



## NORTHWEST KIWANIS SOCCER BANTAM II SPECIAL RULES

### TEAMS

1. Each team consists of third and fourth graders.
2. Non-roster and guest players are not permitted to participate in games.
3. Boys Bantam II games will be played **10 v 10. Plus a goalkeeper.** *Note: We are about having fun and teaching fundamentals. The number of players per side due to attendance could be a game decision between the coaches and letting the referees know of the change.*
4. Girls Bantam II games will be played **9 v 9. Plus a goalkeeper.** *Note: We are about having fun and teaching fundamentals. The number of players per side due to attendance could be a game decision between the coaches and letting the referees know of the change.*
5. Sportsmanship considering COVID, teams should line up and wave to the other team.

### FIELD

The fields are between 75 and 80 yards long and between 50 and 60 yards wide. Each field will be equipped with a goal at each end of the field. They are laid out with regulations markings, adjusted for field size.

### EQUIPMENT

1. Players may wear either soccer cleats or tennis shoes. Soccer cleats have no toe cleat. Street shoes, hard-soled shoes, baseball and softball cleats, shoes with sharp-edged cleats, or shoes with metal spikes or metal cleats are not permitted.
2. Players are not permitted to wear jewelry (especially pierced earrings), watches, hair clips or silicone wrist bands.
3. Players are not allowed to wear sunglasses while playing unless they are prescribed for the player.
4. Players must wear their jerseys. Jerseys must be worn outside all other clothing, NOT under jackets, sweatshirts or other clothing.
5. Both Girls' league and Boys' league will play with #4 soccer balls.
6. Shin guards are recommended.
7. Mouth guards are recommended for all players.
8. Players may play with a cast on an arm if cleared by a doctor and the cast is wrapped in bubble wrap or soft material. If the wrapping comes loose referees will stop play and the player substituted until the wrapping is fixed.

### RULES

1. There will be four, 12-minute quarters. The clock will stop for goals, injuries and delays in substitutions.
2. Every child will play at least 24 minutes of each game except for injury or disciplinary reasons.
3. Fouls are tripping, pushing, holding, dangerous play (kicking the ball while on the ground with other players around, high kicking, etc.) or deliberately handling the ball. A free kick will be given for these fouls.
  - a. All opposing players should be at least 10 yards from the ball.
  - b. Direct free kick - one from which a goal may be scored without anyone except the kicker touching the ball. Awarded for intentionally kicking, tripping, jumping at, charging violently, charging from behind, striking, holding, pushing another player or handling the ball.
  - c. Indirect free kick - one from which a goal cannot be scored unless the ball is touched by another player. This is for all other fouls. The player who takes an indirect kick cannot kick the ball twice in a row.
4. Handling the ball is not considered a foul if the player is protecting his/her face, or the arms and hands are held against the player's body or the ball is deemed to have been played into the players arm if it is in a natural position, unless the player catches or pushes the ball.
5. Slide tackling is not allowed. The foul will result in an indirect free kick.
6. A player is in an offside position if he is in the other team's half of the field, and at least 2 opposing players or the ball are NOT as close or closer to the goal line than he is. This is NOT against the rules. A foul is called when an offside player becomes involved in the play (e.g., the ball is passed to the player, the player makes a move toward the goal, the player distracts the goalkeeper, etc.). Offside will be called if the above is violated in the penalty area.

It will be called in the area between the penalty area and midfield only if the referee feels that a player is trying to obtain an unfair advantage.

7. The ball is not out of play until the official's whistle is blown. The ball is not out of bounds (or a goal scored) until 100% of the ball is across the line.
8. To be a legal throw-in, both feet must remain on the ground, the ball held behind the head and then thrown over the head by both hands equally.
9. Substitutions by either team are allowed **anytime** the ball is out of play. When a coach has his substitute players fully instructed and ready to go in, he should get the referee's attention by yelling "SUB". Substitute goalkeepers should check-in with **BOTH** referees.
10. The goalkeeper can take as many steps in the penalty area as he/she wants before releasing the ball but is not allowed to pick the ball up, drop it dribble it, then pick it up again, or to handle a pass from the foot of the goalkeeper's own team. The foul will result in an indirect free kick.
11. The goalkeepers must not be interfered with or impeded in any manner by an opponent when in possession of the ball. This includes the act of bouncing or dropping the ball for a kick. Kicking the ball, or at the ball, while it is in the possession of the other team's goalkeeper (e.g., the goalkeeper has a hand or hands on the ball) is a foul.
12. The goalkeeper must wear a shirt that is a different color than that player's team, the other team and the other goalkeeper.
13. If there is a double foul, the referee cannot see who kicked the ball out of bounds or an injury with no team in clear possession of the ball, the referee can call a drop ball. On a drop ball, one player from each team faces off. The referee drops the ball between them to resume play. The ball may not be struck until it hits the ground and neither player can high kick.
14. If a player is injured, that player should sit, and the referees will stop play. An injured player does not have to leave the field if he can quickly resume play. When play is stopped for an injury, all players should sit down where they are until play resumes. The team that had possession of the ball at the time of an injury gets an indirect free kick from the point the ball was at when play stopped. If in the opinion of the referees no team had possession, there will be a drop ball at the place the ball was when play was stopped.
15. Coaches are free to roam the sidelines to assist their team and no one should stand behind the goal area.
16. The head coach is responsible for control of the parents for his/her team on the sidelines. Excessive abuse of the referees or the other team's players will lead to a warning from the referees. Continued abuse will lead to FORFEITURE of the game.
17. All rulings by the officials are final.
18. Coaches should discuss rule clarifications only at quarter breaks.
19. For the FALL ONLY, there is a one-time grace period for improper throw-in fouls. For an improper throw-in, the referee will explain why the throw was improper and give the child a 2nd chance.
20. For FALL ONLY, there is a one-time grace period for offside fouls. Referees will warn players about offside but will not call it during the first two games UNLESS:
  - a. A GOAL IS SCORED BECAUSE OF THE OFFSIDE (this includes interfering with the keeper, and distracting the keeper as well as scoring goal) OR
  - b. A PLAYER IS OBVIOUSLY "CHERRY-PICKING" IN THE PENALTY AREA. In this case, the goal is disallowed, and the other team gets a free kick.

## PLAYING CONDITIONS

Members of Northwest Kiwanis will evaluate field conditions as needed. If games are to be cancelled due to field conditions it will be decided no later than 11:00 AM on game day. Coaches will be notified as soon as possible to contact their teams. Please note, the [www.northwestkiwanis.com](http://www.northwestkiwanis.com) website and Facebook Page: [Northwest Kiwanis Youth Soccer](#) will also have a post no later than 11:00AM on game day. Games after the start of the first game may be cancelled based on weather conditions. Coaches will be notified as soon as possible.

Lightning: If we see lightning or hear thunder there will be a 30-minute delay in games being played. All players, coaches, referees and spectators must leave the field and return to their vehicles. During the delay, if lightning is seen or thunder is heard, the 30-minute delay will continue; that is the clock resets. The field coordinator will make the final determination about when play will resume or if it should be abandoned.

