellow) will kick first.
- C. Teams will alternate having free kicks on the opposing team's goalkeeper until all chosen players have participated. The team scoring the most goals is declared the winner.
- D. If the score is tied after this procedure sudden death shootout procedures begin. Another group of shooters and a new goalie is chosen. All unused players must be used before players from the first shoot-out can be used again.
- E. Alternate penalty kicks (one kick for blue, one kick for yellow) until one team scores in pairs of kicks.

**\* Any team using an illegal player (not on roster approved by Davenport Parks and Recreation) will automatically forfeit their tournament games.**

### **SUBSTITUTIONS**

- A. Substitutions are legal at all grade levels when done properly. Either team may substitute on the following:
  - a. On a goal kick.
  - b. On a corner kick.
  - c. When a goal has been scored.
  - d. When play has been stopped for an injured player, the injured player may leave the field, that player may be substituted for another team also.
- B. When a player is cautioned (exception would be an ejected player).
  - a. Substitutions on throw in's – The team in possession of the ball for a throw-in may substitute. If the team in possession of the ball chooses to substitute, the opposing team may substitute at the time providing the substitute at that substitute is at the half line before the ball had gone out of play the playing.
  - b. All these substitutions are legal provided the coach has signaled the referee and the referee acknowledge the substitutions. Illegal entry penalty is an indirect free kick for the opposing team.

**BALL IN AND OUT OF PLAY**

- A. The ball is out of play only:
  - a. When it has crossed the goal line or touch line in its entirety, whether on the ground or in the air.
  - b. When the game has been stopped by the Referee.
- B. The ball is in play from the beginning of the game to the end, even if:
  - a. It rebounds from a goal post, cross-bar, or corner flag into the field of play.
  - b. It rebounds off the Referee, linesman, or coach when he is in the field of play.
  - c. An apparent infraction has occurred, but the Referee has NOT stopped the game.

**OFFSIDE**

- A. This law is in effect for grades 4<sup>th</sup> through 8<sup>th</sup> only.
- B. A player is offside if he/she is nearer the opposing team's goal line than the ball AT THE MOMENT THE BALL IS KICKED, UNLESS:
  - a. The ball is played in the opposite direction.
  - b. He/she is in his own half of the field.
  - c. Two opposing players are nearer their goal line than he/she is (including the opposing goalkeeper).
  - d. He/she received the ball directly from a goal kick, corner kick, throw in, or drop ball.
- C. A player in an offside position is not offside unless, IN THE OPINION OF THE REFEREE, he/she is seeking to gain an advantage by being in an offside position.
- D. For an offside infraction, the defending team is awarded an indirect free kick FROM THE PLACE WHERE THE OFFSIDE OCCURRED.

**FOULS AND MISCONDUCT**

- A. Fouls and misconduct are penalized by awarding free kicks to the opponent. The guilty player may also be cautioned or ejected, even if a free kick is not awarded due to the application of advantage.
- B. Direct free kicks are awarded only for INTENTIONALLY:



- a. Kicking or attempting to kick.
  - b. Tripping or attempting to trip.
  - c. Jumping at an opponent.
  - d. Charging an opponent.
  - e. Striking or attempting to strike.
  - f. Holding.
  - g. Pushing.
  - h. Handling the ball (except the goalkeeper in penalty area).
  - i. Spits on an opponent.
  - j. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.
- C. A direct free kick offense committed in the guilty player's penalty area is a penalty kick.
- D. Indirect free kicks are awarded for all fouls, misconduct, and offenses other than the nine direct free kick fouls. Other fouls and misconduct include:
- a. Slide tackles (grades Pre-K through 3 only).
  - b. Dangerous play (for example high kicking).
  - c. Obstructing player from getting the ball.
  - d. Impeded the progress of an opponent.
  - e. Prevents the goalkeeper from releasing the ball from his hands.
  - f. Goalkeeper releases after 6-seconds (grades 2 through 8 only).
  - g. Offside (grades 4<sup>th</sup> through 8<sup>th</sup> only).
- \*Slide tackling is NOT permitted in grades Pre-K through 3.**
- E. An indirect free kick is awarded to the opposing team if a GOALKEEPER, inside his own penalty area, commits any of the following offenses:
- a. Takes more than six seconds while controlling the ball with his/her hands before releasing it from his possession.
  - b. Touches the ball again with his/her hands after it has been released from his possession and has not touched any other player.
  - c. Touches the ball with his/her hands after it has been deliberately kicked to him/her by a team-mate.
  - d. Touches the ball with his/her hands after he/she has received it directly from a throw-in taken by a team-mate.
  - e. Wastes time.

- F. A caution (yellow card) will be awarded for the following:
  - a. Unsporting behavior i.e. repeatedly kicking the ball far and/or out of bounds to run time off of the clock in order to keep score advantage.
- G. A player shall be ejected (automatic red card) from the game if he or she:
  - a. Persistently infringes the guidelines and provisions of the Game.
  - b. Dissents from any decision of the Referee.
  - c. Enters the game without the Referee's permission.
  - d. Is guilty of violent conduct or serious foul play.
  - e. Uses foul or abusive language.
  - f. Persists in misconduct after being cautioned.
  - g. Spitting on an opponent.
- H. An ejected player may not be replaced during that quarter/half, nor return for the duration of the current game. They are also considered banned from playing in the next game (league or tournament).

### **PENALTY KICKS**

- A. A penalty kick is awarded if the defending team commits one of the nine direct free kick fouls within its own penalty area.
- B. A penalty kick is taken from the penalty mark which is centered 12-yards in front of the center of the goal (on regulation fields).
- C. The goalkeeper cannot be replaced for a penalty kick except in case of injury.
- D. All players except the kicker and the goalkeeper must be outside the penalty area and at least 10-yards away from the penalty mark.
- E. The goalkeeper must stand with BOTH feet touching the goal line. He/she may move side to side, but not forward.
- F. The ball must be kicked forward and may not be played by the kicker a second time before being touched by another player of either team.
- G. A goal may be scored directly on a penalty kick.
- H. For any violation of the guidelines and provisions:
  - a. If by the kicker, an indirect free kick is awarded the defending team.

- b. If by the attacking team other than the kicker and goal results, the penalty kick SHALL NOT be retaken, and the goal DOES NOT count.
- c. If by the defending team and a goal does not result, the penalty kick shall be retaken.
- I. Time shall be extended ONLY to allow a penalty kick to be taken.
- J. Keeper may not handle the ball on throw-ins. The penalty is an indirect kick for opposing team if in the penalty area. If outside box, the penalty is a direct kick.

**FREE KICKS**

- A. The two types of free kicks are:
  - a. Direct Free Kick: (from which a goal may be scored directly against the offending team).
  - b. 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).
- B. Direct free kicks are awarded only for the nine direct free kick fouls under. ALL OTHER OFFENSES are awarded an indirect free kick unless specifically stated otherwise in describing the offense.
- C. A free kick is taken from the place where the offense occurred.
- D. The ball must be stationary on the ground and may not be played by kicker a second time before being touched by another player. An indirect free kick is awarded for this infringement.
- E. All opposing players must be at least 10-yards from the ball when the ball is put into play. If this rule is violated, the free kick is retaken.
- F. If the offense occurred less than 10-yards from the opponent's goal line, the opposing players may stand on their own goal line between the goal posts.
- G. 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.

**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 been touched by a player of the attacking team.
- B. ALL OPPOSING players must be outside the penalty area.
- C. 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.
- D. A goal can be scored directly from a goal kick.
- E. If the ball does not travel outside the penalty area, the goal kick shall be retaken.

**CORNER KICK**

- A. A corner kick shall be awarded to the attacking team when the entire ball passes over the goal line (except when a goal has been awarded) 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. A goal may be scored directly from a corner kick.
- E. If the kicker plays the ball before it is touched by another player, the opposing team shall be awarded an indirect free kick. For any other violation, the corner kick shall be retaken.

**THROW-IN**

- A. A throw-in is awarded if the ball passes completely over a touchline (sideline), either on the ground or in the air.
- B. It's Out on Me – Whenever the ball goes out of bounds on a player that player is to go after the ball and raise their hand saying "It's out on me." This will aid the referees in efficiency and accuracy.
- C. 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 be facing the field upon the completion of the throw. Running up to the touchline is proper, providing one

part of both feet are in contact with the ground and the ball is thrown with both hands equally and delivered from behind and over the player's head. The player's feet may touch but not cross the touchline.

- D. Players on the field may not obstruct or crowd the touchline on a throw-in. (Penalty indirect free kick for opposing team).
- E. The thrower may not play the ball until it has been touched by another player. (Penalty indirect free kick for opposing team).
- F. A goal cannot be scored directly from a throw-in.
- G. For grades 2 through 8 only: If the throw-in is improper, a throw-in from the same place shall be awarded to the opposing team.
- H. For Preschool & Kindergarten only: If the first attempt of a throw-in by a player is done improperly, the Referee will award a second attempt to the player instructing the player on a proper throw in. If the second throw in is improper, the referee will instruct to "Play On" and play will continue. Coaches should work on throw-ins at practices.
- I. The ball is in play immediately upon entering the field of play.
- J. Keeper may not handle the ball on throw-ins. The penalty is an indirect kick to opposing team if in the penalty area. If outside box then the penalty is a direct kick.

### **BULLYING**

A person is bullied when he or she is exposed, repeated and over time, to negative actions on the part of one or more other persons, and he or she has difficulty defending himself or herself.

Davenport Parks and Recreation has a zero-tolerance policy for bullying and violence. Davenport Parks and Recreation mandates positive sportsmanship among players, coaches, parents, and spectators.

### **YOU KNOCK THEM DOWN, YOU HELP THEM UP**

If a player knocks down another player during the game, the player who did the knocking down is asked to extend a helping hand to aid the player knocked down up. This will build sportsmanship across the league and continue the Davenport Parks and Recreation philosophy.

## **BLOOD RULE**

In the event of any exposed blood, the injury must be covered; clothing must be covered or change.

### **Injuries on the Field**

Injuries must be reported to the referee. The following actions may be taken;

- A. Incident report filed.
- B. Heads Up concussion policy enforced.
- C. Blood Rule enforced
- D. 911 Emergency Services contacted.
- E. Headers are not allowed at any level.

## **DEFINITIONS**

**Advantage** - A philosophical concept which allows an official to permit play to continue when the offending team commits an act which could be penalized if the official chose to do so. The major consideration is that the illegal act did not put the offended team at a disadvantage.

**Cautioned Player** - A player notified by an official that his/her activities are not in the best interest of the contest. Such player must be shown a yellow card.

**Charge** - An act by a defensive player employing body contact to cause an offensive player to lose or give up possession of the ball. A fair charge must have all the elements present which are set down in the rules. An unfair charge has one or more of those elements absent.

**Deliberate Foul** - An extreme and purposely planned act. It is done to gain an advantage through the unfair act.

**Disqualified Player** - A player barred from further participation in the game. Such player shall be shown a red card.

**Drop Ball** - A method by which a dead ball becomes alive. An official drops the ball to the ground. When the ball strikes the ground, it becomes alive and may be played by anyone.

**Encroachment** - The act, by one or more defenders, of advancing within 10-yards of the ball prior to the taking of a free kick.

**Free Kick** - A method by which a dead ball becomes alive. The ball is placed on the ground, and while motionless, it is kicked

unchallenged in any direction so that it travels its circumference prior to being touched by another player.

**Goal Line** - Shorter boundary lines which also are within the field of play.

**Goalkeeper/Keeper** - The only designated player of each team who may handle the ball within his/her own penalty area.

**Hand Ball/Handled** - Intentionally playing the ball with one's hand or arm. The hand or arm must move toward the ball or the hand or arm must be carried in an unnatural position before an infraction of the rule can be charged.

**High Kick** - Any kick where the foot is raised above the waist when the kicker is near another player, including own teammates.

**Obstruction** - The intentional act by a player of running between an opponent and the ball, or using the body as an obstacle when not in possession of the ball, or not attempting to play the ball.

**Offside Position** - A position by an offensive player in the opponent's half of the field which is nearer than the ball to the goal line and which does not have two opponents nearer the goal line

**Penalty Kick** - A kick awarded to a team because an opponent was charged with one of the major offenses, within his/her own Penalty area, which requires a direct free kick.

**Serious Foul Play** - A play in which a player commits one of the offenses punishable with a direct free kick (or penalty kick if the offense takes place in the penalty area) and used disproportionate and unnecessary strength when playing for the ball against an opponent.

**Sliding** - Movement by a player in control of the ball designed to prevent an opponent from gaining possession or prevent him/her from tackling the ball.

**Shoot-Out** - A procedure used to resolve tie games. The ball is placed 35-yards from the goal line and a player is allowed to attempt a shot or goal within five-seconds with only the goalkeeper opposing the attempt.

**Slide Tackle** - A manner in which one or both feet slide on the ground in an attempt to tackle the ball which is in possession of an opponent. A proper tackle is when the attempt is within the offensive player's field of vision and it is clear that the ball (not the player) is tackled.

**Striking** - The act of slapping, punching, or spitting at an individual.

**Tackle** - The use of the feet to take a ball away from a player in control.

**Thrown-in** - A method by which a dead ball becomes live. A player throws the ball using both hands with actual force. The ball must be delivered from behind and over the head in one continuous movement while both feet are on the ground, do not cross the touchline. The player must be facing the field.

**Touchline** - Longer boundary lines. The entire line is within the field of play.

**Violent Conduct** - The commission of a violent act against an official, a spectator, or a teammate when the ball is in or out of play, or when a player commits a violent act against an opponent while they are not playing for the ball.

### **NEW RULES & CHANGES (for Fall 2019)**

Headers are **NOT** allowed at **ANY** level.

On a kick off the ball must be stationary on the ground at the center of the field, **may travel in any direction**, and may not be played a second time by the kicker before being touched by another player.