

D.I.C.S. Inc. Official Soccer Laws {Rules} (Mini Games)

The Field of Play: The field shall be a square or rectangular area divided in half, with a goal on each end.

The Ball: The ball used during game play should be the official D.I.C.S. league soccer ball which is a size 5 regulation sized ball. Occasionally depending on the size goals used, a size 4 ball may be substituted.

The Players' Equipment: Each player must bring their official D.I.C.S. league jersey or one black shirt and one white shirt with them to the field. Once the teams are decided the player will wear the corresponding shirt to the team they have been selected to play on. Cleats are optional; you can wear them if you want to. Shin guards are recommended.

The Duration of Play: The play clock is set to 1 hour and 30 minutes at the beginning of the first game. The clock is continuous and will not be stopped during the course of play. Each mini game will be played up to 3 goals. Once a team has scored 3 goals they win the game. After a game two new team captains will be assigned and new teams will be picked. Playing will continue in this fashion until the play clock has stopped.

The Coin Toss: The team captains shall have a coin toss to decide who gets first pick. The losing team in the coin toss will decide which color they want to be, receive first kick-off, and decides which end of the field they would like to start on. If there is an uneven amount of players the team which won first pick will get the extra player.

The Kick-off: Kick-off occurs at the start of each game, and after each goal scored. The kick-off is taken at the center of the halfway line. If a team scores a goal, the opposing team is given the kick-off to restart the match.

The Ball In and Out of Play: The ball is out of play when it fully crosses either the goal line or the touch line. If the ball strikes the frame of the goal and remains within the goal and touch lines it is still in play.

The Method of Scoring: A goal is scored when the entire ball has crossed the goal line within the frame of the goal. At the end of the match, the team with the most goals is the winner.

Offside: There is no offside's when playing the square or short field soccer.

Handling (Handball): A handball occurs if any player, other than the team's goalkeeper within his own half, deliberately handles the ball when in play. A ball can be handled with any part of the arm, from the tips of a player's fingers right up to the shoulder. A handball will not be called in cases where a player uses his/her arms to protect their face or sexual body parts (breasts, vagina, or penis). Handling will result in a free kick from where the infraction occurred.

Calls - Fouls & Misconduct: All calls must be made by the opposing player on the field closest to the play, or the player from the opposing team which the negative action was against. The two players involved will then briefly discuss the call and come to a resolution. If the two players from the opposing

teams cannot come to an agreement on the call then the team captains will discuss the call and come to a resolution. If a resolution is not made then I (Damien Ferraiolo) will make the final decision as the league director.

Free Kicks: Free Kick is broken into two categories, direct and indirect. A direct kick can be shot directly into the opponent's goal without touching another player. An indirect kick can only go into the goal if it has subsequently been touched by another player before it enters the goal. The ball must be stationary for both types of kicks.

The Penalty Kick: A penalty kick is awarded either when a defensive player fouls an attacking player or commits a handball in his/her team's penalty area. The penalty kick is placed at the penalty spot, and all players on both teams must remain outside the penalty box during the shot. They may enter the box immediately after the shot is taken. The goalkeeper may move horizontally along the goal line before the shot is taken, but he may not come off the line until the ball is struck.

The Throw In: A throw-in is awarded when the possessing team plays the ball out of bounds over the touchline. While taking a throw-in, a player must release the ball with both hands simultaneously and keep both feet firmly planted on the ground. If these conditions are not met, play is stopped and the throw-in is given to the opposing team. Players are not allowed to score directly off a throw-in.

The Goal Kick: A goal kick is awarded when the offensive team plays the ball out of bounds over the defensive team's goal line. After the ball is out of play, the defender or goalkeeper may place the ball anywhere within the six-yard goal box and kick the ball back into play.

The Corner Kick: A goal kick is awarded when the offensive team plays the ball out of bounds over the defensive team's goal line. After the ball is out of play, the defender or goalkeeper may place the ball anywhere within the six-yard goal box and kick the ball back into play.