U12/U13 Mini Rules

Law 1 - Field Markings & Equipment

Dimensions

The field of play shall be rectangular and marked with lines.

The playing area will be 40-55 metres wide x 65-75 meters long. Games may be played on mini fields or may be played within or across standard fields.

Markings

- Distinctive lines and markings are required:
- Fields should be marked by distinctive lines not more than twelve (12) centimeters in width.
- The two longer boundary lines are called touchlines; the two shorter boundary lines are called goal lines.
- The field of play is divided into two halves by a halfway line, which joins the mid-points of the two touchlines.
- A centre mark is marked at the mid-point of the halfway line. A circle with a radius of 6 meters is marked around it.
- A corner arc with a 1-meter radius should be indicated at the four corners of the field.
- A goal area should be indicated by a rectangular box 8-12 meters x 20-28 meters.
- A penalty area should be indicated by a rectangular box
- A flag post, at least 1.5 meters high, with a non-pointed top and a flag can be placed at each corner.

Goals

- The goal should be 1.8 meters high (6 feet) x 5.49 meters wide (16-18 feet).
- Nets may be attached to the goals and the ground behind the goal, ensuring they are properly supported and do not interfere with the goalkeeper.
- Goals must be anchored securely to the ground. Portable goals may be used if they are equal on both sides of the pitch.

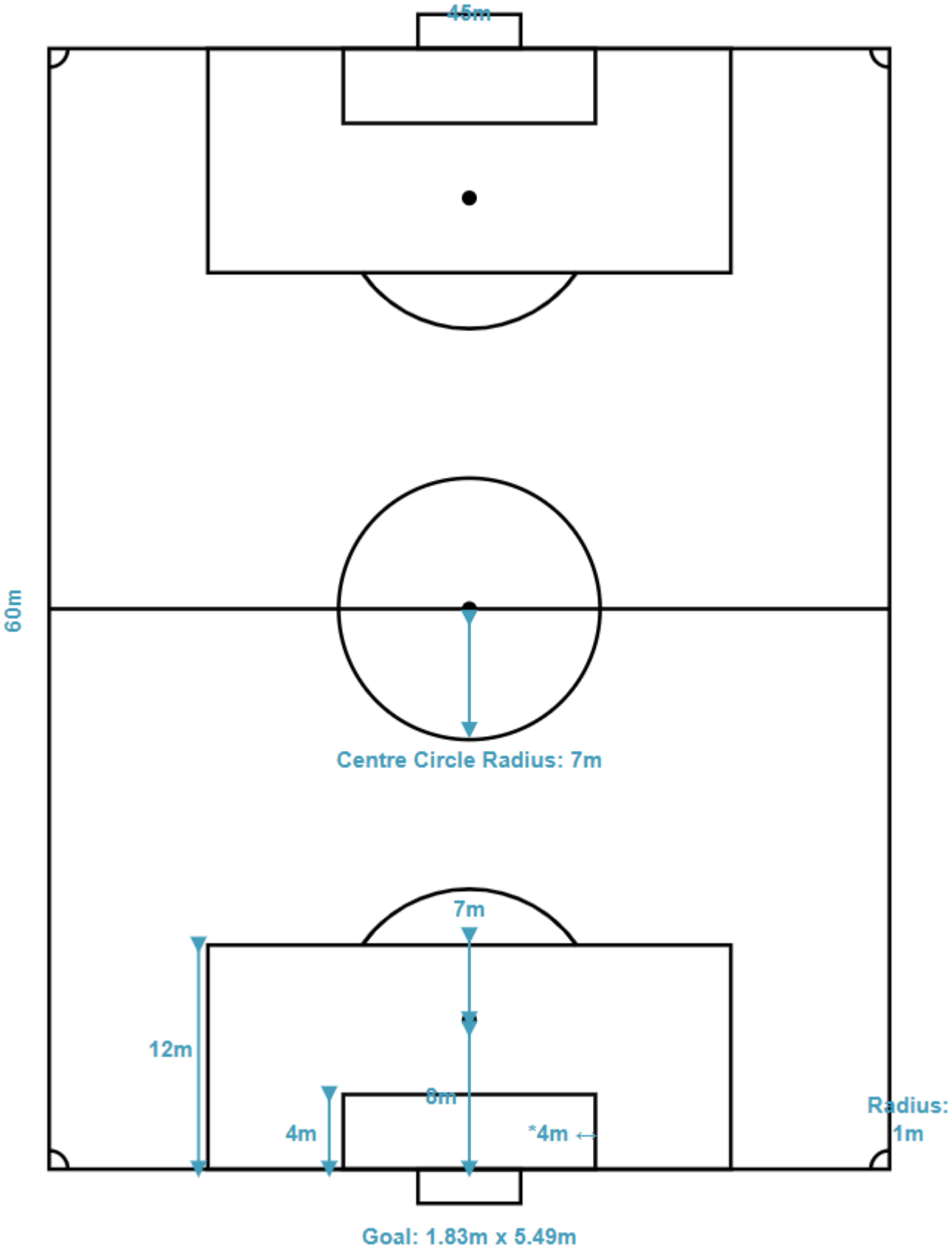
Field Dimension Data Overview

Metric Dimensions:

- Total Width: 45m (Min: 42m, Max: 55m)
- Total Length: 60m (Min: 60m, Max: 75m)
- Goal Size: 1.83m x 5.49m
- Centre Circle Radius: 7m
- Penalty Area Depth: 12m
- Goal Area Depth: 4m
- Goal Area Width Extension: 4m outward from the edge of the post
- Penalty Mark Distance: 8m
- Penalty Arc Radius: 7m
- Corner Arc Radius: 1m

Imperial Dimensions:

- Total Width: 148 ft (Min: 138 ft, Max: 180 ft)
- Total Length: 197 ft (Min: 197 ft, Max: 246 ft)
- Goal Size: 6 ft x 18 ft
- Centre Circle Radius: 23 ft
- Penalty Area Depth: 39 ft
- Goal Area Depth: 13 ft
- Goal Area Width Extension: 13 ft outward from the edge of the post
- Penalty Mark Distance: 26 ft
- Penalty Arc Radius: 23 ft
- Corner Arc Radius: 3.3 ft


45m
60m
Centre Circle Radius: 7m
7m
12m
6m
4m
*4m
Radius:
1m
Goal: 1.83m x 5.49m

Law 2 - The Ball

- Ball Size:
    - U12 = Size 4
    - U13 = Size 5
    - Spherical, and in suitable condition (not torn or damaged etc.).

- If a ball becomes defective during the game, the game is stopped until a replacement ball is provided.
- Play is restarted by dropping the replacement ball at the place where the original ball became defective.
- The ball should be inflated to 10 lbs – 12 lbs pressure.

Law 3 - The Number of Players

- Each team will consist of nine (9) players, one of whom must be a goalkeeper.
- Substitutions may be made at any stoppage, with the referee's permission, and shall be unlimited.
- The minimum number of players is six (6) for a game to start or continue.

Law 4 - The Players' Equipment

Players shall not wear anything that is dangerous to themselves or other players.

The Basic Compulsory Equipment Shall Consist of:

- A numbered jersey or shirt with sleeves.
- Shorts.
- Socks.
- Shin guards.
- Appropriate footwear.
- Jewellery is not permitted and cannot be taped. Medic Alert bracelets and necklaces are the exception

if they are fastened securely so as not to be dangerous to any other player. The referee should be

aware of any player that is wearing one of these.

Shin Guards

- Must be completely covered by the socks.
- Are to be made of rubber, plastic, or similar suitable material.
- Must provide a reasonable degree of protection.

Colours

- The two teams must wear colours that distinguish them from each other and the referee. If the colours are the same, then the home team changes jersey colour.
- Each goalkeeper must wear colours which are distinguishable from all outfield players and the referee.
- Pinnies/bibs may be used.
- Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.
- A player who is asked to leave the field of play because of defective or dangerous equipment may not re-enter the field of play until the referee is satisfied that the equipment is permissible. The equipment may only be inspected during a stoppage in play.
- Sports hijabs/headscarves are permitted.
- Referees have the final say on the safety of equipment.

Law 5 - The Referee

The Authority of the Referee

Each game is facilitated by an ASA-accredited referee who has full authority to enforce the 7v7 Modified Laws of The Game. The decisions of the referee regarding facts connected with play, including whether a goal is scored and the result of the game, are final.

Powers and Duties

- The referee:
- Enforces the Modified Laws of The Game.

- Ensures that the ball meets the requirements of Law 2.
- Ensures that the player's equipment meets the requirements of Rule 4.
- Acts as a timekeeper and keeps a record of the game.
- Stops, suspends, or terminates the game, at his discretion, for any infringements of the 7v7 Modified Laws of the Game.
- Stops, suspends, or terminates the game because of outside interference of any kind (lightning, etc.).
- Stops the game if a player is injured and ensures that the player is attended to.
- Ensures that any player bleeding leaves the field of play. The player may only return once the referee is satisfied that the bleeding has stopped and there is no blood on the equipment.
- Ensures no unauthorized persons enter the field of play.
- Indicates the restart of the game after it has been stopped.
- Acts against team officials who fail to conduct themselves in a responsible manner and may, at his discretion, expel them from the field of play and its immediate surroundings.

Law 6 – Assistant Referees

Assistant Referees will indicate when:

- The whole of the ball leaves the field and which team is entitled to a corner kick, goal kick or throw-in.
- A player in an offside position may be penalized
- A substitution is requested
- At penalty kicks, the goalkeeper moves off the goal line before the ball is kicked and if the ball fully crosses the line

Law 7 - Duration of Game

Periods of Play

The game time will consist of:

- U12 = 2 x 35-minute halves
- U13 = 2 x 35-minute halves

HALFTIME

Players are entitled to a halftime interval of 5 minutes. The time allotted for halftime may be shortened at the referee's discretion.

There is no allowance for extra or added time in either period.

Law 8 - The Start and Restart of Play

Definition of Kick-Off

A kick-off is a way of starting or restarting play:

- At the start of a game.
- After a goal has been scored
    - o the kick-off will be taken by the team that conceded the goal.
- At the start of the second half.

Procedure

Before the kick-off at the start of the game:

- The referee tosses a coin and the team that wins the toss decides which goal to attack in the first half or take the kick-off.
- In the second half of the game, the teams change ends and attack the opposite goals.
- The ball must be stationary on the centre mark.
- The referee gives a signal.
- The ball is in play when it is kicked and moves in any direction.
- If the kicker touches the ball again before it is touched by another player, an indirect free kick is given to the opposing team from the place of the infringement.

Kick-off

- A goal may be scored directly from a kick-off.
- After a team scores a goal, the kick-off is taken by the opponent.
    - o All players, except the player taking the kick-off, must be in their half of the field.
    - o The opponents of the team taking the kickoff must be 7 meters away from the ball until it is in play.

Infringements and Sanctions

If the kicker touches the ball a second time before it has touched another player, an indirect free kick is given to the opponent at the spot where the ball was touched for a second time.

For any other infringements of the kick-off procedure, the kick-off is retaken.

Definition of dropped ball:

A dropped ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Modified Laws of the Game. Some examples of this are an injury or interference by an outside agent.

Procedure:

- **If when play was stopped:**
    - o The ball was inside the penalty/Goal area, the referee drops it for the defending team goalkeeper in their penalty area.
    - o Is dropped to a player of the team that last touched the ball. The ball is dropped at its position when play was stopped.
- All other players must remain 3m from the ball until it is in play.
    - o Play restarts when the ball touches the ground.

The ball is dropped again:

- if it touches a player before it touches the ground.
- if the ball leaves the field of play, after it contacts the ground, without touching a player.
- If the ball enters the goal:
    - o if a dropped ball is kicked directly into the opponents' goal, a goal kick is awarded.
    - o if a dropped ball is kicked directly into the team's own goal, a corner kick is awarded.

INDOOR

Ball Contacts the Ceiling (Indoor)

Should the ball come into contact with the ceiling at any point during gameplay, a restart will be awarded to the opposing team at the touchline closest to where the ball contacted the ceiling.

Law 9 - Ball In and Out of Play

Ball Out of Play

The ball is out of play when:

• it has wholly crossed the goal line or touch line, whether on the ground or in the air.

• the play has been stopped by the referee.

• it touches a match official and remains on the field of play:

- A team starts a promising attack
- The ball goes directly into the goal
- The team in possession of the ball changes
- Play is restarted with a drop ball from the position of the ball when play was stopped

Ball in Play

The ball is in play at other times, including when:

• it rebounds off the goalpost, crossbar, or corner flag post and remains in the field of play.

• it touches a match official, but possession is maintained by the same team and does not start a promising attack.

Law 10 - The Method of Scoring

A goal is scored when the whole of the ball has crossed over the goal line between the goal posts and under the crossbar, provided that no infringement of the 7v7 Modified Laws of The Game has been previously committed by the team scoring the goal.

Law 11 - Offside

Offside Position

It is not an offence to be in an offside position. A player is in an offside position if:

- Any part of the head, body or feet is in the opponent's half (excluding the halfway line) and
- Any part of the head, body or feet is nearer to the opponent's goal line then both the ball and the second last opponent.

The hands and arms of all players, including the goalkeepers, are not considered. For the purpose of determining offside, the upper boundary of the arm is the line with the bottom of the armpit.

Offside Offence

A player in an offside position at the moment the ball is played or touched by a team-mate is only penalised on becoming involved in active play by:

- Interfering with play by playing or touching a ball passed or touched by a team-mate or
- interfering with an opponent by preventing them from playing or being able to play the ball by clearly obstructing the opponents line of vision, challenging an opponent for the ball, attempting to play the ball which is close when this action impacts an opponent or making an obvious action with clearly impacts the ability of an opponent to play the ball.
- Gaining an advantage by playing the ball or interfering with an opponent when it has rebounded or been deflected off the goalpost, crossbar, match official or opponent, or been deliberately saved by any opponent.

No Offence

There is no offside if a player receives the ball from:

- A goal kick
- A throw-in
- A corner kick

Offences and Sanctions

If an offside offence occurs, the referee awards an indirect free kick where the offence occurred, including if it in the players own half of the field of play.

Law 12 - Fouls and Misconduct

A direct free kick is awarded to the opposing team if a player commits any of the following offences:

• kicks or attempts to kick an opponent

• trips or attempts to trip an opponent

• strikes or attempts to strike an opponent

• tackles an opponent from behind to gain possession of the ball

• makes contact with an opponent before touching the ball

• jumps at an opponent

• charges an opponent

• pushes an opponent

• holds an opponent

• spits at an opponent

• Commits a handball offence (except for the goalkeeper within their penalty area)

The direct free kick is taken from where the offence occurs.

If the defending team commits an offence inside their own penalty area, a penalty kick is awarded.

An indirect free kick is awarded if a player:

• playing in a dangerous manner

• impedes the progress of an opponent without any contact being made

• is guilty of dissent, using offensive, insulting or abusive language and/or action(s) or other verbal offences

• prevents the goalkeeper from releasing the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it.

• Commits any other offence, not mentioned in the rules, for which play is stopped to caution or send off a player

An indirect free kick is awarded if a goalkeeper, inside their penalty area, commits any of the following offences:

- Touches the ball with the hand/arm after releasing it and before it has touched another player
- Touches the ball with the hand/arm after it has deliberately been kicked to the goalkeeper by a team-mate
- Touches the ball with the hand/arm after receiving it directly from a throw-in taken by a team-mate

Goalkeepers

Goalkeepers may handle the ball with their hand/arm inside their own penalty area if no infraction has been committed as stated above.

Goalkeepers have **eight (8)** seconds to release the ball from their hands once under control and not contested by the opposing players.

The referee will count the first three seconds silently, then indicate visually and verbally the final 5 seconds. If the ball is not release clearly by the goalkeeper within 8 seconds, a corner kick is awarded to the opposing team at the closest corner flag to where the offence occurs.

Advantage

Advantage may be applied if a foul is committed against the opponent, but the team in possession will benefit from play continuing.

Cautionable Offences

- Delaying the restart of play
- Dissent by word or action
- Entering, re-entering or deliberately leaving the field of play without the referees permission
- Failing to respect the required distance when play is restarted at a free kick, corner kick, dropped ball or throw-in
- Persistent offences
- Unsporting behaviour

Send-Off Offences

- Denying the opposing team a goal or an obvious goal scoring opportunity by committing a hand ball offence

• Denying the opposing team a goal or obvious goal scoring opportunity to an opponent whose overall movement is towards the offender's goal by an offence punishable by a free kick

• Serious foul play

• Violent conduct

• Biting or spiting at someone

• Using offensive, insulting or abusive language and/or action(s)

• Receiving a second caution in the same match

Law 13 - Free Kick

Types of free kick

Direct and indirect free kicks are awarded to the opposing team of a player, substitute, substituted or sent-off player, or team official guilty of an offence.

Position of Free Kicks

All free kicks are taken from the place where the offence occurred, except:

- indirect free kicks to the attacking team for an offence inside the opponents' goal area are taken from the nearest point on the goal area line which runs parallel to the goal line
- free kicks to the defending team in their goal area may be taken from anywhere in that area

Indirect Free Kick

- The referee will indicate an indirect free kick by raising their arm above their head. The signal is

maintained until the kick is taken and the ball touches another player, goes out of play or it is clear a

goal cannot be scored directly.

- If an indirect free kick is kicked directly into the opponent's goal, a goal kick will be awarded to the opposing team.
- If an indirect free kick is kicked directly into the team's own goal, a corner kick will be awarded to the opposing team.
- The ball is in play when it is kicked and clearly moves.
- A player may not touch the ball a second time on a free kick until it has been touched by another player from either team. If this happens, the opposing team will receive an indirect free kick.

• All opponents must remain at least 6m from the free kick until the ball is in play.

Direct Free Kick

• A goal is awarded if the ball is kicked directly into the opponent's goal and no infraction has occurred

prior.

- The ball is in play when it is kicked and clearly moves.
- A player may not touch the ball a second time on a free kick until it has been touched by another player from either team. If this happens, the opposing team will receive an indirect free kick.
- All opponents must remain at least 6m from the free kick until the ball is kicked and clearly moves.

Free Kicks Taken from Inside a Team's Own Goal Area

The ball is considered in play when it is kicked and clearly moves. All opponents must remain outside the penalty area and 6m from the free kick.

Law 14 - Penalty Kick

A penalty kick is awarded if a player commits an offence inside their penalty area. If no penalty spot is present, the penalty kick is to be taken from the middle of the parallel line at the top of the goal area. The players other than the kicker and goalkeeper must be:

- behind the penalty mark,
- inside the field of play,
- outside the penalty area

Law 15 – Throw-In

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air.

A goal cannot be scored directly from a throw-in:

- If the ball enters the opponent's goal a goal kick is awarded.

- If the ball enters the thrower's goal a corner kick is awarded

Procedure

At the moment of delivering the ball, the thrower must:

- Stand facing the field of play
- Have part of each foot on the touchline or on the ground outside the touchline
- Throw the ball with both hands from behind and over the head

- From the point where the ball left the field of play

All opponents must be at least 2 metres from the point on the touchline where the throw-in is to be taken. The ball is in play when it enters the field. If the ball touches the ground before entering, the throw-in is retaken by the same team from the same position. If the throw-in is not taken correctly, it is retaken by the opposing team.

Law 16 – Goal Kick

- A goal kick will be awarded to the defending team when the whole of the ball crosses the goal line, in the air or on the ground, when last touched by a player on the attacking team.
- The kick may be taken from any point in the goal area
    - The ball is in play when it is kicked and clearly moves
    - All opponents must be outside the penalty area .

- The kicker may not touch the ball a second time until it has been touched by another player. Should the kicker touch the ball a second time, an indirect free kick is awarded to the opponent from where the second touch occurred when the second touch is outside the goal area. Indirect free kicks to the attacking team for an offence inside the opponent's goal area are taken from the nearest point on the goal area line, which runs parallel to the goal line.
- A goal may be scored against the opposing team directly from a goal kick.

Law 17 - Corner Kick

- A corner kick will be awarded to the attacking team when the whole of the ball crosses the goal line, in the air or on the ground, when last touched by a player on the defending team.
- The kick may be taken from any point in the corner arc, or within 1m of the corner of the field, if no arc is marked.

- The flag post must not be moved.
- All opponents must be at least 6m from the ball until it is in play.
- The ball is in play when it is kicked and clearly moves.
- The kicker may not touch the ball a second time until it has been touched by another player. Should the kicker touch the ball a second time, an indirect free kick is awarded to the opponent from where the second touch occurred.
- A goal may be scored against the opposing team directly from a corner kick.