

WASA U12 Division Guidelines

Number of Players (On the Field)	Boys: 11, (10 plus the goal keeper) Girls: 8, (7 plus the goal keeper) the girls number may vary in some seasons Before any player may play an entire game, all other players on the team must play at least $\frac{3}{4}$ of the game.
Mercy Rule	Coed U12 and Girls U12 divisions only: If a team falls behind by 3 goals, an extra player may be added to the field. If the lead is reduced to two goals, the extra player must come off the field.
Match Length	25 minute halves. The game clock does not stop.
Substitutions	Open substitution for either team (with referee permission) anytime play is stopped for a ball that is off the field... also at half-time, or for an injury. Substitutes must be at the mid-field line waiting for referee permission to enter.
Ball Size	Size 4
Field Size	Coed: Large - sizes vary by location Girls: Medium - sizes vary by location
Coaches	Coaching is from the team side only, between the penalty area and the mid-field line. Coaches must stay off the field unless summoned by the referee. <i>Coaching is not permitted from the spectator side or from behind the goals!!!</i>
Slide Tackling	Slide tackling <i>is</i> permitted. However, the tackle must initiate from within field of vision of the player with the ball, never from behind. Slide tackling from behind is penalized with a direct free kick. If a slide tackle from behind occurs in the penalty area, a PK is awarded. Repeated offense may result in a yellow card caution or red card dismissal.
Heading the Ball	Heading the ball is permitted. Practices MUST NOT include heading drills that require players to repeatedly head the ball for several minutes.
Off Side	Off side is enforced.
Throw-ins	For improper throw-ins, the referee will turn the ball over to the other team.
Tournament	Competitive Tournament. Coed and Girls are both in the spring. Tournament format determined by the league coordinator.
Trophies	Participation awards for all players not receiving 1 st or 2 nd place tournament trophies.