



FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

YMCA of Greater Charlotte U-12 SOCCER LEAGUE RULES (ages 10-11)

Ball: Size 4

Players Equipment: Shin-guards are mandatory, cleats are recommended

Team Size: 8 field players and 1 goalie (9 v 9) Minimum of 7 players on team to play

Game Time: 2 thirty minute halves (Halftime will be 3 minutes)

Referees: 1 Referee minimum

In the spirit of the YMCA, each player is expected to play an equal amount of time during each game and must play in both halves. Unless a team only has 9 or fewer players, NO player can play the entire game.

1. Goalkeeper
 - a. Each team's goalkeeper must be changed at the end of each half.
 - b. Teams may not have a goalkeeper in for more than 50% of the game.
2. Defenders
 - a. Defenders must be back at their mid line for all goal kicks.
3. Coach(s) positioning
 - a. Each team's coach(s) must remain on sideline and on their half of the field
4. Substitutions and Rotations can be made with the permission of the referee during any stoppage of play.
5. Start and Re-Start of play:
 - a. Over the sideline with a throw-in.
 - i. Each child will have one chance to complete a proper throw-in.
 - ii. Ball must go back directly overhead with both hands, and both feet must remain in contact with the ground.
 - b. Over the goal line:
 - i. Last touched by attacking team: will result with a goal kick.
 1. Goal kicks may be taken from anywhere inside the goal box (smaller box next to the goal).
 2. The goal kick must clear the penalty box (larger box surrounding goal box) before it may touch any player.
 - ii. Last touched by defending team: will result with a corner kick
 - iii. In this age group, corner kicks must touch another player before a goal can be scored.
 - c. After a goal is scored/beginning of new period:
 - i. Re-start of play begins at the center-circle.
 - ii. Teams will rotate kick-offs from half to half.
6. Goals
 - a. Goals may be scored from anywhere on the field except on kick-offs, corner kicks (this age group) and throw-ins.
7. Off-sides
 - a. Off-sides WILL be called in this age group.
 - b. Infraction will result in an indirect kick from the spot of the foul.
8. Free Kicks
 - a. All free kicks are **indirect in this age group unless a contact foul is in the box.**
 - b. Tripping, pushing, hand balls, etc...will result with an **indirect kick** (ball must be touched by another player before a goal can be scored) if outside the box.
 - c. If a contact foul/handball occurs inside the penalty box, it will result in a penalty kick.
9. Penalty Kicks
 - a. There **will** be penalty kicks in this age group for contact fouls inside the box, and hand balls in the box.
10. Cards
 - a. Yellow and red cards will be used.
 - i. Yellow cards will be used for minor fouls and given as a caution or warning
 - ii. 2 consecutive yellow cards within the same game will result in ejection from the game.
 - iii. Red cards will be used for major fouls, and will result in ejection from the game.
 - b. Both players and coaches can receive cards for unsportsmanlike behavior both on the field and on the sidelines.
 - c. Note on spectators



- i. Spectators may be asked to leave the field for unsportsmanlike conduct.
- d. Any player receiving a red card will have a one game suspension for their next scheduled game
- 11. Hand Ball Rule**
 - a. Hand to ball, not ball to hand; must be intentional. This foul will result in an indirect kick.
 - b. There will be penalty kicks for hand balls in the box.
- 12. Headers**
 - a. Headers are not allowed in the age group.
 - b. Head to ball, not ball to head; must be intentional. This foul will result in a change of possession.
- 13. Slide tackling is not allowed.**
- 14. Score and standings WILL be kept.**
 - a. These will be used to determine end of season tournament seeding.
- 15. Teams WILL switch sides at half-time in this age group.**
- 16. Teams and spectators will sit on opposite sides of the field.**
- 17. For the safety of the players, absolutely no jewelry or gum allowed.**

End of Season Tournament Rules

- 1. All regular season rules will apply**
- 2. Games must have a winner**
 - a. If teams are tied at the end of regulation:
 - i. 2, 5-minute overtime periods will be played
 - 1. These overtime periods will be played in completion, and are NOT golden goal.
 - ii. If at the end of overtime teams are still tied, penalty kicks will be taken
 - 1. Penalty kick takers MUST be on the field of play at the end of the overtime period in order to be eligible to participate in penalty kicks
 - 2. Each team will have 5 kicks, and will alternate until there is a winner
 - a. If teams are still tied after 5 kicks, 1 kick will be taken for each team until there is a winner
- 3. Goalies**
 - a. Teams may use the same keeper for both overtime periods, regardless of if that player already played for 50% of the game.
- 4. Referees**
 - a. One main official will control the game.
- 5. Cards**
 - a. Yellow and red cards will be used.
 - i. Yellow cards will be used for minor fouls and given as a caution or warning
 - ii. 2 consecutive yellow cards within the same game will result in ejection from the game.
 - iii. Red cards will be used for major fouls, and will result in ejection from the game.
 - b. Both players and coaches can receive cards for unsportsmanlike behavior both on the field and on the sidelines.
 - c. Note on spectators
 - i. Spectators may be asked to leave the field for unsportsmanlike conduct of players, coaches, and referees.
- 6. Any player receiving a red card will have a one game suspension for their next scheduled game**

Code of Conduct:

All members, guests and participants are required to adhere to the YMCA of Greater Charlotte Code of Conduct. Additionally, the YMCA of Greater Charlotte reserves the right to ask any player, spectator or coach to vacate our campus or playing facilities at any time. In the event that a player is ejected from a game they must sit the next scheduled game.

No person(s) will be permitted to verbally harass opposing players, officials, staff or spectators. Harassment includes profanity, objectionable comments, questioning calls, arguing, threats or otherwise rude behavior. In the event that the person(s) in question does not leave the property, game play will be suspended until the person(s) leaves or the appropriate authorities have arrived.