

## ***u12 Division Rules – Fall 2020***

Points to remember for U12 play: (GAMES WILL BE PLAYED ON FIELD 1B, 2, 4A, or 4B)

- In the event of poor weather, assume the games are on as scheduled unless notified by a league official. Games are **NOT** cancelled for rain.
- Play is 6 vs 6 for U12.
  - The number of players fielded by both teams can be adjusted downward based on player attendance.
  - Coaches need to agree and the ref needs to be informed.
- Quarters are 12 minutes.
- Ball size is number 4.
- Line-up cards must be filled out and turned in prior to the game.
- No jewelry of any kind during games or practices. Earrings must be removed prior to the game. Earrings covered by tape or band aids will not be acceptable.
- Players must have shin guards and shin guards must be worn under the socks.
- U12 has goal keepers.
- Corner kicks are full corners. Taken from the intersection of the end line and penalty area.
- U12 games are either youth or adult reffed.
  - ***If you believe a call is incorrect, either let it go in the spirit of good sportsmanship or speak privately to the ref at the quarter or half break. Constructive criticism is fine, but don't make it abusive. Remember your behavior sets an example for your team.***
- Throw ins
  - U12 – no retries. If the first throw in isn't done correctly, the ball is turned over.
- Players cannot play if bleeding.
- There can be penalty kicks.
- Goal kicks
  - The ball is in play once the goal kick is taken. **(New)**
  - The ball does not have to go out of the box to be played.
- There is offside.
- **Build Out line** - The build out line will not be used for the U12 Division.
- Heading is allowed. Slide tackling is NOT allowed. It will be considered dangerous play.
- A handball needs to be deliberate and affect the play in the opinion of the referee to be a penalty. Every touch by a hand isn't necessarily a penalty.
- If the ball is intentionally passed back to the Goal Keeper by their own team and the Goal Keeper fields the ball with their hands, an indirect kick will be awarded where the goalkeeper fielded the ball.
- If a penalty occurs but it is to the fouled team's advantage to continue play the penalty is not called. This is referred to as advantage.
- Substitution: Every player has to play in at least half of the game. It is recommended players play equal time and also rotate positions. The games in AYSO are about PLAYER DEVELOPMENT and playing only one position limits the player's development.
  - No player should play a 2<sup>nd</sup> quarter until all players have played a 1<sup>st</sup> quarter and going forward. This rule is progressive for all four quarters of the game.
- Coaches should do what they can to avoid running up the scores.
  - Put the better players on the bench (assuming they've had their 2 quarters of play) or allow the other team to play with one additional player until there is only a 5 goal difference. Coaches should be able to agree on this at the quarter breaks.
  - Put the better players on defense.
  - Ask the players to pass "x" amount of times before shooting. Instruct your team at the quarter breaks.
- If you have the first game of the day, please get there early to help set up the nets.
- If you have the last game of the day, please help take down the nets and corner flags.

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