

Bremen Parks & Recreation Department

Youth Soccer 10U, 12U, & 14U West GA Soccer League Rules



Promoting Healthy & Enriching Lifestyles

10U Soccer is for children age 9&10
12U Soccer is for children age 11&12
14U Soccer is for children age 13&14

All rules will be governed by the Georgia Youth Soccer Rules except when these rules supersede them.

Law 1) The Field of Play

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than they length of the goal line. For 10U departments should attempt to make their field in width 40 yards minimum and 50 yards maximum, in length 60 yards minimum and 70 yards maximum. For 12U and 14U the width should be 40 yards minimum to 80 yards maximum and in length the minimum should be 60 yards to the maximum of 130 yards.

Field Markings: 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 eight (8) yards is marked around it.

The Goal Area: The goal area should be drawn 12 yards wide x 6 yards deep.

The Penalty Area: A penalty area should be drawn 28 yards wide x 14 yards deep. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts. An arc of a circle (half-moon) with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

Flag posts: A flag post should be placed in the corner.

The Corner Arc: A quarter circle with a radius of 1 yard from each corner.

Goals: Goals must be placed on the center of each goal line.

Law 2) The Ball - Size 4 for 10U & 12U Soccer; Size 5 for 14U Soccer.

Law 3) The Number of Players - A U10U game is played by two teams, each consisting of not more than 7 players, 1 of which is a goalkeeper (7 v. 7). A 12U match is played by two teams, each consisting of not more than 9 players, 1 of who is the goalkeeper. (9 v. 9) A 14U match is played by two teams, each consisting of not more than 11 players, 1 of who is the goal keeper. (11 v. 11)

Substitutions: Can be done at any stoppage point and uses are unlimited.

Playing Time: Each player shall play a minimum of 50% of the total playing time. Teams and matches may be co-ed, with at least one girl on the field at all times.

Law 4) The Player's Equipment - Players must have the following equipment:

-Uniform (Matching Jersey, pant/short, sock)

-Footwear (rubber or plastic cleats only)

-Shin guards must be covered entirely by the sock

* Goalkeepers must wear a color that distinguishes them from their teammates. Games can be played without goalie wearing a goalie jersey. **Goalkeepers do not have to change.**

A player may not wear any equipment that is dangerous to him/herself or another player. Including:

-Bandana, hats with bill

-ANY jewelry

-Any brace that is not entirely covered by a stocking or bandage

-Anything sharp or harmful to players

-Cleats with metal spikes (rubber or plastic only)

Any cast that is worn on the arm, wrist or hand that is safely wrapped (soft) and not ruled a danger will be allowed.

- Law 5) The Referee** - The Authority of the Referee- Each match is controlled by a referee who has full authority to enforce the rules in connection with the game to which they are working.
* **Decisions of the Referee:** The decisions of the referee regarding facts connected with play are final.
- Law 6) Assistant Referees** - Are not required.
- Law 7) The Duration of the Game** - A game is divided into two (2) equal halves of twenty-five (25) minutes each for 10U and 12U. 14U game is divided into two (2) equal halves of thirty (30) minutes each. There shall be a half-time of five (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.
Kick off - The other team takes the kick off to start the match. In the second half of the match, the teams change ends and attack the opposite goal. A goal may 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 a game.
Procedure
 - all players are in their own half of the field
 - defense players must stand outside the circle
 - the kicker does not touch the ball a second time until it has touched another player**Infringements/Sanctions** - If the kicker touches the ball a second time before it has touched another player an indirect free kick is awarded to the opposing team
- Law 9) Offside** - A player is in an offside position if he/she is nearer to his/her opponent's goal line than both the ball and the second last opponent.
Headers – No headers will be allowed in 10u and 12u Soccer per West Georgia Soccer League.
- Law 10) 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
 - Holding an opponent
 - Spitting at an opponent
 - Handles the ball deliberately
 - Tackling an opponent to gain possession of the ball or making contact with the opponent before touching the ball
- An indirect free kick* 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 6 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 hand when it has been deliberately kicked to him/her by a teammate
 - Touches the ball with his/her hands after he/she has received it directly from a throw in taken by a teammate
- An indirect free kick* 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
 - o The direct free kick is taken from where the offence occurred

Yellow Card Offense (warning):

- Is guilty of unsporting behavior
- Shows dissent by word or action
- Persistently infringes the laws of the game
- Delays the restart of play
- Fails to respect the required distance when play is restarted with a corner kick or free kick or throw-in
- Enters or re-enters the field of play without the referee's permission
- Deliberately leaves the field of play without the referee's permission

Red Card Offense (ejection):

- Is guilty of serious foul play
- Is guilty of violent conduct
- Spits at an opponent or any other person
- Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense
- Uses offensive, or insulting or abusive language and/or gestures
- Receives a second yellow card in a game

**** Only a player, substituted player and a coach can be shown the red or yellow card****

Law 11) Free Kicks - Types of Free Kicks: Free kicks are either direct or indirect. For both direct and indirect free kicks, 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.

Law12) The Penalty Kick - A penalty kick is awarded against a team which commits one of the ten offenses for which a direct free kick is awarded, inside its own penalty area and while the ball is in play.

Law 13) The Throw In - A throw-in is a method of restarting play. A goal cannot be scored directly from a throw-in. Both of the players feet must be on the ground and the ball brought over their head with both hands.

Law 14) 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 in accordance with

Law 15) The 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

Law 16) The Coaches – Only 2 coaches allowed per team