

JUST FOR KICKS FACILITY & LEAGUE RULES

To ensure an enjoyable and safe program for everyone, Just For Kicks requires that everyone follow the facility and league rules. We reserve the right to dismiss any player, coach and/or spectator who violate these rules. Coaches are responsible for making these rules available to all parents.

FACILITY RULES

- **NO SOCCER BALLS ALLOWED INSIDE! GAME BALLS WILL BE PROVIDED.**
- JFK is not responsible for any lost, stolen or damaged property.
- JFK is not responsible for any injury incurred to a spectator while watching a game.
- There is no climbing on the netting.
- Smoking is prohibited in the facility and within 15 feet of the building entrance.
- Please keep the facility clean and use the garbage cans throughout the facility.
- Please report any vandalism to management immediately.
- Please supervise your children while in the facility. This is not a playground.
- **No one is allowed to play soccer outside the playing area.**
- For health reasons, there is no spitting allowed anywhere in the facility, including on the playing field.
- **There is no gum allowed!**

LEAGUE RULES

- No field-warmup is allowed.
- Coaches must verify scores with the referee and sign the game card.
- Teams are required to shake hands at the end of a game. The handshake should occur at the midfield line immediately at the conclusion of the game. Teams should then retrieve their items from the bench and leave immediately to allow the next teams to enter.
- Teams guilty of playing ineligible players shall forfeit all games up to that point and fined \$100.
- Players or coaches using profanity or violent behavior towards JFK officials, employees, management, spectators or opposing players will be suspended from the facility.
- Players and or coaches receiving red cards must leave the field of play IMMEDIATELY. Play will not resume until then. If the player or coach refuses to leave, the team will forfeit the game.
- If suspended players or coaches are playing or coaching during suspension, the team will forfeit the game. The player/coach will not be allowed to play/coach the rest of the session.
- Any player or coach who receives two red cards will not be allowed to finish the session. Any team who receives four red cards will be ejected from the league.
- Fighting or instigating a fight will not be tolerated. Games that result in a fight will immediately be terminated with no points for either team.
- Just For Kicks reserves the right to dismiss any disruptive individual from the facility.
- Any team, player or coach with outstanding fines will not be allowed to join the league for future sessions.

- Roster size is limited to 18 players. Players may be rostered on multiple teams as long as they still fall under the age requirements and the additional team is not in the same division.

Point System

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

Division Tiebreakers

- Head to head competition
- Most wins
- Goal Differential
- Least goals allowed
- Most goals scored
- If still tied, teams will be declared co-champs

Forfeits

- Three points deducted
- Fine of \$150
- Team will not be allowed to play again until fine is paid
- Declared if a team is 10 minutes late.

Protests

Must be filed within 24-hours of the incident accompanied with \$100 in cash. The protest fee is refunded only if the protest is upheld.

JUST FOR KICKS LAWS OF THE GAME

BALL SIZE

- U5-U8 Size 3
- U9-U12 Size 4
- U13-Adults Size 5

PLAYERS ON THE FIELD

- U7 & U8 5v5 (including goalie)
 - U9 & U10 7v7 (including goalie)
 - U11-U19 7v7 (including goalie)
 - Women 30+ 7v7 (including goalie)
 - Men 30+ & Men's Open 6v6 (including goalie)
 - Women's Open 6v6 (including goalie)
- *Teams must have a minimum of 2 less than the maximum to continue play.

TIMING:

All games will consist of two 20-minute halves with a 2-minute halftime break. All games will have a continuous clock. The clock may be stopped for serious injury only. There is no injury time added after halves. There are no timeouts. Balls must be completely over the goal line when the buzzer rings to be counted.

EQUIPMENT/UNIFORMS:

Any indoor soccer shoes and rubber cleat soccer shoes are allowed. **No metal or aluminum cleats are allowed. Shin guards are required for all players!**

Teams are required to have shirts that match in color & style and have numbers on the back. Goalies are required to wear a different color shirt than both teams.

Players are not allowed to wear glasses. Only sport goggles are allowed. Players are not allowed to play if wearing a cast. Players that need to wear a mask, helmet or brace must provide the league a release or waiver form from their doctor and parent/guardian.

Any player without proper equipment will not be allowed to play.

Home team should wear their light colored uniform. In case of a color conflict with the Away team, the home team must change uniforms.

GAMEPLAY:

When a ball is knocked out of bounds on the sideline, a kick in will occur instead of a throw in. If the ball is knocked out of bounds on the end line, a corner kick or goal kick will be awarded. Kick-ins are indirect while goal kicks and corner kicks are direct.

If a ball hits the ceiling, beam or light fixture, an indirect free kick shall be awarded for the team that didn't kick the ball, directly below where the ball made contact. If the defending team kicks a ball into the above items in their penalty area, an indirect kick at the top of the arc will be awarded for the opposing team.

Opposing players on kicks must be an **automatic 15 feet** away from the ball. Failure to do so will result in a yellow card.

The home team that is listed first on the score sheet gets the 1st half kick-off.

Build Out Line:

- The Build Out Lines is used to promote playing the ball out of the back
- When the GK has the ball, either during the play or from a goal kick, the opposing team should move behind the build out line.
- GK can play to ball right way or once the opposing team is behind the build out line
- NO PUNTING -- GK can pass or throw/roll the ball to a teammate
- After the ball is put into play by the GK the opposing team can cross the Build Out Line and play resumes as normal.
- A restart from the GK's hands or goal kick will take place if the opposition infringes inside the build out.

FOULS & MISCONDUCT

Yellow and red cards will be issued the same as FIFA regulations. Red cards or two yellow cards will result in an immediate ejection and minimum one-game suspension. Players who are red-carded also must pay a fine. \$25 for youth players, \$50 for adults and \$100 for coaches. Fine must be paid before their next scheduled game or the team will not be allowed to play.

The team will play short handed for the remainder of the game. A red-carded player cannot be substituted for. In addition to FIFA regulations, yellow cards can be given for illegal substitutions and not giving automatic 15 feet on free kicks.

Note, for all adult leagues, a yellow card will result in a two-minute time penalty. Even if the opposing team scores, the player must sit out their entire two-minute penalty.

SUBSTITUTIONS

Substituting is allowed on any kick-off, goal-kick or kick-in. The substitute must go to the center line and can enter when the player they are substituting for is a yard away. Illegal substituting will result in yellow a card and a free kick in favor of the opposite team from the top of the arc.

GOALKEEPERS:

Goalkeepers are permitted to retrieve the ball outside the penalty area, bring the ball back in the penalty area and pick it up with their hands.

Punting is not allowed at all ages.

If a goalie is red-carded, only the goalie may serve it. The goalie must be replaced immediately.

THE REFEREE IS RESPONSIBLE FOR CONTROL OF THE GAME. THE REFEREE'S DECISIONS ARE FINAL!

ANY MATTER NOT COVERED IN THESE RULES SHALL FOLLOW FIFA LAWS OF THE GAME FOR ALL PARTICIPANTS, COACHES AND REFEREES.