

# **Freedom Athletics Soccer-Laws of the Game U12 League**

**The Field:** Dimensions of the field are: 210'x 138' (Length x Width)

**The Ball:** Size 4

**Players:** League consists of 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> Graders

## **Number of Players:**

- A. Maximum number of players on the field: 9 from each team.
- B. Substitutions: Anytime during stoppage of play. Players must go to the centerline and wait for the game facilitator(s) to allow them to come onto the field.
- C. Playing time: Each player shall play a minimum of 50% of the total playing time.

## **Goalies:**

- A. Goalie shall wear a different colored shirt or pinney to differentiate themselves from everyone else on the field.
- B. The goalie is allowed to use their hands to pick up, throw, punch or block the ball while inside the penalty area(large box).
- C. If the goalie has possession of the ball in their hands an opposing player is not allowed to kick or knock the ball out of their possession.
- D. The goalie is allowed to punt or drop kick the ball while inside the penalty area.
- E. If the goalie leaves the penalty area they are viewed as a typical player and the typical rules apply to them.

**Coaches:** Shall stay in their bench area. They are not allowed on the field while the ball is in play. The only time it is allowed is if a player needs assistance due to injury.

## **Duration of the Game:**

- A. Four quarters of 10 minutes each. A 2-minute break is given between each quarter with a 5-minute break for halftime.
- B. The clock starts when the ball is first kicked, "Kick-off". It is a continuous clock, no stoppage for goals, injuries, fouls or the ball going out of bounds.

## **Players Equipment:**

- A. Shin guards must be worn and are covered entirely by the stockings.
- B. Footwear: Soccer cleats only.
- C. No jewelry, wristbands, sun glasses or casts can be worn.

**Game Facilitators:**

A. Two Referees will be on the field edges or along the touchlines during play. One on each half of the field.

**Linesman (Assistant Referee):** None.

**The Start of Play:**

A. Team listed first on the schedule will take the kick off to start the match.

B. The team not kicking off will determine which goal they want to defend first.

C. A kickoff is an indirect free kick and a goal can't be scored until another player of either team has touched the ball. The team that takes the kick-off rotates each quarter.

D. Prior to the start of the 3<sup>rd</sup> quarter, the teams change ends and attack the opposite goals.

E. Opponents must be outside the center circle while kick-off is in progress.

F. All players start on their half of the field.

G. The ball is in play when it is kicked in any direction.

H. The first kicker does not kick the ball again until the ball is touched by another player.

I. A second kick off must be allowed if the player commits a foul on the initial attempt. The game facilitator shall explain the proper method before allowing the player to kick off again.

**Ball in an Out of Play:**

A. The ball is out of play when the ball passes completely over the touchline (side) or end line and outside the goal posts.

B. The ball is in play at all other times.

**Scoring:** A goal is scored when the ball passes completely over the end line and between the goal posts.

**Offside:**

A. A player is offside if he/she is nearer to the opponents' end line than both the ball and the second last opponent when the ball is played toward them.

B. If a player is determined to be offside the result is a free kick for the opposing team from the spot of the infraction.

C. A player can not be offside on his/her own side of the field.

**Fouls, Misconduct & Hand Balls:**

- A. All fouls shall result in a direct free kick.
- B. The game facilitator will explain all infractions to the offending player.
- c. If the foul occurs within the penalty area, the ball will be spotted outside of the penalty area for the free kick.

**Free Kicks:**

- A. A free kick is taken when the game facilitator stops the play because of handball or a foul on the field.
- B. The team that the hand ball or foul has been committed against takes the free kick. All free kicks are direct.
- C. Opponents shall be at least 15 feet away from the ball on restart.
- D. A player can be called offside on a free kick.

**Penalty Kicks:** Does not apply

**Throw-in:**

- A. Throw-in is taken when the ball goes over the touchline and is taken by the team who didn't touch the ball before it went out of bounds.
- B. Throw-in must be taken. No kick-ins allowed.
- C. For a throw in, the player faces the field of play, has part of each foot on the ground behind or on the touchline, uses both hands and delivers the ball from behind and over his/her head.
- D. A second throw must be allowed if the player commits a foul on the initial attempt. The game facilitator shall explain the proper method before allowing the player to throw-in again.
- E. A player can not be offside on a throw-in.

**Goal Kick:**

- A. A goal kick is used to restart play when the offensive team kicks the ball over the end line outside of the goal. The defensive team takes the goal kick.
- B. The goal kick may be taken by any member of the defensive team.
- C. The ball is placed anywhere inside the defending team's goal area (small box).
- D. The opposing team must be outside of the penalty area until the ball is kicked. Play resumes and the ball is live once the ball is kicked.
- E. A player can not be offside on a goal kick.

**Corner Kick:**

- A. Corner kicks are used to restart play when the defensive team touches the ball last before it goes over the end line outside the goal. The offensive team takes the corner kick.
- B. All corner kicks are to be taken at the nearest corner to where the ball went over the end line.
- C. A goal can be scored on a corner kick.
- D. A player can not be offside on a corner kick.