



## Indy Premier RPA modified rules

Modified for 2018-19 Season

	PK/K - U5/U6	1st/2nd - U7/U8
<b>Law 1</b> The Field	25 x 35 yards	25 x 35 yards
<b>Law 2</b> The Ball	A size 3 ball will be used. (if agreed upon u7/u8 can use size 4)	
<b>Law 3</b> The Players	Games will be played with a maximum of 3 players per side	Games will be played with a maximum of 4 players per side
	Substitutions may be made at any stoppage of play. When possible, substitutions should be limited to quarter breaks. There are no goal keepers.	
<b>Law 4</b> Players Equipment	The uniform is a jersey, shorts, soccer socks, shinguards, and shoes. Nothing potentially injurious to the player or another player may be worn (including jewelry or metal hair clips).	
<b>Law 5</b> The Referee	There are no referees in this division. The game will be managed by up to one coach from each team with an an emphasis on the development of skills and an explanation of the rules when calls are made.	
<b>Law 6</b> Assistant Referees	Assistant referees are not used in this division.	
<b>Law 7</b> Game Duration	The game will be divided into 4 equal, 8 minute quarters. There will be 2 minute breaks between quarters one and two and three and four. There will be a half-time interval of 5 minutes.	The game will be divided into 4 equal, 10 minute quarters. There will be 2 minute breaks between quarters one and two and three and four. There will be a half-time interval of 5 minutes.
	The individual managing the game reserves the right to reduce the length of the quarters to accommodate the time schedule or weather/temperature issues.	
<b>Law 8</b> Start of Play	A kick off starts play to begin the game, after each quarter, and following a scored goal. The ball can move ANY DIRECTION and may not be retouched by the kicker until any other player touches the ball. A goal may be scored directly from a kick off.	
<b>Law 9</b> Ball In and Out of Play	The ball is out of play when it has entirely crossed the the sideline or goal line or when play has been stopped by the referee/coach. Any ball striking a referee/coach, goal post, or corner flag, and remaining on the field is in play.	
<b>Law 10</b> Goal Scoring	A goal is scored when the ball entirely crosses the goal line between the goal posts and under the cross bar.	
<b>Law 11</b> Offside	Offside is not an infraction in this division.	
<b>Law 12</b> Fouls and Misconduct	<p>An <b>indirect</b> free kick shall be awarded for the following:</p> <ul style="list-style-type: none"> <li>• Handling the ball</li> <li>• Tripping</li> <li>• Sliding at an opponent</li> <li>• Holding</li> <li>• Striking an opponent</li> <li>• Pushing</li> <li>• Violent charge</li> <li>• Kicking</li> <li>• Charging from behind</li> <li>• Dangerous play (high kick)</li> <li>• Opponent obstruction</li> </ul> <p>The coaches may choose not to call the infraction if the offending player gains no unfair advantage.</p>	
<b>Heading:</b>	• Heading is no longer allowed fo this age group. An indirect free kick will be taken at spot of the infraction.	
<b>Law 13</b> Free Kicks	<b>All free kicks are indirect</b> and opponents are at least 5 yards from the ball until it is in play. The ball must be stationary when the kick is taken and the kicker does not touch the ball a second time until it has touched another player. If the free kick is kicked directly into the opponent's goal a goal kick is awarded. If the free kick is kicked directly into the team's own goal a corner kick is awarded to the opposing team.	
<b>Law 14</b> Penalty Kicks	Penalty kicks are not awarded in this division.	
<b>Law 15</b> Inbound Kicks	After the ball has entirely crossed the sideline, the team not last touching the ball shall be awarded a kick-in. Kick-in regulations: A kick-in is considered as an indirect free kick with opponents 5 yards from the ball until it is in play.	
<b>Law 16</b> Goal Kicks	A goal kick is awarded when the ball passes entirely over the goal line but not within the goal scoring area and is last touched by an offensive player. The defending team makes the goal kick. The goal kick should be taken anywhere within the Goal Arc area. <b>Opposing players must retreat to mid-field until the ball is in play.</b> If the ball does not travel outside the penalty area prior to being touched a rekick is awarded.	



## Indy Premier RPA modified rules

Modified for 2018-19 Season

	PK/K - U5/U6	1st/2nd - U7/U8
<b>Law 17 Corner Kick</b>	A corner kick is awarded when the ball entirely crosses the goal line and is last touched by a defensive player and is not a goal. The ball is placed inside the quarter circle nearest the corner flag post indicated by the referee. An offensive player may then kick the ball. The kicker may not touch the ball a second time until after it is touched by another player. A goal may be scored directly from corner kick. The opposing team must be at least 5 yards away. A goal may be scored without another player touching the ball.	
<b>Goal Arc</b>	A player may not be within the Arc that surrounds the front of the goal until the ball is also inside the Arc. If a player is within the Arc, they will be asked to leave. If they do not leave, the opposing team will be awarded the ball in either the form of a Corner Kick for the offense or a Goal Kick for the defense. Coaches are urged to remain in the "spirit" of "Fair Play" and not to try to use this rule to their advantage. The intent of this Law is to get the players into the game in the middle of the field and not "camping" in front of the goal. <b>PLACING A STATIONARY DEFENDER ON THE EDGE OF THE ARC IS DISCOURAGED.</b>	
<b>Local Rules:</b>	<ul style="list-style-type: none"><li>• An emphasis is to be placed on fun and development.</li><li>• All players and coaches should use the team area between fields during the games. Spectators should be on opposite sidelines or endlines if available.</li><li>• Players and coaches shall remain on their own half of the sideline.</li><li>• Scores are not recording for standings. Score differential should be kept under 5 goals to keep game competitive</li><li>• Coaches must find creative ways to challenge the players, if and when the game is in hand.</li></ul>	