

## U 12 DIVISION RULES – 8 V 8

### ***Law 1 - The Playing Field***

- A. The goals and playing field are downscaled to suit age group.

### ***Law 2 - Ball Size***

- A. A size four (4) ball is used.

### ***Law 3 - Number Of Players***

- A. Maximum - 8 (one of whom has to be a goalkeeper)
- B. Minimum – no minimum (one of whom has to be a goalkeeper)
- C. Substitutions:

Each coach must call out loudly to the Referee that he wishes a substitution to occur. The players then wait until the Referee signals them to come on the field.

1. Prior to a throw-in in your favor
2. Prior to a goalkick by either team
3. After a goal is scored by either team
4. After an injury, by either team, when the Referee stops play.
5. At half time.

### ***Law 7 - Duration Of The Game***

- A. There will be two (2) thirty (30) minute halves.
- B. There is a half time break of five (5) minutes.
- C. Please adhere to all time limits. Game duration may be shortened at referee's discretion, in order to keep the games on time.

### ***Law 11 - Offside***

- A. Offside violations are to be called.

### ***Law 12 - Fouls And Misconduct***

- A. Once the goalkeeper gains possession of the ball. he/she has a maximum of six (6) seconds to release the ball into play and may not handle the ball again until it has been touched or played by another player. Possessing the ball for more than six (6) seconds or handling the ball twice will result in an indirect free kick for the opposing team from the spot of the foul.
- B. Goal keeper may not punt the ball past midfield in the air. If they do, it results in a direct kick for the opposing team from the midfield stripe.
- C. **No slide tackling is allowed in this age group.** The penalty is a yellow card and a direct kick for the offended team.

### ***Law 14 - Penalty Kicks***

- A. Penalty kicks are to be given in this age group.

### ***Law 15 - Throw-ins***

- A. A second throw-in is not allowed when the first one causes a violation.

### ***Law 16 - Goalkicks***

- A. The ball is not in play until it leaves the penalty box area.