



Under 12-19 Playing Rules

Law I-The Field:

Dimensions: The field of play shall be rectangular, its length being not more than 110 yards nor less than 100 yards and its width not more than 75 yards nor less than 64 yards. The length in all cases shall exceed the width.

Markings: Distinctive lines not more than (5) inches wide. A halfway line shall be marked out across the field. A center circle with a ten (10) yard radius. Four corner arcs each with a two (2) foot radius.

Goal area: 20 x 6 yards.

Penalty area: 18 x 44 yards.

Penalty Spot: 12 yards out from center of goal line.

Goals: 8 x 24 feet maximum.

Law II-The Ball: Size five (5)

Law III-Number of Players: Maximum number of players on the field at any one time is eleven (11) including the goalkeeper. Minimum number of players to start or continue a game is 7. Maximum number of players on the roster should not exceed 18.

Substitutions: At any stoppage of play, except Corner kicks and Free kicks either team can sub with the permission of the referee.

Playing time: Each player should play a minimum of 50% of the total playing time.

Law IV-Players Equipment: Players may not wear any item of equipment that may be dangerous to themselves or others. Shin guards are mandatory.

Law V-The Referee: An official licensed referee will be assigned to each game.

Law VI-Assistant Referee: 2 official licensed Assistant Referees will be assigned.

Law VII-Duration of the Game:

U12: The game shall be divided into two (2) equal halves of thirty (35) minutes each. There shall be a half-time break of five (5) minutes.

U13-U16: Two equal halves of 40 minutes. Half time break of ten (10) minutes.

U17-U19: Two equal halves of 45 minutes. Half time break of ten (10) minutes.

In hot weather, team water breaks are permitted with agreement from either coach and referee prior to kick-off. The clock continues to run and the players must remain on the field during the break

Law VIII-The Start of Play: Conform to FIFA.

Law IX-Ball in and Out of Play: Ball must completely cross line to be "out of play". Ball is "in play" if any part of the ball is on or above the line.

Law X-Method of Scoring: Conform to FIFA- ball must completely cross goal line, between posts and beneath crossbar to count.

Law XI-Off-Side: Conform to FIFA

Law XII-Fouls and Misconduct: Conform to FIFA

Law XIII-Free Kicks: Conform to FIFA.

Law XIV-Penalty Kicks: Conform to FIFA

Law XV-Throw-In: Conform to FIFA

Law XVI-Goal Kick: Conform to FIFA

Law XVII-Corner Kick: Conform to FIFA.

KYSC Addendum

Goalkeeper Protection

Goalkeepers are to be protected at all times. Incidental contact is anticipated and could happen but under no circumstances should a player intentionally make contact with the goalkeeper during play. Players should be instructed to avoid contact with goalkeepers if there is any doubt during the course of the game.

Goalkeeper possession is defined as the goalkeeper having control of the ball at any time with their hands. Even if the goalkeeper has a fingertip on the ball it is deemed as possession and players should avoid contact. In the event contact is made the play is ruled "dead" and an indirect kick is given to the goalkeeper from the spot of the infraction.

Score Differential

If the score differential reaches more than 6 the losing team may add an additional player to the field. If the score differential drops to 6 then a player is removed. If the score differential continues to increase and reaches 8 then a second player can be added by the losing team. Coaches are aware of this new rule and that adding players must be done as if a substitution process with the permission of the referee.