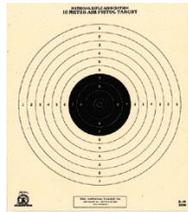


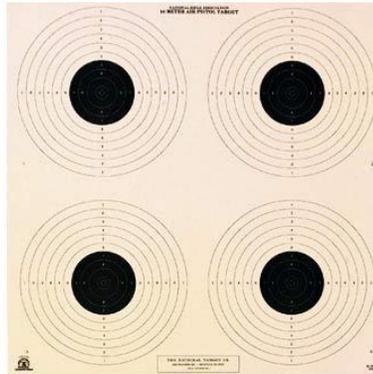
### 11.6.2 Officiating equipment

**11.6.2.1 Targets.** 10-meter air pistol targets will be used. The competition target has four bulls-eyes on a single sheet. Sighted targets have a single bull's-eye.

**11.6.2.2 Target changer.** Although manually-operated target changing devices are acceptable, electronic target/scoring systems are preferred for IDAF shooting competitions.



*Sighter Target*



*Competition Target*

**11.7 UNIFORMS.** Players may dress in any comfortable clothing (e.g., t-shirt and shorts). Closed-toe shoes are required. Safety glasses are required.

### 11.8 OFFICIALS

**11.8.1 Minimum number of officials.** Shooting competitions at IDAF events shall be officiated by a minimum of one Range Safety Officer, one Tournament Director/Referee, and one Register Keeper. The competition host may assign shooting assistants to assist athletes as needed.

**11.8.2 Qualifications of officials.** The Range Safety Officer shall be certified by the national governing body for shooting in the nation where the competition is held. The Tournament Director/Referee and Register Keeper must have prior experience at those positions, but are not required to have certification.

**11.8.3 Officials' uniforms.** Officials and shooting assistants shall wear either a uniform provided by the competition host or the customary uniform of the official's home country.

**11.8.4 Officials briefings.** A pre-competition briefing for officials shall include discussion of competition procedures, safety procedures, the facility emergency action plan, and information about dwarf athletes.

## PART 12: SOCCER TECHNICAL RULES

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### 12.1 ELIGIBILITY

**12.1.1 Age divisions.** Soccer may be offered in the Futures (6 years and younger), Junior A (7-11 years), Junior B (12-15 years), Open (16 and older), and Masters (35 years and older Divisions. Masters players who choose to compete in the Open Division may not also compete in the Masters Division.

**12.1.2 Gender.** The competition host may determine whether separate competition divisions are held for males and females. When divisions by sex are not offered, team rosters may include any combination of all males, all females, or mixed-gender.

**12.1.3 Classifications.** There are no IDAF classifications for soccer.

#### 12.1.4 Team rosters

**12.1.4.1 Number of players.** There shall be no fewer than 12 and no more than 14 players on a team roster. A team may not have alternates above the 14 player limit (7 player limit for Futures). **Futures Division** shall be no fewer than 4 and no more than 7 players on a team roster. **Junior A and B:** The teams shall be based on the total number of players registered for the games.

**Indoor Soccer:** The Number of players for **Indoor Soccer** will be as follows. Each roster shall be no fewer than 12 and no more than 14 players on a team, with the exception of the Futures Division where there shall be no fewer than 4 and no more than 7 players on a team roster.

**Junior A and B:** Shall be based on the total number of players registered for the games.

**12.1.4.2 Submitting team rosters.** The competition host shall establish a process and deadlines for submitting team rosters.

**12.1.4.3 Mixed-country teams.** At World Dwarf Games, athletes whose countries-do not have enough players to field a complete team may request to play on a mixed-country team. The competition host shall facilitate the formation of mixed country-teams.

## 12.2 EVENTS.

Soccer competition for the Open and Masters Divisions shall consist of 9-v-9 play with 8 field players and 1 goalkeeper on the field at any one time. The number of players on each Junior A, and Junior B Soccer team will be determined based on the total number of players registered. The Typical junior teams will consist of 5 v 5 or 6 v 6 plus a goalie but will be based on the total registrants. The competition for the Futures Division shall consist of 4-on-4 play without a goalkeeper.

## 12.3 RULES

**12.3.1 FIFA Rules.** FIFA (Fédération Internationale de Football Association) rules (<http://www.fifa.com/worldfootball/lawsofthegame/index.html>) apply to IDAF soccer competitions with the following exceptions.

**12.3.2 Safety law.** The following safety rules shall be implemented in soccer games for all age divisions of dwarf athletes.

**12.3.2.1 Headers.** Players **may not** contact the ball with the head. If head contact occurs, whether **intentional or inadvertent**, the opposing team shall be awarded an indirect free kick at the point of the foul. FIFA indirect free kick rules apply inside the penalty box. Medical advisors for the Dwarf Athletic Association of America have recommended the **no-header rule** because of the prevalence of atlantoaxial instability amongst dwarf athletes, and the associated possibility of spinal cord injury.

**Indoor Soccer:** Players **may not** contact the ball with the head. If head contact occurs, whether **intentional or inadvertent**, the opposing team shall be awarded a direct free kick at the point of the foul.

**12.3.2.2 Slide tackles.** Slide tackling **is not** allowed. If a slide tackle occurs, the opposing team shall be awarded an indirect kick at the point of the foul. FIFA indirect free kick rules apply inside the penalty box. In addition, the referee may choose to issue a yellow or red card to the offending player. Medical advisors for the Dwarf Athletic Association of America have recommended the no slide-tackle rule because of the prevalence of hip, knee, and ankle joint problems amongst dwarf athletes.

**Indoor Soccer:** Slide tackling **is not** allowed. If a slide tackle occurs, the opposing team shall be awarded a direct kick at the point of the foul. Repeated fouls will be awarded a **Blue Card**.

**12.3.3 Exceptions for juniors, Open, and Masters Division soccer games.** The following exceptions conform to the U.S. Youth Soccer under 10 Playing Recommendations with a few modifications specific to dwarf athletes.

**12.3.3.1 Law 1: Field of play.** The soccer pitch shall be 45-60 yards in length and 35-45 yards in width. The center circle shall have a radius of 8 yards. The goal shall be 6 feet high by 18 feet in width, or smaller. The goal area shall extend outward 5 yards from the inside of each goal post, and 5 yards into the field of play. The penalty area shall extend outward 10 yards from the inside of each goal post, and 10 yards into the field of play. The penalty mark shall be 8 yards from the center of the goal mouth. Corner flag posts shall be used.

The outdoor field sizes may vary depending on location and availability of standard size requested.

**Indoor Soccer:** The indoor field sizes may vary depending on location and availability of standard size requested.

**12.3.3.2 Law 2: Ball.** A size 4 soccer ball that satisfies FIFA specifications shall be used.

**12.3.3.3 Law 3: Number of players.** An open match is played by two teams, each consisting of not more than 9 players, 1 of whom is the goalkeeper. A match may not start if either team consists of fewer than 7 players. Substitutions are unlimited and may occur at any stoppage of play. When divisions by gender are not offered, both genders must be represented on the field at all times. **Junior A and B:** Shall be based on the total number of players registered for the games.

**Indoor Soccer:** Substitutions **are allowed on the fly**, meaning the ball does not have to go out of bounds before a substitution can be made. Teams must ensure they are substituting correctly and don't end up with too many players on the field. A team **Blue card** will be issued if the referee discovers too many players on the field at any given time. A power play is awarded.

**12.3.3.4 Law 4: Players' equipment.** Conform to FIFA Law 4. If players do not have a team uniform, all players on the team shall wear numbered pinnies/vests of the same color, players shall protect their shins with regulation shin guards.

**12.3.3.5 Law 5: Referee.** Conform to FIFA Law 5. Rule infringements shall be explained to players.

**12.3.3.6 Law 6: Assistant referees.** Conform to FIFA Law 6.

**12.3.3.7 Law 7: Duration of match.** Conform to FIFA Law 7 with the exception of the match being divided into two equal halves of 25 minutes each. There shall be a half-time interval of 5 minutes.

**Indoor Soccer:** Anticipated playing time will be 2/15 minute halves with a 5 minute halftime (enough time to get some water and reset). A continuous clock will be used. Changes may be necessary due to time constraints and or availability.

**12.3.3.8 Law 8: Start and restart of play.** Conform to FIFA Law 8 with the exception of the opponents of the team taking the kick-off are at least 8 yards from the ball until it is in play and all kickoffs are indirect.

**Indoor Soccer:** All kicks are direct.

**12.3.3.9 Law 9: Ball in and out of play.** The entire ball must cross over the boundary line to be considered “out of play”. Throw-In: When returning ball into play the players must use a 2 handed over the head throw with both feet touching the ground when ball is released. If the player is unable to accomplish this type of throw-in, they will use an underhanded rolling motion to return the ball into play. Teams may use any field player to return the ball into play.

**Indoor Soccer:** The ball is continuously in play. The boards, glass or even the netting above are all in play. The ball is considered out of play if it hits any of the side netting or netting above either goal. It is also out of bounds if the ball travels over the boards where there is no netting.

No throw-in's.

Note: Direct kicks, even during starts/restarts (kickoffs) a player may score if they have the opportunity to shoot the ball directly into the goal. For goal kicks, the ball can be placed anywhere on the field, in the penalty box, prior to kicking the ball.

- Returning ball after a foul as well as at the start of play:
  1. An indirect kick type foul inside the penalty box will be placed outside the box and a direct kick will ensue.
  2. A direct kick type foul inside the penalty box is awarded a penalty kick. See 12.3.3.12 Law 12: Fouls and misconduct for infraction rules.
  3. Direct kicks, even during starts/restarts (kickoffs) a player may score if they have the opportunity to shoot the ball directly into the goal. For goal kicks, the ball can be placed anywhere in the penalty box prior to kicking it.

**12.3.3.10 Law 10: Goal scored.** Conform to FIFA Law 10.

**12.3.3.11 Law 11: Offside.** There is No Off sides.

**12.3.3.12 Law 12: Fouls and misconduct.** Conform to FIFA Law 12. A player may not score directly on a punt.

**Indoor Soccer:** The result of a Players foul or misconduct will be to award the other team a power play when the referee decides someone should be sent off the field due to an aggressive foul or misconduct as well as talking back to the referee or repeating the same infraction. The referee will present a **blue card**, which means that player must exit the field for 1.5 minutes (similar to

hockey) and their team would play less 1 player during that time. If the other team scores during the 1.5 minute penalty, then that player may return to play and his/her team is back at full strength.

**12.3.3.13 Law 13: Free kicks.** Conform to FIFA Law 13, with the exception that all opponents are at least 8 yards from the ball.

**12.3.3.14 Law 14: Penalty kicks.** Conform to FIFA Law 14 with the exception that the penalty mark is made 8 yards from the midpoint between the goalposts and equidistant to them.

**12.3.3.15 Law 15: Pass** Conform to FIFA Law 15-

**Indoor soccer:** See section: 12.3.4. Law 9: Ball in and out of play.

**12.3.3.16 Law 16: Goal kick.** Conform to FIFA Law 16.

**12.3.3.17 Law 17: Corner kick.** Conform to FIFA with the exception that opponents remain at least 8 yards from the ball until it is in play.

**12.3.3.18 Law 18: Indoor Soccer rules:**

1. All kick will be direct. No throw-in's.
2. Balls returning to play will be kicked in.
3. Continuous Clock.
4. Side boards are in play.
5. Mid net is out of play and a Kick-in will return ball into play.
6. Overhead net is in play, except over top of the goal.
7. Typical surface will be Turf. No medal cleats.
8. Time periods: Two 15 min halves with a 5 minute break at half time.
9. An indirect kick foul inside the penalty box will be placed outside the box and a direct kick will ensue.
10. A direct kick foul inside the penalty box is awarded a penalty kick.
11. Blue Card = a power play of 90 seconds or 1.5 minutes.

#### **12.3.4 Exceptions for Futures Division soccer games.**

The following exceptions conform to the U.S. Youth Soccer under 6 Playing Recommendations with a few modifications specific to dwarf athletes.

**12.3.4.1 Law 1: Field of play.** The soccer pitch shall be 20-30 yards in length and 15-25 yards in width. The center circle shall have a radius of 4 yards. The goal shall be 4 feet high by 6 feet in width, or smaller. The soccer pitch shall not be marked with a goal area, penalty area, or penalty mark. Corners shall be marked with either flag posts or cones. The field sizes may vary depending on location and availability of standard size requested.

**12.3.4.2 Law 2: Ball.** A size 3 soccer ball that satisfies FIFA specifications shall be used.

**12.3.4.3 Law 3: Number of players.** A match is played by two teams, each consisting of 3 players (there is no goalkeeper in the Futures Division). A match may not start if either team consists of fewer than 2 players. Substitutions are unlimited and may

occur at any stoppage of play. A coach from each team shall be on the soccer pitch (not the sidelines) providing advice and support to the players.

**12.3.4.4 Law 4: Players' equipment.** Conform to FIFA Law 4. If players do not have a team uniform, all players on the team shall wear numbered pinnies/vests of the same color.

**12.3.4.5 Law 5: Referee.** The coaches from both teams referee the game. Rule infringements shall be explained to players. "Do-overs" are recommended to help players learn the game.

**12.3.4.6 Law 6: Assistant referees.** FIFA Law 6 does not apply to Futures games.

**12.3.4.7 Law 7: Duration of match.** Conform to FIFA Law 7 with the exception of the match being divided into four equal quarters of 5 minutes each. There shall be a water break after the first and third quarters, and a half-time interval of 5 minutes after the second quarter. Times subject to change.

**12.3.4.8 Law 8: Start and restart of play.** Conform to FIFA Law 8.

**12.3.4.9 Law 9: Ball in and out of play.** The entire ball must cross over the boundary line to be considered "out of play". When returning ball into play the players must use a 2 handed over the head throw with both feet touching the ground when ball is released. If the player is unable to accomplish this type of throw-in, they will use an underhanded rolling motion to return the ball into play. Futures may also choose to kick the ball back into play.

**Indoor Soccer:** No throw-in's. All kicks are direct including infractions that happen inside the penalty box, at which point the referee would award a PK to the other team.

Note: Direct kicks, even during starts/restarts (kickoffs) a player can score if they have the opportunity to shoot it directly into the goal. For goal kicks, the ball can be placed anywhere in the penalty box prior to kicking it.

**12.3.4.10 Law 10: Goal scored.** Conform to FIFA Law 10.

**12.3.4.11 Law 11: Offside.** No offside.

**12.3.4.12 Law 12: Fouls and misconduct.** No cautions or send-offs shall be made. Instead, if a child (or on-field coach) is too rambunctious, the game official will ask the coach to make a substitution.

**12.3.4.13 Law 13: Free kicks.** All free kicks shall be direct. It is recommended that opponents be in their own half of the field or at least 4 yards from the ball, whichever is a larger distance, until the ball is in play.

**12.3.4.14 Law 14: Penalty kicks.** Penalty kicks are not awarded in Futures Division games.

**12.3.4.15 Law 15: Pass/throw-in.** Conform to FIFA Law 15, with the exception that players shall be allowed leniency in technique because of skill level or dwarfism characteristics. Players may use an underhand throw-in, a two-hand throw-in, or a kick-in.

**Indoor soccer:** See 12.3.4.9 Law 9: Ball in and out of play.

**12.3.4.16 Law 16: Goal kick.** The player shall be allowed to take the goal kick from anywhere along the goal line over which the ball traveled, with the ball placed 2-3 yards into the field of play. Defending players must stand at least 4 yards away until the ball is in play.

**12.3.4.17 Law 17: Corner kick.** Conform to FIFA Law 17 with the exception that opponents remain at least 4 yards from the ball until it is in play. **12.3.4.18 Law 18: Game score.** No score is recorded for the game.

### **12.3.5 Code of Conduct**

**12.3.5.1 IDAF Code of Conduct.** Players, coaches, assistant coaches, and other team personnel are expected to observe the IDAF Code of Conduct.

**12.3.5.2 FIFA Laws.** The referee has authority to assign penalties (e.g., yellow card, red card, expulsion, suspension) to players, coaches, assistant coaches, and other team personnel who commit fouls or misconduct or who otherwise show disrespect for opponents or for game officials and their decisions. Disrespect shall include, but not be limited to, objectionable language or expressions directed or implied toward opponents or officials.

### **12.4 COMPETITION PROCEDURES**

**12.4.1 Practice opportunities.** Players shall have a minimum of 10 minutes pre-game warm-up on the competition field prior to the start of the game. The competition host shall determine the schedule and location of additional practice time opportunities.

Indoor: There will be warm-up if there are fields available prior to game.

**12.4.2 Entry limit.** At World Dwarf Games, each country shall be allowed to enter as many teams as desired into each division of the soccer tournament. Countries that enter more than one team within a division shall designate one team "Team A," the next "Team B," etc.

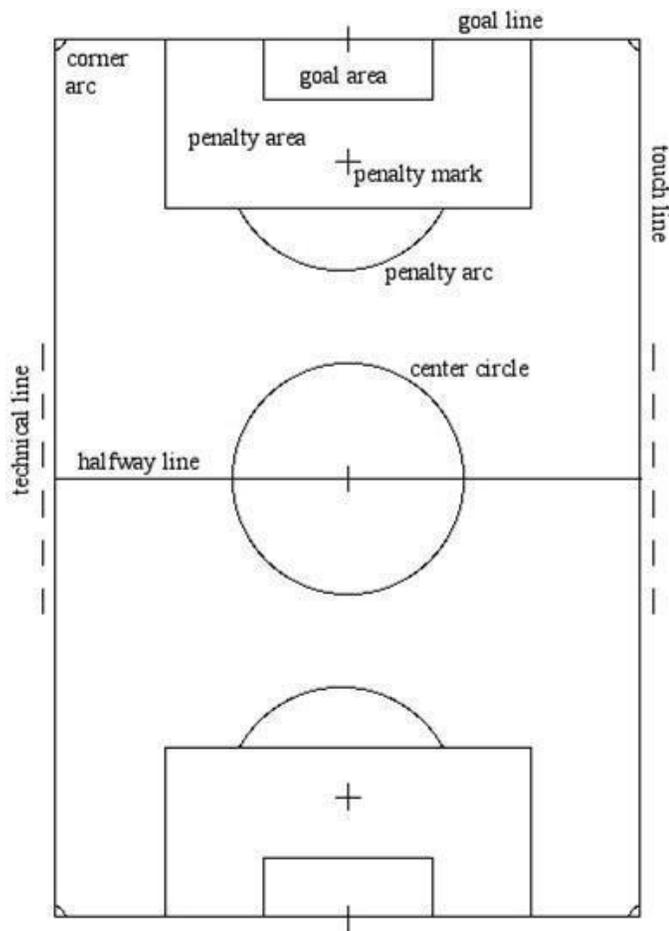
**12.4.3 Tournament format.** The competition host shall determine the tournament format (e.g., pool play, bracket play).

**12.4.4 Check-in procedures.** The competition host shall determine check-in procedures.

### **2.5 FACILITIES**

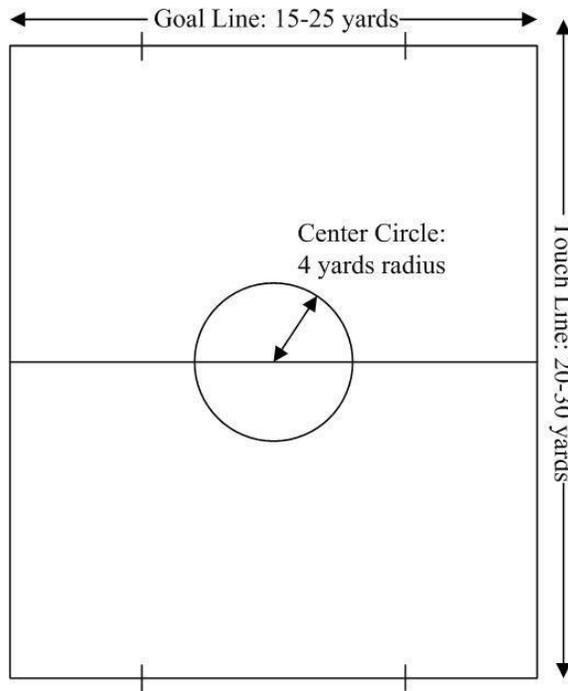
**12.5.1 Soccer pitch dimensions** (also see sections 12.3.3.1 and 12.3.4.1 above)

**Outdoor/Indoor** The field sizes may vary depending on location and availability of standard sizes requested. Competitions including Indoor Soccer will be determined by the availability of fields in the local area.



**Soccer Pitch for Junior A/B, Open, and Masters Games**

- Touch line* = 45-60 yards
- Goal line* = 35-40 yards
- Circle/penalty arc radius* = 8 yards
- Goal width* = 18 ft or smaller
- Goal height* = 6 ft or smaller
- Corner arc* = 3 ft
- Penalty area* = 10 yards out from the inside of each goal post and extending 10 yards into the field of play
- Goal area* = 5 yards out from the inside of each goal post and extending 5 yards into the field of play
- Penalty spot from mid-goal* = 8 yards
- Flagposts*, not less than 5 ft high, shall be placed at each corner of the field. Flagposts on either end of the halfway line are optional.



### Soccer Pitch for Futures Games

*Touch line = 20-30 yards*

*Goal line = 15-25 yards*

*Circle/penalty arc radius = 4 yards*

*Goal width = 6 ft or smaller*

*Goal height = 4 ft or smaller*

*Corner arc = 3 ft*

*Penalty area = not used*

*Goal area = not used*

*Penalty spot from mid-goal = not used*

*Flagposts/cones at each corner of field*

- 12.6 EQUIPMENT.** A size 4 soccer ball shall be used for Junior A/B, Open, and Masters Division games. A size 3 soccer ball shall be used for Futures Division games. Also see sections 12.3.3.1 and 12.3.4.1 above.
- 12.7 UNIFORMS.** FIFA Law 4: Players' Equipment shall apply to IDAF competitions. If players do not have a team uniform, all players on the team shall wear numbered pinnies/vests of the same color, players shall protect their shins with regulation shin guards.
- 12.8 OFFICIALS.** FIFA Law 5: The Referee and FIFA Law 6: The Assistant Referee) of the FIFA rules shall serve as guidelines for officiating at IDAF soccer competitions.
- 12.8.1 Minimum number.** Junior A/B, Open, and Masters Division soccer games require a minimum of one referee, two assistant referees, and one scorekeeper. Futures Division Games require one referee.
- 12.8.2 Qualifications.** For Junior A/B, Open, and Masters Division soccer games, the referee and assistant referees shall be certified by a national or international governing body for soccer. For Futures Division soccer games, the referee shall be a person with experience officiating soccer games. The scoring table personnel should be familiar with soccer rules. Whenever possible, officials shall be independent of the host organization and of the players in the game.
- 6.8.3 Officials uniforms.** The referees shall wear either a uniform provided by the competition host or the customary uniform of the official's home country. Scoring table personnel should wear uniforms specified by the competition host.