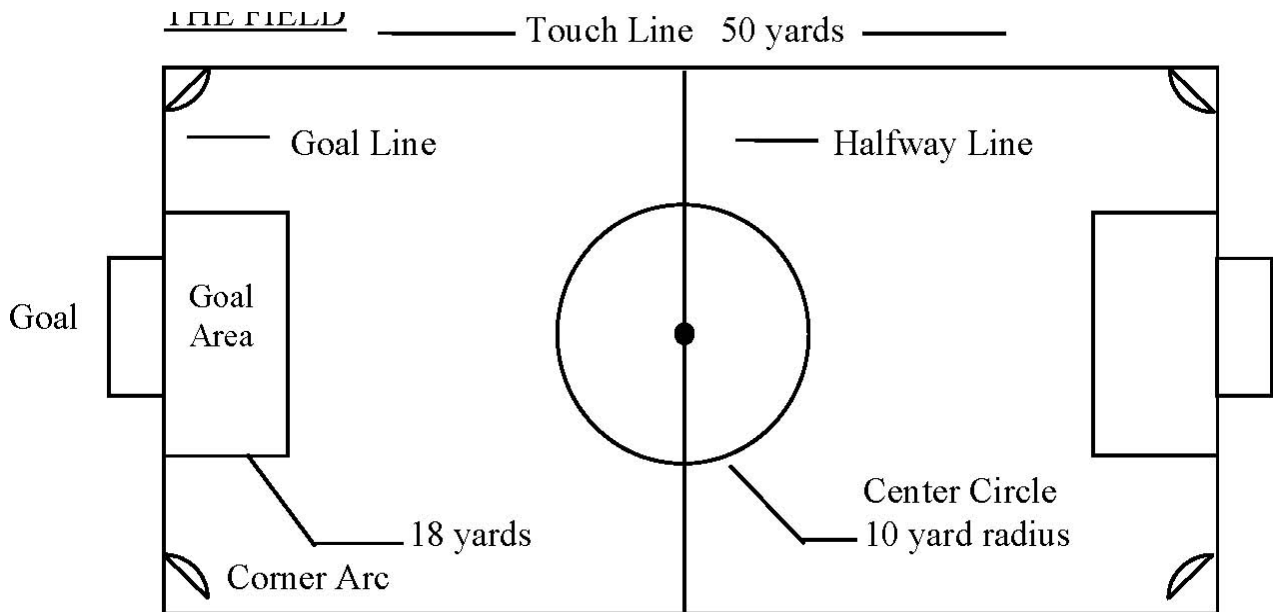


BATON ROUGE SOCCER ASSOCIATION
U11 – U12 RULES



THE FIELD

1. Dimensions: The field of play shall be rectangular, its length not more than 80 and its width not more than 50 yards. The length in all cases shall exceed the width.

Preferred Dimensions:

LENGTH 80 yards

WIDTH 50 yards

2. Goals: Inside measurements: 8 feet high and 24 feet wide.
3. Team/Coaching Areas
 - a. Teams should normally be on the same side of the field, and at least two (2) yards off the field.
 - b. Coaching areas shall be the same as the team areas.
 - c. No one is allowed behind the goal line or goals except in bleachers. The only exception is those fields where one or both ends are near a street: in this case a parent can be posted to stop/chase ball (however, this person cannot coach or participate verbally or by gesture in the game.)

THE BALL

Size Four (4)

Game ball should be provided by the home team. The game ball should be properly pumped up.

NUMBER OF PLAYERS

1. MAXIMUM NUMBER OF PLAYERS: per team on the field at one time is SEVEN (7) plus a goalkeeper.

2. **MINIMUM NUMBER OF PLAYERS:** per team on the field to start or continue the game is FIVE (5) plus a goalkeeper..

SUBSTITUTIONS

1. For an injured player. **WHEN THE REFEREE HAS STOPPED PLAY.**
2. If a player “needs it,” if he or she is in physical distress, overheating, etc.
3. Any ball out of play.

PLAYERS EQUIPMENT

1. A player must not use equipment or wear anything that is dangerous to himself or another player (including brimmed hats or any kind of jewelry.)
2. Jerseys – Both teams must wear different colors. (Referee determines if one team must change.)
 - a. U11 - The home team will wear white jerseys. The home team is the team listed first on the schedule. The visiting team wears the red jersey.
 - b. U12 – Should the teams have their own jerseys and the referee determines that the colors are similar, then the home team must change.
 - c. Goalkeepers must wear colors different from both teams and the Referee.
3. Players should wear shin guards covered by long socks.
4. Soccer cleats are recommended but not required. No shoes with toe cleats – like baseball cleats. No metal cleats.

REFEREES

A Referee will be provided by BRSA. The teams can provide trained Club Assistant Referees to help with the line calls.

DURATION OF THE GAME

1. Two 30 minute halves
2. The referee shall allow for time lost through injury (only when a player is replaced) or accident (ball is lost or burst, a dog is on the field, etc.,) but not allow the half to run longer than 30 minutes.
3. Half-time must be five (5) minutes.

THE START OF PLAY

1. Beginning the game:

- a. A coin toss between captains of the opposing teams will be conducted by the referee. The team winning the toss shall select end of the field to defend. The team losing the toss shall kickoff first.
 - i) Following a goal, restart with a kickoff by a player of the team losing the goal.
 - ii) After halftime, the teams change ends and the kickoff is taken by a player of the team opposing that which took the kickoff at the start of the game.
 - iii) For a violation of this Law, the kick shall be retaken, except in the case of the kicker playing the ball a second time before it has been touched or played by another player: for this offense an indirect free kick is awarded to the opposing team.

- iv) A goal cannot be scored directly from a kickoff (directly means no one other than the kicker touches it before it goes into the goal). If the ball is kicked directly into the goal, award a goal kick.*

*NOTE: However, if anyone (either team) touches the ball after the kickoff, but before it goes into the goal, then the goal is good. (This includes the opposing goalkeeper.)

2. Ball in and out of play

- a. The ball is out of play:
 - i) when it has entirely crossed the goal line or touch line, either on the ground or in the air
 - ii) when the game has been stopped by the referee
- b. All balls out of play over the touch line will be restarted with a throw-in, awarded to the opponents of the player who last touched the ball.

3. Free Kicks

- a. Direct and Indirect Free Kicks are awarded in U 11/12.
- b. An Indirect Free Kick is a kick free from interference by the opposing team and from which a goal cannot be scored unless the ball is touched or played by a second player before passing through the goal.
An Indirect Free Kick is awarded for the following technical fouls – goalkeeper handles the ball after it has been deliberately passed by a teammate or directly from a thrown-in by a teammate. Also to a player who – plays in a dangerous manner, impedes the progress of an opponent or the goalkeeper from putting a ball back into play OR commits any other offense, not mentioned for which play is stopped to caution or dismiss a player.
- c. All opposing players must retire eight (8) yards from the ball (in all directions).
- d. The kicker may not play the ball a second time until another player has touched or played the ball.
- e. A direct free kick does not need to be touched by another player before it enters the goal.
A direct free kick is awarded due to the following penal fouls against an opponent: kicking, tripping, jumping at, charging, striking, pushing, tackling (contacting opponent first), holding, spitting or intentionally handling the ball. The action must be considered to be careless, reckless or using excessive force.
- f. A foul committed in a team's own penalty area will result in a Penalty kick 12 yards from the goal line. All players except the defending goalie and kicker shall be eight (8) yards from the penalty mark.

4. Goal Kick

- a. When the ball has completely crossed the goal line, except through the goal, either on the ground or in the air, and was last played or touched by a player of the attacking team, it shall be kicked into play from any point inside the goal area (including the goal area lines) by the defending team.
- b. All opposing players must be at least eight (8) yards from the ball.
- c. The ball must leave the goal area before it is considered in play. If it does not, retake the kick.

- d. The goalkeeper cannot pick up the ball directly from a goal kick.
- e. The kicker cannot play the ball a second time until it has been touched or played by another player. The punishment for this, except in cases where C applies, will be an Indirect Free Kick awarded to the other team at the point the ball was played a second time.

5. Corner Kick

- a. When the ball has completely crossed the goal line, except through the goal, either on the ground or in the air, and was last played or touched by a player of the defending team, it shall be kicked into play from the corner arc on the side of the goal on which it went across the goal line by the attacking team.
- b. All opposing players must be at least eight (8) yards from the ball.
- c. The ball must travel its own circumference before it is considered in play. If it does not, retake the kick.
- d. The kicker cannot play the ball a second time until it has been touched or played by another player. The punishment for this will be an Indirect Free Kick awarded to the other team at the point the ball was played the second time.
- e. A goal can be scored directly from a corner kick.

6. Offside

- a. The offside law will be applied for U11 and U12. A player is in an offside position if he is nearer to his opponents' goal line than both the ball and second last opponent. For any offside offense, the referee awards an indirect free kick to the opposing team at the side of the infringement.

END OF PLAY

1. The referee will blow his whistle several times to indicate that play is suspended for half-time breaks and the end of the game.
2. At the end of game the players from each team should line up and shake hands.

PARENTS RESPONSIBILITIES

1. Parents should respect the commitment made by their coach and try to make all practices and games. Please be on time.
2. Parents and other spectators should be respectful of the players and coaches/referees. They should cheer and encourage all players and should leave the coaching to the coach.
3. Teams and parents should not enter a field if another game is in progress.
4. No one should cross a field in use during a game.
5. Parents should help their children pick up all trash and dispose of it properly as well as reminding them to pick up their belongings after games and practices.