



U-12 (9v9) Game Rules

Duration of Game: Two 30 minutes halves, halftime 5 minutes max
ONLY exceptions from US Youth Soccer recommendations for 12U are:

1. **Player equipment:** SIZE FOUR BALL. Every player must wear shin guards and soccer cleats.
2. **Playing time:** Each player SHALL play a minimum of 50% of the total playing time. Each player should also be provided the opportunity to play at minimum of half a game in each position (GK, Defender, Midfield, Forward) over the course of the season
3. Accepted substitution rules: Unlimited Number, any throw-in, any goal kick, after any goal, corner kick, start of half/quarter.
2. Blow Out Rule - If at any time during the game a team achieves a 4-goal margin, the opposing team will be permitted to add an additional player. They will also be able to add an additional player for each additional increase in the margin over 4 goals. Once the margin is reduced below 4 goal, all additional players should leave the field. For example:

Score 3 - 0 = 9 v 9 Score 4 - 0 = 9 v 10 Score 6 - 1 = 9 v 11 Score 6 - 3 = 9 v 9
 - a. In a tournament situation, there are consequences for invoking the blow-out:
 - b. If a team invokes the blow out rule at any time during the contest, the game will be scored as a 0-4 loss against the team that adds the extra player.
 - c. Any team invoking the blow out rule will not be eligible for tie breakers concerning goal differentials, goals allowed, or goals scored.
3. Law 11 Offside with modifications: A player will be deemed offside if such player is clearly positioned behind the opponent's last defender (less goalie) in opposing teams defensive side of field (completely past mid line) while a pass is made toward such player by a teammate. An indirect free kick will be awarded to the opposing team at the spot of the infraction.
4. **Law 12: Goalkeeper is to throw ball in on goalkeeper distribution, no punting or drop kicks. Upon goalkeeper distribution, BALL DOES NOT need to clear penalty box before any player can play the ball. Opposing players must be in their own half of the field until ball is in play. GK can put ball in play BEFORE opposition retreats.**
5. Law 13: Free Kicks: All fouls will be indirect unless inside the box. Foul Inside the box it will be a penalty kick.

Law 16: **Goal Kicks** - The ball is kicked from any point within the goal area by a player of the team in possession. The ball can be touched by any player prior to it leaving the penalty box. Opposing players must be in their own half of field until ball is played. Goal kick CAN be kicked before the opposing team reaches their own half of the field, play resumes immediately
6. **Conduct:** Good sportsmanship will be exhibited by all players, coaches, officials, & spectators. Players ejected and/or coaches removed from a game need to be out of sight and sound of the field & are banned from their team's next game. Coaches are responsible for the behavior of their spectators and may be cautioned for dissent. Players ejected and/or coaches/spectators removed for fighting and/or dangerous play will not be allowed to return to the game. Any player receiving a red card must be cleared to come back to training and games by the Rec Director.
9. **Coaching from endlines:** Coaches must stay on their half of sideline during play. No one including parents may be on the end lines. All personnel acting as a coach or an assistant coach must be properly registered for safety risk assessment. Non soccer players may be required to provide proper registration or identification to CSA or NCYSA officials.
10. **No heading the ball.** A player who heads the ball intentionally will also receive a warning. If a second intentional header occurs from the same player they will not be allowed to play for the remainder of that game.