

WINTER IOWA GAMES
INDOOR SOCCER RULES

FIFA rules shall apply for play, with the exceptions listed as follows. All players and coaches are responsible for knowledge and interpretation of the FIFA and Winter Games house rules.

I. PLAYER IDENTIFICATION

All players must have one of the following forms of ID with them or they will not be permitted to play (current player cards, photocopy of birth certificate with photo attached, driver's license or passport) The coach must present ID cards for all his/her players to the site director prior to his/her first game for roster verification.

II. FIELD OF PLAY

NOTE: No play will be allowed off the side or end walls. All play will be required to be executed within the boundaries marked on the playing field. Every effort will be made to have the largest playing field possible available to your team.

Field Size: Approximately 55' x 85'

Goal Size: Approximately 6' x 10' wide.

Endlines: If the ball crosses the endline, it is out of play. If caused to go out by the defense, a corner kick shall be awarded. If caused by the offense, a goal kick shall be awarded.

Sidelines: If the ball crosses the sideline, it shall be put back into play by a KICK-IN.

NOTE: No throw ins will be allowed.

Penalty/Goal Area: A singular rectangular area in which scoring is restricted from within. Size as listed:

U12 and below divisions – 5 feet to the side and 8 feet to the front of each goal post. U13 through open divisions – 10 feet to the side and 15 feet to the front of each goal post.

Penalty Spot: A spot marked 20 feet from the mid-point of each goal line. **NOTE:** If the ball's flight exceeds 12 feet in height or strikes the lights or superstructure above the playing field, the referee shall award an indirect free kick to the opposing team. The kick shall be taken from the place where the infringement occurred on the playing field. If the infringement occurred above the penalty area, the ball shall be placed on the penalty mark and the indirect free kick taken by the appropriate team.

III. GAME BALL

Game balls will be provided. Futsal balls will be used in all games.

IV. PLAYERS

1. Players must be on the team's tournament roster in order to participate. Violation of this rule will result in the forfeiture of all games played by the offending team. See Section 2 for use of ineligible player(s).
2. A player can only play for one team; regardless of whether or not the teams are in different age divisions. If a player is rostered on more than one team and participates in a game for each team, the Soccer Commissioner shall determine which team is proper. A team will forfeit any preliminary game in which a player (ineligible for any reason) has participated. This determination must be made prior to the completion of the preliminary round. If an ineligible player is not discovered until a semi-final or final match, all play prior to that match shall stand. The match in which the ineligible player is discovered shall be forfeited by the offending team.
3. All divisions will be allowed four (4) field players and one (1) goalkeeper. Minimum number of players to start a game is four (4). **Roster minimum 5 players, max 12 players.**
4. A minimum of three (3) players must be on the field at all times during the game and at the conclusion of the game. **Adult Coed** –Minimum of two women must be on the field at all times. No all female teams allowed to play in the Coed division.
5. Substitutions may be made at one of the following occurrences:
 - A. During any dead ball situation.

NOTE: The following restrictions apply:

- A. Players and substitutes must have the referee's permission before entering or exiting the field of play.
- B. The player leaving **MUST** exit at the team bench area **ONLY**.
- C. The new player entering the game must enter at his/her bench area **ONLY**.
- D. On either team's goal kick and own team's corner kick and own kick-in. However, if the offensive team is substituting before its own corner kick or kick-in, both teams may substitute at this time.

6. Each rostered player shall play in the game, but there is no minimum playing time. **It is the responsibility of each coach to supply the referee with a copy of his or her team's roster containing players' names and numbers.**

V. PLAYER EQUIPMENT/UNIFORMS

1. No black soled shoes or cleats of any form will be allowed (black soled indoor soccer shoes are allowed).
2. Casts, even though padded, will not be allowed.
3. Shin guards are **MANDATORY**.
4. All players, with the exception of the goalkeeper, must wear the same color shirts. The players' shirts should be numbered with each player having a different number.
5. Goalkeepers must wear shirts which are distinguishable from all other players.
6. It is the responsibility of the **visiting team** to change jerseys of similar colors to a home team. At a minimum, white shirts should be used. The Iowa Games T-shirt that each player receives also may be used.
7. Players are not allowed to wear jewelry of any kind (i.e. earrings, necklaces, bracelets, etc.).

VI. REFEREES

1. All games will be officiated by volunteers supplied by the teams playing in the tournament.
2. Referee decisions are final.
3. Referees shall caution player(s), coach(es), and bench personnel who:
 - A. Dissent.
 - B. Are guilty of misconduct or unsporting behavior.
 - C. Display persistent infringement of the laws of the game.
 - D. Enter/exit the field of play without the permission of the referee.
 - E. Verbally abusing the referee(s).
 - F. Display persistent encroachment.
4. Referees shall eject player(s), coach(es), and bench personnel who are guilty of:
 - A. Violent conduct or serious foul play.
 - B. Use of foul or abusive language or gestures.
 - C. Persistent misconduct after having been cautioned.
 - D. Intentional foul denying a goal scoring opportunity.

NOTE PROCEDURE: XII Misconducts (Please note items 4A, 4B, 5 and 6)
5. No slide tackles will be allowed, however goalies will be allowed to slide in the penalty area while defending against a goal, provided contact is avoided with the opposing players. It is the referee's discretion to action taken for violating this law.
6. Referees must report all yellow and red cards issued to the site director **IMMEDIATELY** after the game in which the sanction was issued. The Player/Coach's name and team name must also be reported to the site director.
7. Following each match, the referee shall report to the site director. The referee should have each coach sign the score sheet before it is returned to the site director.

VII. LENGTH OF GAMES

1. All Games

- Two (2) – twenty (20) minute halves
- Four (4) – minute halftime
- 2. Clock will run continuously, stopped only at the referee's discretion.
- 3. All games shall start according to the schedule.
- 4. All games will end no later than five (5) minutes before the next scheduled game time.

VIII. START OF PLAY

1. Games shall start promptly at the scheduled time. Forfeit time is five (5) minutes after the scheduled time.
2. Minimum players to start a game is four (4).
3. The home team decides the choice of goals. The visiting team shall kick-off. The home team is always the first team listed on the schedule.
4. The succeeding half shall start with a kick-off from the center circle by alternating teams.
5. The ball may be played in any direction at the kick-off.
6. **Kick-off is an indirect free kick. (Can't Score)**

IX. BALL IN AND OUT OF PLAY

1. The ball shall be considered out of play when:
 - A. It completely crosses the sidelines, either in the air or on the ground.
 - B. It hits lights or superstructure (see Rule II).
 - C. It lodges behind the net/goal.
 - NOTE:** Last touched by defender – corner kick
 - Last touched by offensive player – goal kick
2. The ball is put back into play by:
 - A. Sideline – Kick-in from the touch line.
 - B. Endline – Goal kick or corner kick (see Rule II).
 - C. Players have five (5) seconds to put the ball into play after the ball has been placed on the spot for the kick-in, goal kick, or corner kick.
 - D. Kick-in or corner kick not entering into the field of play; (Opponents ball) Kick-in from the same spot or goal kick.

X. METHOD OF SCORING

1. A goal is scored when the ball has completely passed over the goal line, between the goal posts, and under the crossbar, provided it does not violate Rule X.2 noted below.
2. No goal may be scored by directly striking the ball within the penalty area (i.e. any type of shot from within the penalty area). However, a player may enter the penalty area to play a ball, but may NOT directly score from within the penalty area. The ball must be played outside of the penalty area before an attempt to score is made.
 - NOTE:** Any attempt to score within the penalty area against the opponent will result in an indirect kick for the opposing team, from the point of the infringement. Persistent infringement of this law will result in a yellow card.

XI. THREE LINE VIOLATION

When the ball is played over the two lines and the centerline in the air without being touched by a player or hitting the floor, the opposing team shall be awarded the ball at the center circle. (Indirect free kick)

XII. FOULS AND MISCONDUCTS: (Please note items 4A, 4B, 5 and 6)

1. A player who intentionally commits any of the following offenses shall be penalized by an indirect free kick from the point of the infraction, unless in the penalty area where a penalty kick will be awarded to the offended team.
 - A. Kicking or attempting to kick an opponent.
 - B. Tripping or attempting to trip an opponent.
 - C. Jumping at an opponent.
 - D. Charging violently or in a dangerous manner (Including the goalkeeper).
 - E. Striking or attempting to strike an opponent.
 - F. Holding an opponent.
 - G. Pushing an opponent.
 - H. Handling the ball.
 - I. Slide tackles of any kind are illegal. (Except as noted in Rule VI.5).
2. Any player committing any of the following offenses shall be penalized by an indirect free kick awarded to the offended team:
 - A. Dangerous play.
 - B. Impeding.
 - C. Delaying the game – keeper has five (5) seconds to get rid of the ball. (Restart from the penalty mark by the appropriate team.)
 - D. Encroachment: not giving 10 feet on a restart until the ball is played, or on a kick-in.
3. Player(s) guilty of the above also may be cautioned by the referee.
4. A. In the U10 through U12 divisions, any player receiving a yellow card must be substituted for and may not re-enter until five (5) minutes elapse and there is a normal substitution situation.
 B. In the U13 through adult divisions, any player receiving a yellow card must leave the field of play for two (2) minutes. The player may not be substituted for and the offending team will play short handed for that two minutes until the next available substitution situation. **A MINIMUM OF 3 PLAYERS MUST BE ON THE FIELD AT ALL TIMES!**
5. In all divisions, any player receiving a red card shall leave the field of play. The offending team shall play short handed for five (5) minutes. After five (5) minutes, the team may then substitute another player for the red-carded player. **The player receiving the red card shall not be allowed to participate in the current game, or the next scheduled game.** A MINIMUM OF 3 PLAYERS MUST BE ON THE FIELD AT ALL TIMES!
6. Coach(es), assistant coach(es) and any bench personnel guilty of any of the above fouls, misconduct or offenses will be subject to the same penalty card restrictions and the offending team will play short handed for two (2) minutes, or five (5) minutes depending on the card.
7. Anyone involved in a fight, on or off the field, will be immediately expelled from further competition.
8. A minimum of 3 players must be on the field at all times during the game and at the conclusion of the game.

XIII. PENALTY KICK

1. All players, except the player taking the penalty kick and the opposing goalkeeper, shall be outside the penalty area behind the penalty mark, but within the playing field until the ball travels forward. Time shall be extended for the purpose of taking the penalty kick.
2. Punishment for any infringement of this law:
 - A. By the defending team, the kick shall be taken again if a goal has not resulted.
 - B. By the attacking team other than by the player taking the kick, if a goal is scored, it shall be disallowed and the kick retaken.
 - C. By the player taking the penalty kick, committed after the ball is in play, a player of the opposing team shall take an indirect free kick from the spot where the infringement occurred.
 - D. Goalkeeper movement shall be on the goal line per FIFA Laws. If a goal is scored, it shall be deemed good; if a goal is not scored the referee shall award a second kick.
3. In the event that penalty kicks (as defined in FIFA rule-book) must be used to determine a winner, (semi-final and final games only) the format will be as follows:
 - A. Each team will select five (5) players to kick. The players on the field at the conclusion of the 2nd overtime must be selected first to kick.
 - B. Teams will alternate kicks. First team to kick will be determined by a referees' coin toss.
 - C. If the score remains tied after kicks, teams will alternate kicks, one at a time, until a winner is determined. All eligible players must be given an opportunity to kick before any player may have a second turn.
 - D. Goalkeepers may be changed after any shot.

XIV. KICK-IN

1. Any ball passing over the sideline, either in the air or on the ground, shall be put back into play by an indirect kick-in by the team not causing the ball to go out of the field of play.
2. The ball must be put into play within five (5) seconds after the ball is placed at the point that the ball left the field of play. Goalkeepers may handle any kick-in that they receive from an opponent or their own team.

3. The offense shall be given approximately 6 feet (U10 through U12) and 10 feet (U13 through adult) by the defense in which to put the ball back into play. Persistent encroachment will result in a yellow card.
4. A bad kick-in (ball not entering into play) will result in a turn over allowing the opponents to put the ball into play from the point of the original restart.

XV. GOAL KICK

When the whole ball passes over the endline and is last touched by an offensive player, it shall be put back into play by a goal kick from the defending team. The ball shall be placed anywhere in the penalty area and must travel outside the penalty area before the ball is in play. A goal may be scored directly from a goal kick provided the three (3) line rule is not violated.

XVI. CORNER KICKS

1. The ball will be placed on the sideline even with the front edge of the goal post.
2. The corner kick not entering into play; (Opponent's ball) Goal kick or kick-in per Rule IX.2.D.
3. All corner kicks are indirect.

XVII. GOALKEEPERS' RESTRICTIONS

1. Goalkeeper may handle the ball anytime with the following exceptions;
2. Handling the ball:
 - A. Players are allowed to directly pass the ball to their own goalkeeper.
 - B. Once the ball has been released from the goalkeeper's hand(s) to a teammate, the keeper may not handle the ball again.
 - C. Exceptions:
 1. Ball touched by opposing team.
 2. The ball passes over the half line.
 - D. Violation of the aforementioned rule shall result in an indirect kick being awarded to the opposing team from the point of infringement except within the penalty area; ball will be placed on the penalty mark.
3. Time limitations:
 - A. Keepers have five (5) seconds to release the ball from within the penalty area once they have established control with their hands. Dribbling is not restricted.

XVIII. DISCRETIONARY POWERS

1. The referee has the discretionary power to stop, suspend or terminate the game whenever, by reason of the spectators, players, coaches, or parents, he/she deems such stoppage necessary.
2. The referee has the power to make judgments pertinent to the game on any of the rules not fully covered in the laws stated.
3. The soccer commissioner in charge shall have the authority to remove any person from the tournament for unsportsmanlike conduct. This authority shall be exercised only when the action in question is outside the referee's jurisdiction.

XIV. TOURNAMENT PLAY

1. Preliminary matches:
 - A. Brackets will be determined by a drawing, with consideration being given to teams from the same community and/or club.
 - B. Whenever possible, each team will play three (3) games (except if odd number of teams).
 - C. No overtimes, ties will stand.
2. Semi-final/Final matches
 - A. Age divisions with four (4) or five (5) teams will not play medal round games but rather medals will be awarded based upon the points and tie-breaking procedures noted in Rule XIX. Those divisions with more than five (5) teams will advance four (4) teams in each age division to vie for medals (see Rule XIX). Age divisions with six (6), eight (8), or nine (9) teams will not play semi-finals but rather will advance directly to the medal determining games. The winner of each bracket will play one another for the gold and silver medal and the second place team in each bracket will compete for the bronze medal and the fourth place medals.
 - B. Age divisions with ten (10), twelve (12), fourteen (14), or sixteen (16) teams will play semi-final matches. In divisions with ten (10) or twelve (12) teams, the bracket winner's plus one wild card will advance to play in the semi-finals. In divisions with fourteen (14) or sixteen (16) teams only the four (4) bracket winners will advance to the medal games.
 - C. Ties in semi-final, bronze, silver, gold medal games will result in playing of two five (5) minute overtime periods, then go to penalty kicks (per FIFA rules) if the game ends in a tie (See Rule XIII.3).

XIX. POINT SCORING SYSTEM

1. In the event of forfeiture, a score of 2-0 shall be awarded to the winning team.
2. Advancement to the semi-final and/or final games, as well as determining medal winners in divisions where medal games are not played, will be based on preliminary games win/lose/tie records with points awarded as follows:
 - A. 3 points per win.
 - B. 1 point per tie.
 - C. 0 points per loss.
3. If, based on the preceding, two (2) or more teams are still in a tie, the following tie-breakers will be used in the order given:
 - A. Head to head competition. If the teams did not play in tournament competition or if more than two teams are tied, then it will be based on total points for and against.
 - B. Highest goal spread – goals for minus goals against (maximum of four (4) goal **differential** per game).
 - C. Fewest goals allowed.
 - D. Flip of a coin (home team calls – winner advances).
4. Due to the number of teams in each age division, not all teams will play three (3) games; some teams will play four (4) games to determine bracket/medal winners.

XX. COACHES

1. All teams must have a coach 18 years or older.
2. All coaches are responsible for the conduct of their fans throughout the tournament; abusive language and actions by spectators will not be tolerated! The referee has the power to verbally warn, caution, or eject the team coaches for the conduct of the spectators.

XXI. OTHER

1. **EVERY PLAYER IS PARTICIPATING AT HIS OR HER OWN RISK!**
Volunteer medical staff will act in its best judgment in any emergency medical situation. All volunteers connected with this tournament will be released from any and all liability for injuries or illnesses occurring during this soccer tournament.
3. Every team is requested to help ensure that the field and surrounding grounds are left clean and litter free.
4. Any coaches, players or spectators deliberately breaking something are solely responsible for the damages. (As decided by Iowa Games staff, site coordinator, referee or soccer commissioner.)
5. **ALCOHOL AND TOBACCO** in any form will not be allowed on any playing field or facilities.
6. The community of Dubuque is very gracious to allow us to use its facilities. Be kind and do not disrespect its hospitality.
7. **NO OUTSIDE FOOD ALLOWED IN 5 FLAGS. CONCESSIONS WILL BE AVAILABLE**

Winter Iowa Games – Quick Rule Reference

Restarts: Unless specifically stated in these rules, all restarts will be INDIRECT kicks.

Exceptions: Goal kick, (provided the three (3) line rule is not violated), drop-ball and penalty kick.

Kick-in and corner kick: If the kick-in or corner kick does not enter the field of play, the opponent shall be awarded a kick-in from the same spot, or a goal kick whichever is appropriate.

Players: Minimum players to **start a game** is four (4). Minimum of three (3) players must be on the field at all times during the game and at the conclusion of the game. **Adult Coed** – both teams must have the same number of women on the field during the game (Minimum of two (2) women must be on the field at all times).

Ball striking the superstructure: If the ball strikes the lights or superstructure above the playing field, the referee shall award an indirect free kick to the opposing team. The kick shall be taken from the place where the infringement occurred on the playing field. If the infringement occurred above the penalty area, the ball shall be placed on the penalty mark and the indirect free kick taken by the appropriate team.

Substitution: On either team's goal kick and own team's corner kick and own kick-in. However, if the offensive team is substituting before its own corner kick or kick-in, both teams may substitute at this time. Referee's permission is required.

Goalkeeper: Goalkeeper may handle the ball anytime with the following exceptions;

1. Handling the ball:
 - A. Players are allowed to directly pass the ball to their own goalkeeper.
 - B. Once the ball has been released from the goalkeeper's hand(s) to a teammate, the keeper may not handle the ball again.
2. Exceptions:
 - A. Ball touched by opposing team.
 - B. The ball passes over the half line.
3. Violation of the aforementioned rule shall result in an indirect kick being awarded to the opposing team from the point of infringement except within the penalty area; ball will be placed on the penalty mark.
4. Time limitations:
 - A. Keepers have five (5) seconds to release the ball from within the penalty area once they have established control with their hands. Dribbling is not restricted.

Conduct:

1. Coaches, assistant coaches and any bench personnel guilty of any fouls, misconduct, or offenses will be subject to the same penalty restrictions "CARD" and the offending team will play short handed for two (2) minutes or five (5) minutes depending on the card. There are NO Soft Red cards.
2. Anyone involved in a fight; on or off the field will be immediately expelled from further competition.
3. Any coaches, players or spectators deliberately breaking something are solely responsible for the damages. (As decided by Iowa Games staff, site coordinator, referee or soccer commissioner.)