

Lexington County Recreation & Aging Commission

U-12 Soccer Rules

Referees are encouraged to explain the infractions to the players. The players, coaches, and spectators may not challenge the referee's rulings.

Law 1: Field of Play: Dimensions: 70yards by 45 yards. The goal size is 8 feet by 24 feet. All other FIFA rules apply.

Law 2: The Ball: A size 4 ball is used. All other FIFA rules apply.

Law 3: The Number of Players: Matches are played 8 versus 8, including the goalkeeper. Each player plays at least half the game unless for disciplinary purposes or injury. The referee and opposing coach must be notified in any player doesn't play half the game. There are unlimited free substitutions. If a player is substituted because of injury, the opposing coach may also substitute. **All players are encouraged to play goalkeeper.** All other FIFA rules apply.

Law 4: The Player's Equipment: All FIFA rules apply.

Law 5: The Referee: All FIFA rules apply. *Coaches are required to officiate their own games when the referee is not present. Coaches, as referees, must not be biased towards either team during the match.*

Law 6: The Assistant Referee: All FIFA rules apply.

Law 7: The Duration of the Match: There will be two (2) thirty (30) minute halves and a five (5) minute half-time break. There will be no extra time. All other FIFA rules apply.

Law 8: The Start and Restart of Play: Referees should only use the drop ball methods as a last resort. All other FIFA rules apply.

Law 9: The Ball In and Out of Play: All FIFA rules apply.

Law 10: The Method of Scoring: All FIFA rules apply.

Law 11: Offside: All FIFA rules apply.

Law 12: Fouls and misconduct: All FIFA rules apply.

Law 13: Free Kicks: All FIFA rules apply.

Law 14: The Penalty Kick: All FIFA rules apply.

Law 15: The Throw-In: All FIFA rules apply.

Law 16: The Goal Kick: All FIFA rules apply.

Law 17: The Corner Kick: All FIFA rules apply.

Terminal Area: Coaches and players must stay in their technical area. **Spectators and teams must be on opposite sides of the field.**