

Sierra Vista Soccer Club
Modified Laws of the Game for U12
Revised 18 September 2018

Law 1 – The Field of Play

- A. Dimensions: the field of play must be rectangular. The length of the field is approximately 75 yards. Its width is approximately 47 yards.
- B. Field markings:
1. Distinctive lines not more than (5) inches wide.
 2. 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.
 3. Center circle: an eight (8) yard radius center circle.
 4. Goal area: two (2) lines are drawn at right angles to the goal line, six (6) yards from the inside of each goalpost. These lines extend into the field of play for a distance of six (6) yards and are joined by a line drawn parallel with the goal line.
 5. Penalty Area: two lines are drawn at right angles to the goal line, 14 yards from the inside of each goalpost. These lines extend into the field of play for a distance of 14 yards and are joined by a line drawn parallel with the goal line. 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.
 6. Technical area: two yards back from the touchline, centered on the half line, and the same width as the center circle diameter.
- C. Corner Poles: conform to FIFA.
- D. The Corner Arc: conform to FIFA.
- E. Goals: conform to FIFA with exception that the maximum distance between the posts is 18 feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) feet.

Law 2 – The Ball: size four (4), accepted by the referee and provided by the home team.

Law 3 – The Number of Players

- A. A match is played by two teams, each consisting of not more than nine (9) players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than six (6) players.
- B. Substitutions: unlimited and can occur at any stoppage.

Law 4 – The Players Equipment

- A. Conform to FIFA.
- B. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.
- C. Shin guards: mandatory and must be covered entirely by the stockings. No part of the shin guard can be exposed. You must put the shin guard on first then put the sock over the shin guard. Putting the sock on first then folding the sock over the shin guard is prohibited. If tape or other similar material is applied externally to the sock, it must be the same color as that part of the sock to which it is applied.

D. Hard casts (made of plaster, fiberglass, etc.) and splints (made of plastic or containing metal) are prohibited.

Law 5 – The Referee: USSF Registered referee.

Law 6 – The Assistant Referee: use registered referees or club linesmen/women.

Law 7 – The Duration of the Match: conform to FIFA with the exception of the match being divided into two (2) halves of 30 minutes each. There shall be a half-time interval of ten (10) minutes.

Law 8 – The Start and Restart of Play: conform to FIFA with the exception that opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

Law 9 – The Ball In and Out of Play: conform to FIFA.

Law 10 – The Method of Scoring: conform to FIFA.

Law 11 – Offside: conform to FIFA.

Law 12 – Fouls and Misconduct:

A. Conform to FIFA.

B. IAW United States Soccer Federation (USSF) and Arizona Youth Soccer Association (AYSA) rules, heading is not allowed in U12. If, during the course of a match, a header is performed, play will be stopped and will resume with an indirect kick for the opposing team.

Law 13 – Free Kicks: conform to FIFA.

Law 14 – The Penalty Kick: conform to FIFA.

Law 15 – The Throw-In: conform to FIFA.

Law 16 – The Goal Kick: conform to FIFA.

Law 17 – The Corner Kick: conform to FIFA.

FIFA Laws of the Game are available at
<http://www.svsoccer.net/clubsite/?p=8952>