

LEGENDS SOCCER LEAGUE

U12; 9v9 Recreation Rules

- Roster size is 12 players max
- Each player shall play a minimum of 75% of the game.

Law 1 – The Field of Play

- 70-80 yards (length) with 45-55 yards (width)
- Goals should be no larger than 7 feet (height) x 21 feet (width) - A 6.5 feet (height) x 18.5 feet (width) goal is recommended based on the age and ability of the players

Law 2 – Ball

- Size 4

Law 3 – Players

- 9v9 (8 field players and 1 goalkeeper)
- Game may not start or continue if there are less than 5 players on a team.
- Substitutions are unlimited and can occur at any stoppage.

Law 5 – Referee

- Minimum certification as a U.S. Soccer Grade 9 Referee.

Law 6 – Other Match Officials

- Used at the discretion of the competition.

Law 7 – Duration of the Match

- 2 halves
- 30 minutes halves
- 10-minute halftime
- No added time

Law 8 – The Start and Restart of Play

- If a player is struck in the head by the ball accidentally, the referee will assess the force of the impact and if the referee stops the game because of the strike/blow to the head,
 - *The referee restarts the game with a dropped ball in accordance with Law 8.*
- The hit to the head will be considered accidental if when the ball hits the player's head, it occurred in a way that was not planned or intended; happening by accident. The player may be standing still or in motion but not in either case playing the ball. The player may not even be aware that the ball is coming in a direction from which contact is imminent.
- If the accidental hit to the head occurs inside the penalty area AND the referee stops the game, the ball will be dropped at the penalty area line parallel to the goal line at the nearest point to where the incident occurred.

Law 12 – Fouls and Misconduct

- No Deliberate heading of the ball. For deliberate heading, the restart is an IFK to the opponent.
- If the deliberate heading by a defender occurs inside the defender's penalty area, the IFK will be taken from the penalty area line parallel to the goal line at the nearest point to where the offense occurred.

Law 13 – Free Kicks

- If a goalkeeper punts or drop-kicks the ball within the penalty area, an indirect free kick will be awarded to the opponent to be taken from the penalty area line parallel to the goal line at the nearest point to where the offense occurred.
- If a goalkeeper punts or drop-kicks the ball outside the penalty area, a direct free kick will be awarded for handling to the opponent from the location of the offense. *(This punishment will only be considered by the referee if the goalkeeper steps outside the penalty area holding the ball on his/her hands before punting or drop-kicking the ball).*
- In a defending team free kick in the penalty area, the ball is in play once it is kicked and does not have to leave the penalty area to be in play. Opponents must remain outside the penalty area and at least 10 yds away until the ball in play.

Law 16 – Goal Kick

- Before the ball is kicked, players on the kicking team may stand anywhere on the field, including inside the penalty area.
- Players on the defending team must move beyond the BOL and may not cross the BOL until the ball is in play.
- The ball is in play when it is kicked and clearly moves. In other words, as soon as a member of the kicking team kicks, or tries to kick, the ball, and the ball visibly moves or begins to roll, the ball is in play. As soon as the ball is in play, other members of the kicking team may play it (inside the penalty area) and defenders may cross the BOL.

Standard Laws of the Game (No Modifications)

Law 4 – Players Equipment

Law 9 – The Ball in and Out of Play

Law 10 – Determining the Outcome of a Match

Law 11 – Offside

Law 14 – The Penalty Kick

Law 15 – The Throw-in

Law 17 – The Corner Kick

League Standings and Scoring

- a.** Teams will be awarded points for games:
 - 3 points for a win
 - 3 points for a forfeit win – scored 1 - 0
 - 1 point for a tie
 - 0 points for a loss
- b.** Ties in points in the preliminary rounds shall use the following tiebreaker rules in order:
 1. The winner in head-to-head competition
 2. Goal differential (goals scored minus goals allowed to a maximum differential of 4 per game)
 3. Least goals allowed
 4. Most goals scored
 5. Shut-out wins (forfeits not counting)
 6. FIFA kicks from the penalty mark
 7. If more than two (2) teams are tied at the end of the round, the tiebreaker criteria listed shall be used in the order shown until one team is advanced or one team is eliminated, or both. If remaining teams are still tied at this point in the tie-breaking process, they will then be compared beginning again with step 1 until another team is either advanced or eliminated or both