



**Soccer has 17 rules called Laws of the Game. These are US Youth Soccer's and DCYSA's recreation the FIFA Laws of the**

## **U12 Recreation**

- **9v9**
- **Maximum roster size 14 players**(the maximum number can be one greater if voted on by the DCYSA board),
  - **minimum number to start the game is 6 players**
  - **Goal size recommended: 7 ft. X 21 ft. Min field size(yd): 80 X 55**
- **Soccer Ball Size 4**
- **65 minutes games**
  - **30-minute halves**
  - **5-minute half-time between the halves**
- **A certified center official is to be used. Assistant officials or club linesmen/women are to be used if desired.**

**Full Rules for U12:** Heading is not allowed for U12 and younger.

**Law 1) The Field of Play – Flat, grassy field; Dimensions: The field of play must be rectangular.**

**The Field of Play:** Flat, grassy field; Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.  
Length: 80 yards  
Width: 55 yards

**Field Markings:** Distinctive lines not more than 5 inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 10 yards is marked around it.

Goal Area: 6 x 18 yards Penalty Mark: 10 yards  
Penalty Area: 18 x 44 yards

**The Goal Area:** A goal area is defined at each end of the field as follows:  
Two lines are measured from the center goal line 9 Yards to the left and right and 6 yards into the field and 18 Yards across. Goal Area is 6 x 18.

**The Penalty Area:** A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, 22 from center out, 18 into the field (44 x 18). The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made 12 yards from the midpoint between the goal posts and equidistant to them. An arc of a circle with a radius of 10 yards from each penalty mark is drawn outside the penalty area.

**The Corner Arc:** A quarter circle with a radius of 1 yard from each corner is drawn inside the field of play.

**Flagposts:** A flagpost, not less than 5 feet high, with a non-pointed top and a flag is placed at each corner

**Goals:** Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag post and joined at the top by a horizontal crossbar. The maximum distance between the posts is 21 feet and the maximum distance from the lower edge of the cross bar to the ground is 7 feet. Goal size recommendation by DCYSA is 7 x 21.

**Safety:** Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

**Law 2) The Ball- Size 4**



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Law 3) Number of players- A match is played by two teams, each consisting of not more than 9 players, 1 of whom is the goalkeeper. A maximum number of 14(fourteen) players per team and a minimum number of 6 to start a game. Substitutions: can be made by either team on a goal kick or a kick off. The team possessing the ball at a throw in may do a substitution (only the possessing team). Any team may sub at an injury. Substitutions maybe only made with the referees' permission. Recommended Playing Time: Each player should play 50% of the total playing time unless player refuses to play. Playing time is kept up with by one of the team's coaches.

Law 4) The Players Equipment- A player must not use equipment or wear anything, which is dangerous to himself or another player including jewelry tape over jewelry is not acceptable. NO Earrings (No not even if you just had them pierced). The basic compulsory equipment of a player is: • A jersey or Shirt • Shorts • Socks • Shoes • Shin guards- are covered entirely by the socks, is made of suitable material and provides a reasonable degree of protections. Each goalkeeper wears colors that distinguish him/her from other players, the referee and the assistant referees or linesmen/women. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

Law 5) The Referee - Registered referee. All rule infringements shall be briefly explained to the offending player.

Law 6) Assistant Referees- Not Required. May use club linesmen/women if desired.

Law 7) The Duration of the Match- The match lasts two equal periods of 30 minutes. There shall be a half-time interval of 5 minutes.

Law 8) The Start and Restart of Play- A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match. The other team takes the kick-off to start the match. The team that wins the toss takes the kick-off to start the second half of the match. In the second half of the match, the teams change ends and attack the opposite goals. A goal may NOT be scored directly from the kick-off. After a team scores a goal, the other team takes the kick-off. A kick off is a way of starting or restarting play: • At the start of the match • After a goal has been scored • At the start of the second half of the match • All players are in their own half of the field • The opponents of the team taking the kick-off are at least 8 yards from the ball until it is in play • The ball is stationary on the center mark • The referee gives the signal • The ball is in play when it is kicked and moves forward OR backward (updated 2/2018). The kicker does not touch the ball a second time until it has touched another player

Law 9) Ball in and out of Play

The ball is out of play when: • It has wholly crossed the goal line or touch line whether on the ground or in the air. • Play has been stopped by the referee. The ball is in play at all other times, including when: • It rebounds from a goal post, cross bar or corner flag post and remains in the field of play. • It rebounds from either the referee or an assistant referee when they are on the field of play.

Law 10) Method of Scoring-A goal is scored when the whole of the ball passes over the goal line, between the goal posts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.



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Law 11) Offside- It is not an offense in itself to be in an offside position.

A player is in an offside position if he/she is nearer to his/her opponents' goal line than both the ball and the second last opponent. A player is not in an offside position if he/she is in his/her own half of the field or he/she is level with the second last opponent or he/she is level with the last two opponents or he/she is level with ball. A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his/her own team, he/she is in the opinion of the referee, involved in active play by interfering with the play or interfering with an opponent or gaining an advantage by being in that position. There is no offside offense if a player receives the ball directly from a goal kick, a throw-in or a corner kick.

Law 12) Fouls and Misconduct- A direct free kick is awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referee to be careless, reckless or using excessive force: • Kicks or attempts to kick an opponent • Trips or attempts to trip an opponent • Jumps at an opponent • Charges an opponent • Strikes or attempts to strike an opponent • Pushes an opponent • Slide kicks an opponent A Direct Free Kick (DFK) is also awarded to the opposing team if a player commits any of the following four offences: • Holds an opponent • Spits at an opponent • Handles the ball deliberately (except for the goalkeeper within his/her own penalty area). • Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball. An Indirect Free Kick (IDK) is awarded to the opposing team if a goalkeeper, inside his/her own penalty area, commits any of the following four offences: Takes more than six seconds while controlling the ball with his/her hands before releasing it from his/her possession. • Touches the ball again with his/her hands after it has been released from his/her possession and has not been touched by another player • Touches the ball with his/her hands after it has been deliberately kicked to him/her by a team-mate • Touches the ball with his/her hands after he/she has received it directly from a throw-in taken by a team-mate An IDK is also awarded to the opposing team if a player, in the opinion of the referee: • Plays in a dangerous manner • Impedes the progress of an opponent • Prevents the goalkeeper from releasing the ball from his/her hands The indirect free kick is taken from where the offence occurred. • An indirect free kick is awarded to the opposing team at the center spot on the halfway line, if a goalkeeper punts or drop-kicks a ball in the air from one penalty area into the opponents' penalty area.

Law 13) Free Kicks- All free kicks are direct and indirect and opponents are at least 8 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 is kicked directly into the opponents' goal a goal is awarded. If a free kick is kicked directly into the team's own goal a corner kick is awarded to the opposing team.

Law 14) Penalty Kick- A penalty kick is awarded against a team that commits one of these offences: • Kicks or attempts to kick an opponent • Trips or attempts to trip an opponent • Jumps at an opponent • Charges an opponent • Strikes or attempts to strike an opponent • Pushes an opponent • Holds an opponent • Spits at an opponent • Handles the ball deliberately (except for the goalkeeper within his/her own penalty area). • Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball A goal may be scored directly from a penalty kick. Additional time is allowed for a penalty kick to be taken at the end of each half. When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing between the goalposts and under the crossbar the ball touches either or both of the goalposts and /or the crossbar, and/or the goalkeeper. The ball is placed on the penalty mark (the penalty mark is 8 yards from the center of the goal line.) The player taking the



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penalty kick is properly identified. The defending goalkeeper remains on his/her goal line, facing the kicker, between the goalposts until the ball has been kicked. The players other than the kicker are located inside the field of play, outside the penalty area, behind the penalty mark and at least 8 yards from the penalty mark. The referee does not signal for penalty kick to be taken until the players have taken up position in accordance with the Law. The referee decides when a penalty kick has been complete. The player taking the penalty kicks the ball forward. He does not play the ball a second time until it has touched another player. The ball is in play when it is kicked and moves forward.

Law 15) The Throw-In-A throw-in is a method of restarting play. A goal cannot be scored directly from a throw-in. A throw-in is awarded: • When the whole of the ball passes over the touch line, either on the ground or in the air • From the point where it crossed the touch line • To the opponents of the player who last touched the ball At the moment of delivering the ball, the thrower: • Faces the field of play • Has part of each foot either on the touch line or on the ground outside the touchline • Uses both hands • Delivers the ball from behind and over his head The thrower may not touch the ball again until it has touched another player. The ball is in play immediately it enters the field of play.

Law 16) The Goal Kick-A Goal kick is a method of restarting play. A goal may be scored directly from a goal kick, but only against the opposing team. A goal kick is awarded when: • The whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored. Procedure: • The ball is kicked from any point within the goal area by a player of the defending team • Opponents must remain outside the goal area and at least four yards from the ball until it is in play • The kicker does not play the ball a second time until it has touched a second player • The ball is in play when it is kicked directly beyond the goal area.

Law 17) Corner Kick-A Corner kick is a method of restarting play. A goal may be scored directly from a corner kick, but only against the opposing team. A corner kick is awarded when the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air. Procedure: • The ball is placed inside the corner arc at the nearest corner flag post • The corner flag post is not moved • Opponents remain at least 8 yards from the ball until it is in play • The ball is kicked by a player of the attacking team • The ball is in play when it is kicked and moves • The kicker does not play the ball a second time until it has touched another player

## Soccer Field Dimensions & Diagram for Field Layout Measurements For U12/U14 Combined Field

**The Field of Play:** Flat, grassy field; Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 90 yards

Width: minimum 50 yards

**Field Markings:** Distinctive lines not more than 5 inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 10 yards is marked around it.

Goal Area: 6 x 18 yards

Penalty Mark: 10 yards

Penalty Area: 18 x 44 yards

**The Goal Area:** A goal area is defined at each end of the field as follows:

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**The Corner Arc:** A quarter circle with a radius of 1 yard from each corner is drawn inside the field of play.

**Flagposts:** A flagpost, not less than 5 feet high, with a non-pointed top and a flag is placed at each corner

**Goals:** Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag post and joined at the top by a horizontal crossbar. The maximum distance between the posts is 21 feet and the maximum distance from the lower edge of the cross bar to the ground is 7 feet. Goal size recommendation by DCYSA is 7 x 21.

**Safety:** Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.



# U12/U14 Combined Field

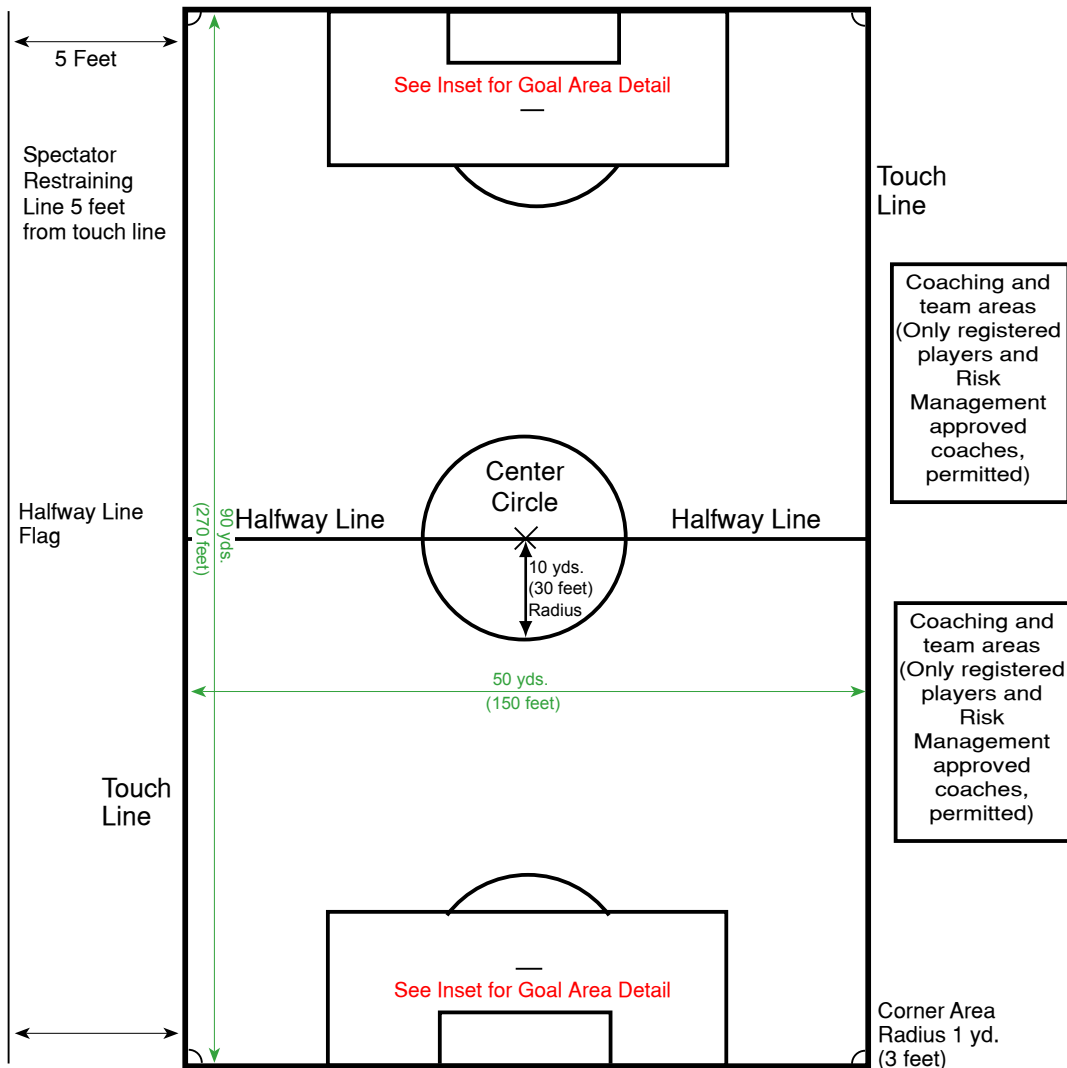
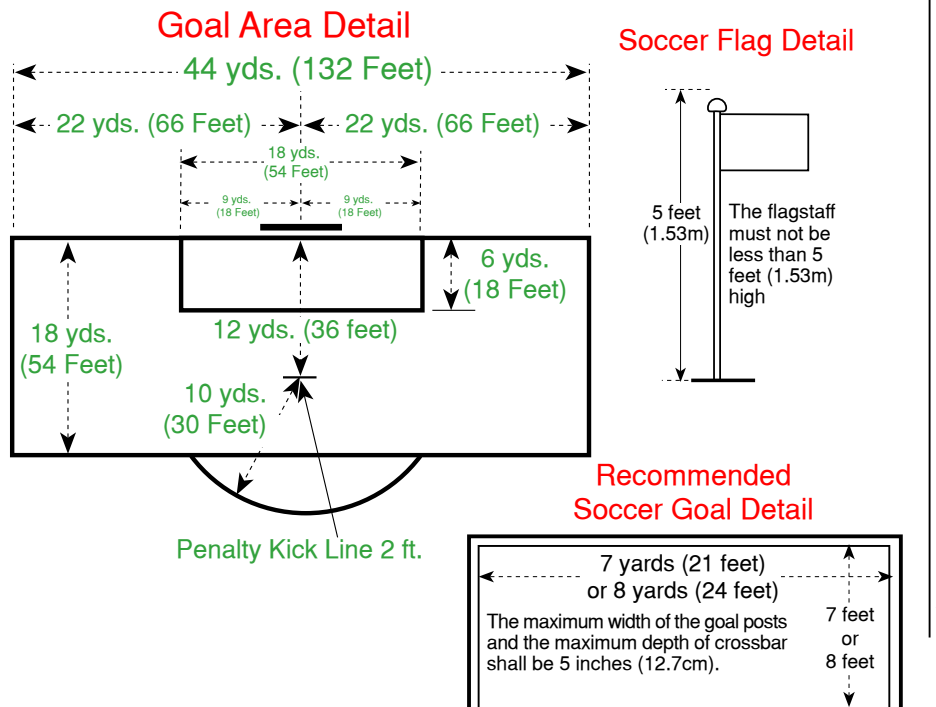


DIAGRAM FOR A 90 BY 50 FIELD (YDS)  
270 BY 150 (FT)

