



ICONZ WINTER LEAGUE 2022

ORLANDO, FLORIDA | DECEMBER 2022 THROUGH JANUARY 2023

INTRODUCTION

The purpose of this abridged edition of the Iconz Winter League *Official Rules* is simply to help players and spectators become familiar enough with the rules of Winter League Soccer to play or enjoy the game. For those needing or interested in gaining a technical understanding, we abide by a version of the unabridged *Official Rules of US Indoor Soccer* which are available via the online Publications page at www.usindoor.com.

The Official Rules of US Indoor Soccer, now in its fifth printing are the result of a concerted effort throughout the years of indoor soccer leaders and referees. Among other things, the *Official Rules'* intent is to promote the adoption of standards for indoor soccer, which will further promote its identity, growth and, above all, fun for those of all skill levels and ages.

THE OFFICIAL RULES OF THE ICONZ WINTER LEAGUE

Rule 1 - The Field Of Play

Amateur and Youth Edition

Our host facility is the R9 Academy, Orlando which meets the standard dimensions for the field, goals and markings as set out by US Indoor Soccer. The format is defined as follows:

2015 - 2013 Boys	6v6 Field (Green or Blue)
2015 – 2006 Girls	6v6 Field (Green or Blue)
2012 – 2006 Boys	7v7 Field (Main Field)

Rule 2 - The Ball

The ball is size 4 for U12 and below and size 5 for all others age groups.

Rule 3 - The Players

Number: The Iconz Winter League permits the following amount of players:

2015 - 2013 Boys 6v6	Maximum Roster 9 Players
2015 – 2006 Girls 6v6	Maximum Roster 9 Players
2012 – 2006 Boys 7v7	Maximum Roster 12 Players

Substitutions: Each team may substitute players freely; provided that, during play players must substitute off the field of play or within the Touch Line in the area of their Team Bench.

Rule 4 - The Players' Equipment

Players wear their team's uniform, consisting of the same colors, shin guards, and soccer cleats. Jewelry and other accessories are prohibited. The Goalkeeper wears jersey colors distinguished from all other players and from the Referees.

Rule 5 - The Referee

The decisions of the Referee regarding facts connected with play and interpretations of the Rules are final.

Rule 6 - The Duration of the Game

A regulation game consists of two Halves of 25 minutes and a 5 minute half time break with duration according to "house rules" and the following:

- (a) *Running Clock:* Except in the case of an unusual delay, determined by the Referee, the Game Clock counts down continuously through each Half or Overtime Period.

Rule 7 - The Start and Restart of Play

A **Kickoff** from the Center Mark starts play at the beginning of each Half and after every goal.

A player who starts play may not again play the ball until it touches another player.

Kickoff for the First Half will be decided by a toss of the coin by the Referee. Kick off will alternate to the opposite team in the second half.

Restarts take place by either a Kickoff, Free Kick, Goalkeeper Distribution, or Dropped Ball. Other than for Kickoffs or as provided below, Restarts occur within three feet (3') from the spot of the ball at the moment of stoppage.

A team receives a **Free Kick** after stoppages other than when a Dropped Ball or Goalkeeper Distribution is required. Before the team takes the Free Kick, the ball must be stationary. All opposing players are at least 12 feet (5 yards) from the spot of the Free Kick (or, if within 12 feet of the opponent's Goal, along the Goal Line). The spot of the Free Kick is that provided above, except:

1. (a) *Within Own Penalty Arch:* from any spot therein.
2. (b) *Within Opponent's Penalty Arch:* at the Free Kick Mark ("Top of the Arch").

3. (c) *Delayed Penalty*: (i) according to the ensuing stoppage, as normally administered, or (ii) in case the defending team obtains possession of the ball during play, at the spot of the original offense.
(d) *Throw-Ins*: from the point on the Touch Line nearest where the ball crossed over the Perimeter Line.

If neither team has clear possession of the ball at a stoppage, the Referee restarts play with a **Dropped Ball**. A Dropped Ball caused while the ball is inside a Penalty Arch takes place at the Free Kick Mark.

Play restarts with a **Goalkeeper Distribution** anywhere within the Penalty Arch after an attacking player has last touched the ball before crossing an end perimeter wall.

Rule 8 - The Ball In And Out Of Play

A **Superstructure Violation** occurs when the ball contacts any part of the building above the field of play. Play will restart at the discretion of the referee.

Rule 9 - The Method of Scoring

A team scores a goal when the whole of the ball legally passes over the Goal Line. A goal may be scored directly from a Kickoff or Restart.

Rule 10 - Fouls and Other Violations

A **Foul** occurs when a player commits the following in a manner that the Referee considers careless, serious, reckless, or involving excessive force:

1. (a) Kicks or attempts to kick an opponent;
2. (b) Trips or attempts to trip an opponent;
3. (c) Jumps at an opponent;
4. (d) Charges or obstructs an opponent;
5. (e) Strikes, elbows or attempts to strike or elbow an opponent; or
6. (f) Pushes an opponent.

Or who:

7. (g) Plays in a dangerous manner (e.g., boarding, slide-tackling);
8. (h) Holds an opponent;
9. (i) Handles the ball (except by the Goalkeeper within his Penalty Arch); or
10. (j) For U11 and younger, has contact with the ball with any part of the head, whether intentional or unintentional

Unsporting Behavior: A Free Kick results for the following offenses:

1. (a) Leverage: Using the body of a teammate, wall or goal to gain an advantage;
2. (b) Encroachment: Entering the protected area of an opposing player taking a Free Kick (after initial Warning);
(c) Dissent: (i) Referee Abuse; (ii) Breach of Penalty Area Decorum; (iii) Entering the Referee Crease without permission;
(d) Other: Behavior which, in the Referee's discretion, does not warrant another category of penalty (e.g., delay of game, taunting, foul language.)

Goalkeeper Violations: The opposing team receives a Free Kick for the following violations by a Goalkeeper:

- (a) *Illegal Handling*: Bringing the ball from outside of the Penalty Arch to his hand within it, or receiving the ball again after a Goalkeeper Distribution without the ball's having first touched another player (e.g., no drop-kicking or bouncing the ball);
- (b) *Pass Back*: Handling the ball, having been passed deliberately and directly to him by a teammate; except that he may handle a ball which a teammate passes to him by the head, chest, or knee and without "trickery"
- (c) *10-Seconds*: Controlling the ball with either his hand or foot inside of his Penalty Arch for over five (5) seconds.

Team Violations: The Referee issues a Team Penalty for the following violations by a team or unidentified person:

- (a) *Leaving Team Bench*: Players leave a Team Bench to join a fracas or confrontation with the opposition or a Game Official;
- (b) *Bench Dissent*: After an initial "Warning," one or more unidentifiable players verbally abuse the Referee.
- (c) *Other*: Unsporting Behavior, which, in the Referee's discretion, does not warrant another category of penalty (e.g., too many players on the field.)

Advantage Rule: The Referee allows play to continue, notwithstanding the commission of an offense, when the team against which it has been committed will benefit from an existing offensive advantage.

Yellow Card: Unless otherwise provided below, the Referee issues a Yellow Card for serious Unsporting Behavior by any non-player personnel.

Red Card: A person receives a Red Card for Fouls, which the Referee considers violent or committed with excessive force, and for:

1. (a) Consistent Dangerous Fouling;
2. (b) Elbowing: Intentionally elbowing an opponent above the shoulder;
3. (c) Vicious Slide-Tackling: A tackle from the side or from behind directly into one or both legs of an opponent, seriously endangering him;
4. (d) Fighting;
5. (e) Leaving Team Bench or Penalty Area to confront the opposition or a Game Official;
- (f) Extreme Unsporting Behavior: Committing particularly despicable behavior, including:
 1. (i) Spitting at an opponent or any other person;
 2. (ii) Extremely abusive language or behavior toward a Game Official;
 3. (iii) Bodily contact with a Game Official in dissent.

Rule 11 - Penalty Kick

Penalty Kicks will be awarded for fouls committed with the goalkeepers area on the attacking player. Penalties will be placed at the referees discretion.

Rule 12 – Offside

There are NO Offsides in the Iconz Winter League due to the small-sided nature of the game. In the interests of sportsmanship, should one player consistently “Goal Hang” the referee may decide to award a free kick against the attacking player for such actions in order to keep the sporting integrity of The Iconz Winter League. For the benefit of doubt this could include, but is not exhaustive to, opposing players standing in the Goalkeepers Box for a sustained period of time whilst play is at the other end of the field.

For any further questions please do not hesitate to contact the Iconz Winter League team at info@iconzexperience.com or at 321 402 3712.