

Did Burley Kiwanis Soccer Official Under 12 (U-12) Playing Rules

1. The Field of Play

- a. Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.
 - i. Length: 60 yards
 - ii. Width: 30 yards
- b. Field Markings: Distinctive lines not more than five (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 eight (8) yards is marked around it.
- c. The Goal Area: Conform to FIFA.
- d. 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, fourteen (14) yards from the inside of each goalpost. These lines extend into the field of play for a distance of fourteen (14) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made ten (10) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.
- e. Flag posts: Preferred, but not required.
- f. The Corner Arc: Conform to FIFA
- g. Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The maximum distance between the posts is eighteen (18) feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) feet. Goals may be smaller in dimension.
 - i. Safety: Goals should be anchored securely to the ground. Portable goals may be used if they satisfy this requirement.

2. The Ball: Size four (4). The Number of Players: A match is played by two teams, each consisting of not more than nine on the field, one of whom is the goalkeeper. Team size approx 11 to 13. Substitutions: At any stoppage and unlimited. Playing time: Each player **SHALL** play in every game. Teams and matches may be coed.
3. The Players Equipment: Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.
 - a. Blue Jersey –Home Team.
 - b. Red Jersey- Away Team.
 - c. All players must have shin guards.
4. The Referee: The Referee's decisions are final. All infringements shall be briefly explained to the offending player.
5. The Assistant Referees: 2 linesmen/women.
6. The Duration of the Match: The match being divided into two (2) equal halves of twenty (20) minutes each. There shall be a half-time interval of five (5) minutes.
1. The Start and Restart of Play: The opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.
2. The Ball In and Out of Play: Ball must be thrown in over the head, unless corner kick. If a bad throw in occurs the referee will explain how to throw a ball in and the player will have one (1) more try. If a second bad throw in occurs, the referee will explain how to throw a ball in and the ball will be turned over to the other team.
3. The Method of Scoring: Ball passing goal line between goal posts.
4. The Points Awarded at the Conclusion of the Match:
 - a. Win – 3 points
 - b. Tie – 1 Point
 - c. Loss – 0 points
5. Offside: An offside penalty on an offensive player shall result in an indirect free kick.
6. Fouls and Misconduct: All fouls shall result in a direct free kick. The referee must explain *ALL* infringements to the offending player. No cards shown for misconduct.
7. Free Kicks: Conform to FIFA with the exception that all opponents are at least eight (8) yards from the ball.

8. The Penalty Kick: Foul/hand ball that occurs in the goalie box.
9. The Goal Kick: Conform to FIFA with the exception that opponents must remain outside the goal area and at least four (4) yards from the ball until it is in play.
10. The Corner Kick: Conform to FIFA with the exception that opponents remain at least eight (8) yards from the ball until it is in play.
11. Drop Ball as a method by which a dead ball becomes alive. An official drops the ball to the ground. When the ball strikes the ground, it becomes alive and may be played by anyone.

OBJECT IS TO HAVE FUN, WHILE LEARNING BASIC SOCCER FUNDAMENTALS.