

**Youth Outdoor U12 House  
League  
Learn to Train  
Rules & Regulations**

# LEARN TO TRAIN (U12) HOUSE LEAGUE RULES

## The Field

Learn to Train Soccer U12 games shall be played only on fields designated and assigned by the Oakville Soccer club for the Learning to Train Soccer program.

- 9v9:
  - Width: 42-55m
  - Length: 60-77m

## The Ball

- The home team shall supply the game ball.
- Size 4 ball will be used (or light 5)

## Number of Players

- Each team roster has sixteen (16) registered players.
- OSC reserves the right to over/under roster depending on registration numbers.
- The U12 Learn to Train soccer game is played with nine (9) players per team on the field (1 goalkeeper, 8 outfield players).
- All players are encouraged to rotate through all positions.
- The minimum number of players a team is permitted to play with is six (6), including the goalkeeper.
- If one team does not have enough players to start (6) they may borrow players from the opposing team.

## Match Officials

- As per Ontario Soccer, U12 games do have Referees assigned to them.
- Match Officials shall explain infractions to the offending players.
- Match Officials shall collect prior to the start of the game.

## Duration of the Game & Playing Time

- The U12 soccer games shall be played with two 30-minute halves.
- All games will have a half-time break of 5 minutes.
- **Each player must receive equal playing time.**
- Games may be postponed only when:
  - Ordered by the Match Official
  - In the absence of a Match Official, both coaches agree that the weather and/or the field conditions are unsafe
  - The Town of Oakville withdraws the grass field permit
- If a game is abandoned after the first half has been played, the game is official and deemed to be complete.
- If a game is abandoned due to unforeseen circumstances before the first half has been played, the game shall be rescheduled at a later date at the discretion of OSC. The home team coach must advise the convenor of this occurrence and submit the game sheet. The Match Official must indicate on the game sheet the time the game was abandoned and reason and/or submit a ['Special Occurrence' report form](#).

## Start of Play

- At the beginning of a game, choice of sides and the kick-off shall be decided by the toss of a coin. The team which wins the toss shall decide which goal to attack in the first half. The team that lost the toss will take the kick-off.
- At a kick-off, all players shall be in their own half of the field of play. All players opposing the team taking the kick-off shall be not less than 6 yards (5.5m) from the ball until it is kicked-off.
- The game shall be started by the Match Official blowing his/her whistle.
- The ball will be in play when it is kicked and moved in any direction.
- For any infringement of this rule, the kick-off shall be retaken.
- Should the player taking the kick-off play or touch the ball a second time before it has been played or touched by another player, a free-kick shall be awarded to the opposing team.
- After a goal has been scored, the game shall be restarted by a kick-off, to be taken by a player of the team against which the goal was scored.
- After the first half of play, the teams shall change sides. The second half kick-off shall be taken by a player of the team that did not start the game.
- For any stoppage not mentioned elsewhere in these rules, the Match Official shall restart the game by dropping the ball at the place where it was when play was stopped, unless play was stopped in the penalty area. In this case, the ball shall be dropped on the penalty-area line at the point nearest to the where the ball was when play was stopped. The ball shall be in play as soon as it touches the ground.
- A goal may be scored directly from a kick-off

## Ball In and Out of Play

- The ball is **out** of play:
  - When the whole of the ball has crossed the goal-line or touch-line, whether on the ground or in the air
  - When the play has been stopped by the Match Official/coach
- The ball is **in** play:
  - At all other times including when it rebounds into play from a goal post, a cross-bar, Match Official and remains in the field of play

## Offside

- The offside rule applies to all 9v9 outdoor games.

## Method of Scoring

- A goal is scored when the whole of the ball has crossed over the goal line, between the goal-posts and under the cross-bar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking team.
- The Match Official shall be the sole judge as to whether a goal has been scored.
- During the course of play, should any outside agent prevent the ball from passing into the goal or assist the ball into the goal, play shall be stopped. The Match Official shall restart the game by dropping the ball.
- There are no scores or standings as per [Long Term Player Development \(Ontario Soccer\)](#).

## Substitutions

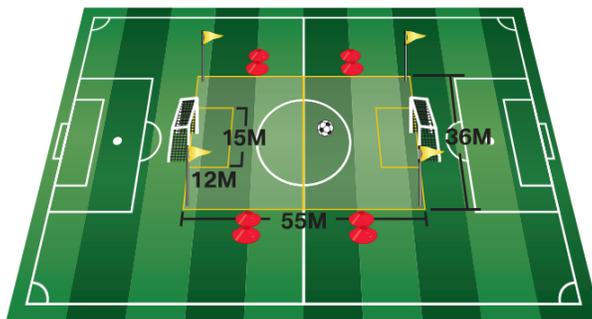
- Unlimited substitutions are permitted at the following times by notifying the Match Official:
  - On a throw-in for either team
  - After a goal is scored by either team
  - At a goal kick by either team
  - At the start of the 2<sup>nd</sup> Half
  - To replace an injured player

### Throw Ins (U12+)

- When the whole of the ball has crossed the touch-line, either on the ground or in the air, the ball shall be thrown-in from the point where it left the field of play, by a member of the team opposing that of the player who last played or touched it.
- The player taking the throw-in shall:
  - Face the field of play
  - Have part of each foot on the touch line or in the ground outside the touch line,
  - Use both hands, and
  - Deliver the ball from behind and over her/his head
- If the player fails to throw the ball in correctly, she/he shall be permitted a second attempt. If the second attempt is unsuccessful, a throw-in shall be awarded to the opposing team.
- The ball will be in play immediately after it enters the field of play.
- If the player taking the throw-in plays or touches the ball a second time before it has been played or touched by another player, a free-kick shall be awarded to the opposing team.
- At the taking of a throw-in, all opponents must be at least 2 meters from the ball.
- A goal may not be scored directly from a throw-in.

### Retreat Line

- To allow our young players to learn and gain confidence in how to play the ball out from the back and build an attack, as opposed to the goalkeeper/last player kicking it aimlessly up the field, the concept of the retreat line has been introduced in mini soccer.
- What would happen is as follows:
  - When the goalkeeper has the ball at a goal kick or after making a save the opposing team members would “retreat” to a third of the field
  - Once all the opposing players have retreated to the line the goalkeeper can successfully throw or pass the ball to one of his/her teammates
  - Once the teammate has received the ball the opposing players can then start to apply pressure to the player with the ball this gives the player on the ball the time and space required to have a look, receive the ball and choose to dribble or pass to a teammate without being marked or under immediate pressure
- In the 9v9 game the retreat line will be at the one-third line of each team’s respective half.
- The Match Official should ensure the retreat line is visible and in the correct location.



### Extreme Heat

- When the weather is extremely hot, The Match Official will provide a water break in the middle of each game half. This is for the sole purpose of giving **only** those players on the field some water. It is **not** to be used for coaching or other purposes.