

Paradise Soccer Club SunSplash Invitational Tournament



U12 Rules of play

- Teams will register as an A team.
- 2 x 29 minute halves, each half broken into 3 nine minutes shifts with one minute coaching breaks between each shift, with a 5-minute half time.
- Unlimited substitutions are allowed at the one minute breaks, at the half, and at the end of regulation.
- Coaches are encouraged to utilize all players on their roster. The goalkeeper may play the entirety of the game in net.
- 9-aside (8 players plus GK).
- Teams shall consist of fourteen (14) to eighteen (18) players and must dress a minimum of eight (8) to play a game.
- Changes to team rosters will be accepted until 5:00pm, July 20.
- There are NO OFFSIDES. Coaches are advised that positioning players in opponents' goal area to take advantage of long balls is unsporting and contrary to principles of player development. Referees will report use of such tactics to competition authorities and field marshals, but will take no action on the field.
- All kicks are indirect and opposing players must be 9m from the kicker. Fouls in the penalty/ goal area are indirect kicks taken from the edge of the penalty area. There will be no penalty shots as a result of fouls.
- If a goalkeeper attempts a drop kick and kicks the ball over his/her head into his/her own net the goal will not be counted.
- No cards are used.
 - Player is warned verbally in earshot of the coach for offenses normally cautionable (reckless challenges, dissent, persistent infringement). It is particularly important to warn players if their fouls are likely to cause injury to other players.
 - For offenses that require dismissal, the player is asked to leave the field and the coach is told they cannot return (foul and abusive language, serious foul play, violent conduct, second caution). The referee must report this to the competition authorities. Teams can replace the player thus dismissed.
 - Denying an obvious goal scoring opportunity is considered cautionable only.
 - If misconduct is by the coach, or the coach refuses to support the referee in terms of cautions or dismissals, the game is halted and the referee informs the field marshal who will take appropriate action. The game should only be re-started after the field marshal is satisfied that the situation is dealt with.

- Nets and field size to follow LTPD guidelines as closely as possible. Nets will be full size and the field of play is full field.
- All games will be played using size 4 balls.
- For safety purposes, all kicks will be started by the referee.
- Slide tackling will be permitted.
- Players are NOT permitted to wear any type of jewelry while playing, with the exception of medical jewelry.
- When two teams have the same or similar color jerseys, a coin toss will take place to determine who must wear pinnies or change uniforms.
- Any player who is bleeding or has an open wound will not be permitted on the field. Once the bleeding has stopped and the wound is covered, then the referee will decide if the player is permitted back onto the field. Any player who has blood on their uniform will not be allowed to wear it onto the playing field. Any player re-entering the field after an injury must be given expressed permission to do so by the referee.
- At least one (1) coach per team must be educated in injury and first aid. A coach is responsible for ensuring that any injured player on his/her team receives the proper medical attention.
- Coaches are not permitted on the field; they must coach from their respective coaching areas on the same side of the field, behind the sidelines of play. No coaching is to take place from behind the net.

Related information

- [Players' Code of Conduct](#)
- [Coaches Code of Conduct](#)
- [Parents' / Guardians' Code of Conduct](#)

Tournament updates

- www.pysa.ca
- twitter.com/pysainfo
- <https://www.facebook.com/pscnl/>

Contact us

- Tournament information: sunsplash@pysa.ca
- Online registration form technical support: communications@pysa.ca