



BRYSL-BRIGADE

Brigade Recreational Youth Soccer League U12 Division 9v9 Rules and Regulations 2016

- Law 1 – The Field of Play: The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line. Length: minimum 80 yards, maximum 90 yards, Width: minimum 45 yards, maximum 55 yards.
Field markings: conform to FIFA regulations.
Center circle: conform to FIFA.
Goal area: conform to FIFA.
Penalty area: 38 yards wide by 18 yards deep.
Penalty spot: conform to FIFA.
Penalty arc: conform to FIFA.
Flag post: conform to FIFA.
Corner arc: conform to FIFA.
Goals: conform to FIFA except that the maximum distance between goal posts shall be 24 feet and maximum lowest point of the crossbar to the ground shall be 8 feet.
Goals must be safely secured.
Field size shall be evaluated and modified on a yearly basis to accommodate actual site conditions and/or per BRYSL board modifications.
- Law 2 – The Ball: Size four (4).
- Law 3 – The Players: Teams shall play 9v9 of which one must be a goalkeeper. A team must have a minimum of 6 players to start a match. Maximum number of players on a team shall be 12. Teams and matches may be coed. Minimum number of girls on coed teams shall be established by BRYSL board prior to start of season. Substitutions may only occur at quarter breaks or injuries. Number of players shall be evaluated and modified on a yearly basis to accommodate fluctuation of actual registered players by BRYSL board.
- Law 4 – The Players' Equipment: Shall conform to FIFA. All players shall wear assigned BRYSL uniforms, shirt, short, & socks. Players out of uniform shall not be allowed to play. Age appropriate shin guards are required at all games and practices, no exceptions.
- Law 5 – The Referee: USSF grade 9 referee.
- Law 6 – The Other Match Officials: USSF referees or club linesmen.
- Law 7 – The Duration of the Match: 30 minute halves. Halves shall stopped midway through each half at the nearest stoppage of play for substitution purposes only. Substitutions shall be 2 minutes approximately. Half time interval shall be 5 to 10 minutes.

Law 8 – The Start and Restart of the Match: Conform to FIFA.

Law 9 – The Ball In & Out of Play: Conform to FIFA.

Law 10 – Determining the Outcome of a Match: Conform to FIFA.

Law 11 – Offside: Conform to FIFA.

Law 12 – Fouls and Misconduct: Conform to FIFA.

Law 13 – Free Kicks: Conform to FIFA.

Law 14 – The Penalty Kick: Conform to FIFA.

Law 15 – The Throw-in: Conform to FIFA.

Law 16 – The Goal Kick: Conform to FIFA.

Law 17 – The Corner Kick: Conform to FIFA.

BRYSL Rule A1- Player playing time: All players must play $\frac{3}{4}$ of the game unless modified by BRYSL board for unique situations. If a player arrives during the first quarter, the player must play at least 2 remaining quarters. If a player arrives during the second or third quarter, the player must play at least 1 quarter. No coach shall reduce a players playing time for any reason. BRYSL board can reduce a players playing time at anytime the board deems it necessary for safety or disciplinary reasons on a case by case basis.

BRYSL Rule A2- All additional Rules and Regulations stated in the current year BRYSL Handbook shall apply.

BRYSL Rule A3- All laws, rules and regulations shall be evaluated and modified on a yearly basis to accommodate fluctuation of actual registered players and the needs of Brigade Recreational Youth Soccer League. Modifications shall be made by BRYSL board.

BRYSL Rule A4 – Teams will have 10 minutes after scheduled start time to have the minimum number of players as required by BRYSL to start the game. After 10 minutes have lapsed, the team that is unable to field a team with the minimum number of players required by BRYSL, shall forfeit.