



## AYSO U12 Division for Region 206



**The Goals:** The goals in U-12 games should be a maximum of 8 feet high and 24 feet wide.

**Ball:** Size #4

**Teams:** 9 v 9. Maximum number of players on a team is twelve. One of the nine must be the goalkeeper. The minimum number of players to play is seven. Substitutions only at quarters and halftime unless of injury. Each player must play at least three quarters of a game.

**Equipment:** Soccer shoes (soft cleats) or tennis shoes. Shin guards are mandatory at all practices and games and must be covered entirely by socks. No jewelry (including earrings, necklaces, beads in hair, or other body piercing), watches, etc. is allowed.

**Duration of Game:** Two thirty minute halves, each half divided into a quarter at approximately the halfway point (fifteen minutes) for about two minutes. The clock continues to run at the quarter breaks. Call quarters on a natural break in play, ie: (out of bounds, corner kicks, goal kick or score) if possible. A halftime break of 5–10 minutes is given at the end of the first thirty minutes. The clock starts over again at the beginning of the second half for thirty minutes. In case of an injury the clock continues to run.

**Kick-off:** A kick off is taken in the center of the field, with the defending team outside the center circle and on their half of the field. Opponents must be at least 10 yards from the ball during the kick-off (outside of center circle). Players can not cross line till ball goes forward. If they do the restart is a kick-off. A person may score a goal directly from a kick off.

**Throw-in:** The throw in is to be taken from the point where the ball went out of play on the touch line. An improper throw-in results in a throw-in for the opposing team. The referee must judge if indeed the throw-in violated the spirit of the Throw-in Law or if the violation was trifling and not worthy of stopping play. Keep the game moving and minimize unnecessary interruptions. A team can not score directly from a throw-in unless another player touches the ball. A player can be in an offside position and receive the ball directly from a throw-in.

**Goal Kick:** A goal kick is awarded to the opposing team when the attacking team is last to touch the ball before it crosses the goal line but not scoring a goal. The goal kick may be taken from any point inside the goal area. The opposing team must be outside of the penalty area when the goal kick is taken. The ball is not in play and cannot be touched or played by either team until it has been kicked beyond the penalty area. The goal kick is retaken if the ball is touched or played by either team before leaving the penalty area. A player can be in an offside position and receive the ball directly from a goal kick. A player may score a goal directly from a goal kick.

**Corner Kick:** A corner kick is awarded to the opposing team when the defending team is last to touch the ball before it crosses the goal line but not scoring a goal. The corner kick may be taken from any point inside the corner arc. The opposing team must be at least 10 yards from the ball when the corner kick is taken. A player can be in an offside position and receive the ball directly from a corner kick. A player may score a goal directly from a corner kick.

**Drop Ball:** When play is stopped by the referee for an unusual but neutral reason such as an injury, a dog on the field or a stray ball from a nearby game, play is restarted by the referee dropping the ball. The referee drops the ball where it was when play was stopped, unless it is in the goal area. In this latter case, the referee drops the ball at the nearest point on the goal area line that is parallel to the goal line. The ball is dropped from the height of a player's waist and is in play when it hits the ground. If a player kicks the ball before it hits the ground, it is dropped again because play has not been restarted properly. Young children may have to be asked to step back one *giant* step so the ball may be dropped correctly. A player may score a goal directly from a drop ball.

**Misconduct:** Misconduct should be rare in the games. Coaches at all levels of play have the option of calling players to the touchline to receive a few words of "positive instruction" concerning the player's behavior. A coach also has the option of telling a player to ask the referee for permission to leave the field and then, after getting the player under control, having the player request permission to reenter the game. The referee should permit these requests. However, substitution is not allowed for the player leaving the field in this situation.

**Fouls:** For U-10 and older games, all fouls identified in Law 12 apply. Refer to the Laws of the Game for more information. The following, if deliberately done, are the fouls most likely to occur in the games: kicking, tripping, pushing, holding, handling the ball and dangerous play. Although there is now the potential for more fouls, referees must still remember that only deliberate breaches of the Law merit stopping the game and that constant whistling for trifling or doubtful breaches produces bad feeling and loss of temper on the part of the players and spoils the pleasure of the spectators. It's a player's game so keep the fun going and let them play, maximize playing time - minimize stoppages. If you need to stop play because of a foul, the restart is a free kick by the opposing team.

**Offside:** The Offside Law applies in U-10 and older games. Offside is a simple Law easily misunderstood by those new to the game. Refer to the Laws of the Game for more information regarding the Offside Law. If an Offside is called the restart is an indirect free kick for the defending team.

**Free Kicks:** Opponents must be at least 10 yards away from the ball or on the goal line between the goal posts during free kicks. Free kicks awarded to the attacking team inside the defending team's goal area are to be taken from the nearest point on the goal area line parallel to the goal line. Free kicks may be either direct (may score directly) or indirect (must be touched or played by another player before a goal can be scored). Refer to the Laws of the Game for further details as to when to award these kicks.

**Penalty Kicks:** Penalty kicks may be awarded. A penalty kick results from a player committing one of the ten direct free kick fouls inside his or her own (defending) penalty area. The penalty kick is taken from the penalty mark with all other players outside the penalty area except for the opposing goalkeeper. Refer to the Laws of the Game for further details.

**Other Info:**

- ~A coin toss determines which team starts the game, with the winner of the toss selecting which side of the field to attack and the loser kicking off in the first half and the winning team of the toss is to kick off the start the second half.
- ~Game is to start with a kick-off. See the kick-off section.
- ~If a goal is scored, the restart is a kick-off. See the kick-off section.
- ~If a goal is scored, do not forget to mark it on the game card.
- ~Mark substitutions on the game card so that you know if the player has played three quarters of a game or not.
- ~Teams change direction, directions they attack or sides of the field, at the start of the second half.
- ~Ball is out of play only when the entire ball has passed completely beyond the boundary line; i.e. a ball that has any portion on the line is in play and the game continues. This applies to touch lines, goal lines, and goals.
- ~If an Injury occurs during the game, play is stopped but the clock still is going, all other players must take a knee, and the coach is called to take care of the player. The Restart of play is a drop ball. See the drop ball section.
- ~All elements of the Laws of the Game apply to U-12 game except for number of players, balls size, and duration of the game.

**Officials:** The Official should briefly explain any infringements to the player(s) and encourage proper play and sporting behavior. As with all games, every effort should be made to keep the game moving and free from stoppages for doubtful infractions. Let them play and enjoy.

Dimensions may not be exact but, does give you an idea of what it should be about.

