



DATE: Thursday, June 25, 2020

SITES: Grand Park Event Center
19000 Grand Park Blvd
Westfield, IN 46074

EVENTS:

- Team Competition (5-on-5)
- Unified Sports® Team Competition (5-on-5)

ENTRY DEADLINES:

- Monday, April 20, 2020 Team Entry Form
- Monday, June 1, 2020 Final Roster Form & Coach/Chaperone Entry Form

ENTRY FEE: \$70 per 5-on-5 team

STATE OFFICE CONTACT: Patrick Kozlowski (800) 742-0612 ext. 233 or pkozlowski@soindiana.org

SCHEDULE:

- Registration 5:00 p.m.
- Competition 6:00 p.m.
- Schedule is subject to change

ENTRY INFORMATION:

1. County Programs must be registered with the State Office to enter this event.
2. All entry forms must be IN HOUSE by the deadline. They may be emailed, mailed or faxed to the State Office.
 - Mailing Address: Special Olympics Indiana, 6200 Technology Center Drive, Suite 105, Indianapolis, IN 46278
 - Email: entries@soindiana.org
3. The entry or registration fee will be transferred from the County account to the State account on the deadline date. Insufficient funds in the County account is cause to reject the entries or registration. The County Program is responsible to notify the Regional Manager *before* the deadline if special circumstances exist.
4. Once past the entry deadline, no refunds will be given. In the event of cancellation of the entire Games, entry fees will be refunded.
5. All athletes and Unified Sports® partners must have an *Application for Participation* on file with the State Office. New applications must be received in the State Office by the entry deadline for the athlete/Unified partner to be eligible for that event.
6. A current and complete *Medical Form* must be completed for each Special Olympics athlete listed on the roster and on-hand for any Special Olympics-related activity. *Medical Forms* will be checked at registration. Athletes without *Medical Forms* will **NOT** be allowed to participate.
7. All Class A volunteers (coaches, chaperones & Unified Sports® partners) entered by a County Program **MUST** be registered in the Volunteer Management System (VMS) and have completed an application, background screening, *Coach/Volunteer Orientation*, *Protective Behaviors* training, and *Concussion Awareness* training.
8. Athletes are expected to be properly trained for a minimum of eight (8) weeks prior to the event.

ADDITIONAL INFORMATION:

1. Following entry, programs will be mailed a directory of teams to guide the scheduling of pre-tournament games.
2. When Special Olympics athletes or Unified Sports® partners require the use of wheelchairs or other mobility assistance devices, participation in team sports (basketball, flag football, soccer, softball, and volleyball) likely creates undue health and safety risks for that athlete and others in the game. The County Coordinator may apply to the State Office for special consideration for athletes who require such assistance. These requests will be considered on a case-by-case basis. Athletes in question should not compete at any level without State Office approval.
3. Teams from the same County Program may be placed in the same division.



TRADITIONAL EVENTS

Traditional Team Competition

UNIFIED EVENTS

Unified Team Competition

The Official Special Olympics Sports Rules for Soccer shall govern all Special Olympics competitions. Special Olympics has created these rules based on Federation Internationale de Football Association (FIFA) rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Soccer.

An athlete with Down syndrome who has been diagnosed with Atlanto-axial Instability may not participate in soccer events.

RULES OF COMPETITION

UNIFORM SPECIFICATIONS

1. All competitors must have a playing uniform consisting of jersey, shorts, socks, athletic shoes.
2. The jersey shall be numbered on the front and back.
3. Shin guards are required for all competitors and must be completely covered by the socks.
4. Metal studs, baseball cleats, and football cleats are not allowed for athletes that choose to wear cleats.
5. Jewelry is prohibited. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible.

EQUIPMENT

1. A size 5 ball will be used for all competition.
2. Field width shall be a minimum of 15 yards and a maximum of 25 yards.
3. Field length shall be a minimum of 25 yards and a maximum of 35 yards.
4. Goal size shall be a maximum of four (4) feet high and six (6) feet wide.

GENERAL RULES

1. Number of Players
 - a. The game is played between two teams, each consisting of five (5) players.
 - b. No goalkeeper will be used.
 - c. A maximum of 12 players may be carried on a team's roster.
 - d. A minimum of three (3) players from each team shall be on the field at any time.
 - e. The following lineup ratios are allowed for Unified teams:
 - i. 3 athletes, 2 partners
 - ii. 2 athletes, 2 partners
 - iii. 2 athletes, 1 partner
 - iv. Failure to adhere to the required ratio at any time results in a forfeit.
2. Substitutions
 - a. Each team may make an unlimited number of substitutions.
 - b. Substitutions may be made any time the ball is out of bounds, between halves, after a goal is scored, or during an injury stoppage.
 - c. The coach must signal the referee to make a substitution, and the player may only come onto the field when signaled by the referee.
3. Duration of Match
 - a. The match shall consist of two (2) halves, each 15 minutes long.
 - b. A halftime lasting five (5) minutes shall separate each half of play.
4. Overtime
 - a. In regular season play, ties are considered final.
 - b. In tournament play, two (2) halves each lasting five (5) minutes are used.
 - c. If the match is still tied after the overtime periods, penalty kicks will decide the winner.
 - i. The referee will decide which goal to use.
 - ii. The referee will conduct a coin toss with the winning team choosing whether to take the first or second kick.
 - iii. Penalty kicks will be taken from the kickoff spot at midfield.
 - iv. The coach of each team will choose five (5) players to take penalty kicks in an order of the coach's choosing.
 - v. In Unified competition, the lineup ratio applies to the players selected to take penalties.
 - vi. Kicks are taken alternatively by the teams.
 - vii. The team with the most goals after five (5) penalty kicks is the winner.
 - viii. If, before both teams have taken all kicks, one team has scored more goals than the other could score, the leading team is declared the winner and no more kicks are taken.
 - ix. If, after all penalty kicks are taken, the score is still tied, teams will alternate taking one (1) penalty kick at a time (in their original order) in a sudden death format until one team is declared the winner.
5. Start of Play
 - a. A coin toss will be conducted. The winner shall choose which goal to attack. The loser shall take the opening kickoff.
 - b. All players, except the player taking the kickoff, must be in their own half of the field of play.
 - c. The ball must be stationary on the center mark and becomes in play when it is kicked and clearly moves.
 - d. No goals may be scored from the kickoff. If the ball directly enters the kicker's goal, a corner kick is awarded to the opposing team.
6. The ball must completely cross the goal line (inside of the goal) to count as a goal.
7. Ball Out of Play
 - a. The ball must be completely over the sideline or goal line (outside of the goal) to be considered out of play.
 - b. Kick-Ins
 - i. When the ball completely passes over the sideline, a kick-in is awarded to the team who did not touch it last.
 - ii. The kick-in will be taken where the ball crossed out of play.
 - iii. No goals may be scored directly from a kick-in.



SOCCER

- c. Goal Kicks
 - i. When the ball is last touched by an attacking player and completely passes over the goal line (outside of the goal), a goal kick is awarded to the defending team.
 - ii. The goal kick will be taken in the general vicinity of the goal.
- d. Corner Kicks
 - i. When a defending player touches the ball over his/her own goal line (outside of the goal), a corner kick is awarded to the attacking team.
 - ii. The corner kick will be taken at the point where the sideline and goal line meet.
- e. On all restarts, the ball must be stationary before being kicked. A moving ball results in a re-kick.
- f. On all restarts, the player who kicks the ball may not touch the ball a second time before another player touches the ball.
- g. On all restarts, the opposing players must retire at least five (5) yards from the ball.
- 8. Fouls and Misconduct
 - a. Tripping, pushing, obstruction, dangerous play, or handling of the ball will result in a free kick.
 - b. Yellow or red cards may be given by the referee for repetitive or egregious fouls.
 - c. Two (2) yellow cards will result in a red card.
 - d. If a player receives two (2) yellow cards or a red card, he/she is expelled from the match and the team must play down a player for two (2) minutes. The referee will be responsible for keeping track of the time and will signal when the replacement player may enter the match.
- 9. Free Kicks
 - a. Awarded to the opposing team when a player commits a foul or misconduct.
 - b. Free kicks will be taken at the spot of the foul.
 - c. No goals may be scored directly from a free kick.
 - d. The player who kicks the ball may not touch the ball a second time before another player touches the ball.
 - e. Opposing player must retire at least five (5) yards from the ball.
- 10. In the case of extreme heat, the referee may introduce a water break at a natural break in play, approximately midway through each half, lasting no more than three (3) minutes.
- 11. Coaching
 - a. Coaches are restricted to coaching from their bench area on the sideline.
 - b. Only one (1) coach from each team may stand.