

Under 12 FIFA Rules - Rules of the Game

Normal FIFA rules apply to these games, with a few nominated exceptions. Current FIFA rules are available at: <http://www.fifa.com/worldfootball/laws-of-the-game.html>.

Additional CRJSA Guidelines

Ball Size	Goal Size	Pitch Size	Player Numbers
Size 4	Min. – 6.0m x 2.0m Max. – 7.3m x 2.4m	Min. - 75m x 40m Max. - 85m x 50m	11 players, (10 field + goalkeeper)

Substitutes:

Recommended maximum of three substitutes who may rotate during the entire game. **Substitutions are to take place at the half-way line and may happen while the ball is in play. The substituted player must leave the pitch before the new player enters.**

Game Duration:

2 x 25 minute halves with no additional time added

All games should have a 5 minute half-time break. If a game starts late then the playing time must be reduced to ensure that the next game is able to start on time.

Tackling:

Slide tackling and tackling from behind is not permitted. A slide tackle is one in which a player attempts to take the ball away from an opposing player by deliberately leaving their feet and sliding along the ground. A free kick should be awarded, and the reason explained to the offending player. A repeat after a warning will result in that player being removed from the field.

Coaches on field of play:

Only the referee is allowed to enter the field of play while the game is in progress. Coaches should remain off the pitch, on the sidelines.

Injured Players:

Play should be halted when any player is, or appears to be, injured. Injured players should only be moved by their parents/guardian, or by qualified officials.

Drop Ball:

When play has been stopped because of injury, the game is restarted with a drop ball. The best way is to position a player from each team facing the direction they are kicking, about 1.0m apart, and drop the ball between them from their knee height.

Offside:

A player is in an offside position if at the time that the ball is played forwards they:

- are in the opposition's half,
- are closer to the opposition's goal than the ball and the second last defender (the goalkeeper is considered to be a defender)
- gain an advantage from being in that position (eg receive the ball) or are interfering with play or another player (eg obscuring the goalkeeper's view)

If in doubt advantage should be given to the attacking team and the game allowed to flow with the minimum of stoppages.

Protection for Goal Keepers:

If the goalkeeper has the ball in their hands or is just about to pick up the ball in the penalty area, opposing players should be strongly discouraged from attempting to kick the ball. If this happens an indirect free kick should be awarded, and the reason explained to the offending player.

Goal Kick:

Where ground size is such that players have difficulty with goal kicks clearing the penalty area, the goal kick should be placed in a position level with the penalty spot.

Corner Kick:

If the ground size restricts a player's ability to kick the ball into the penalty area, the corner kick should be taken from a point midway between the corner and the penalty box on the goal line.