

TIGERS FC RECREATIONAL SOCCER PROGRAM

12U COED/GIRLS LEAGUE RULES

Revised: July 2017

Number of Players: Recommended number of players six (6) per side (6 v 6). Teams must play even-up when five (5) per side (5v5) or seven (7) per side (7v7) on coaches agreement. One player has to be goalie. If one team does not have the minimum number of players, they can play a player from the same division or lower, if that player is already registered with GASC. Substitutions outside of the team roster are not allowed during tournament.

Registration: All players must have properly completed registration forms for the Tigers FC Recreational soccer program.

Equipment: During cold weather, league shirt must be shown over garments.

- Shin guards are mandatory.
- Size 4 ball.
- League shirt
- Socks over shin guards
- Cleats are recommended (no baseball cleats). Tennis shoes are allowed
- No jewelry of any type. Soft (non-metallic) sweatbands, rubber bands, scrunches are allowed. No metal hair clips.
- Water bottle

Field Dimensions: 50 yds. X 40 yds.

Goal Dimensions: 6 ft. x 12 ft.

Game Duration: Two twenty-five (25) minute halves. Five (5) minute half-time.

Game Rules: (all rules will conform to FIFA, except where the league has instituted a change)

- Unlimited substitution with referee's permission. Players MUST be at center line at the time of stoppage of play for substitution
 - a) Prior to a throw-in by either team
 - b) Prior to goal kick by either team
 - c) After a goal by either team
 - d) After an injury on either team when referee stops play
 - e) At half time and quarter break
- Offside - will be called according to FIFA rules
- Throw-ins occur when ball goes out of play over the touchline. Second tries will be given for the first two games.
- Goal kicks or corner kicks occur when ball goes out of play over the goal line without scoring a goal. Goal kicks must clear the nine-yard penalty area. Infractions shall result in redo of goal kick.
- After controlling the ball within the penalty area, the goalie may restart by throwing, rolling, or punting the ball (*see goalie punt rule below*).
- Kickoff - Indirect (ball must touch one additional player before a goal can be scored). Player kicking the ball cannot touch the ball again until a second player for either team has touched it. Kickoff - the ball can move forward or backward. Any infractions shall result in redo of kickoff.
- GOALIE PUNT RULE. A goalie punt or drop kick may not cross the halfway line on-the-fly. The infraction will result in an indirect free kick for the opposing team at the nearest point on halfway line.
- FIVE YARD RULE. Start of play and Free kicks will take place with all players at least 5 yards (radius of center circle) away from the ball.
- Fouls can result in direct and indirect kicks. Fouls within the penalty area are placed at the nearest point on the penalty area line.
- THERE SHALL BE NO SLIDE TACKLES or ROUGH AND OUT OF CONTROL PLAY
- Regular season games can end in tie.
 - o In the event of a tie during a tournament game, the game goes straight to a penalty shootout
- All players shall not engage in heading in practice or in games.
 - o If a player deliberately heads the ball, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the infringement. An indirect free kick awarded inside the goal area must be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred

Coaches: Stay off playing field unless called on by referee. Stay on your bench half of field. NO coaching from behind the goals.

Referees: Center referee and two AR's will be assigned. Coaches and assistant coaches may referee their own games if an assigned referee is not available. In the case of no referee, the kickoff's team's coach shall do the first half. The receiving team's coach shall do the second half. Assistant referees may be used if assigned.