

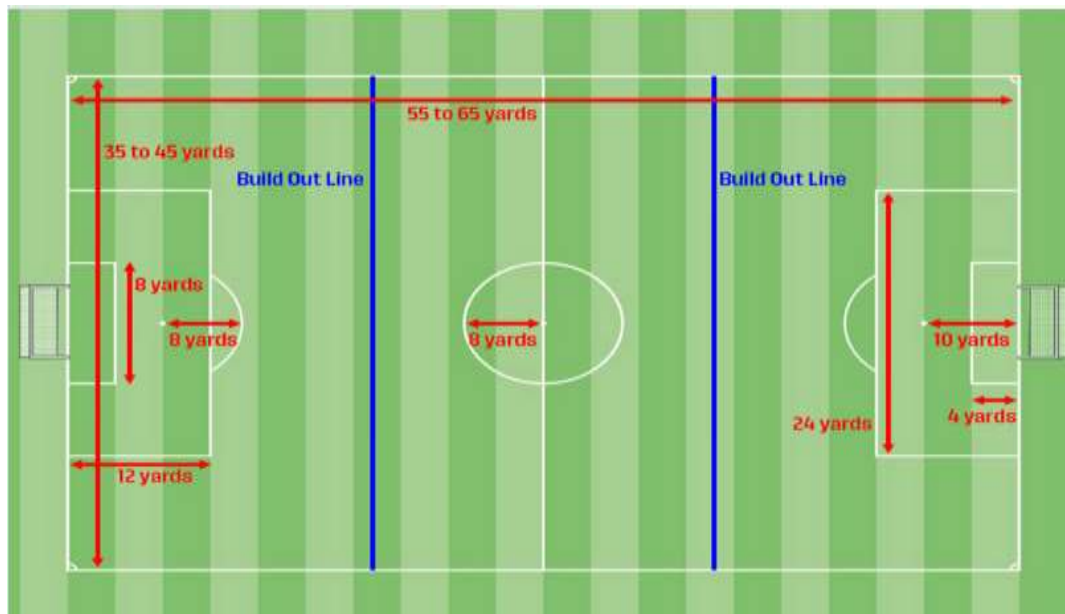
Modifications to the Laws of the Game

Small-Sided Games 2019 For

7 v 7 Birth Years 2010, 2011 and 2012

Law 1 – The Field of Play

- **Build-Out Line.** A Build-Out Line is a line across the width of the field of play mid-way between the top of the penalty area and the half-way line in each half. They should be equidistant between the penalty area line and the halfway line. The build out line promotes playing the ball out of the back in a less pressured setting
 - ♦ When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
 - ♦ Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed). The goalkeeper can put the ball into play sooner but does so accepting the positioning of the opponents and the consequences of how play resumes
 - ♦ After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
 - ♦ Goalkeeper can throw, roll, dribble or pass the ball into play. No punts or drop kicks are allowed
- Field size recommendation is 55-70 yards (length) and 35-55 yards (width)
- Recommended goal based on the age and ability of the players should be no larger than 6.5 feet (height) x 18.5 feet (width) - A goal 7 feet (height) x 21 feet (width) can be used
- Diagram with the recommended field markings and dimensions



Law 2 – The Ball

- Size 4

Law 3 – The Players

- 7v7 (6 field players and 1 goalkeeper)
- Game may not start or continue if there are less than 5 players on a team
- Substitutions are unlimited and can occur at any stoppage
- A player who is being substituted must leave the field by the nearest point on the touchline/goal line (unless the referee indicates the player can leave quickly/immediately at the halfway line or a different point because of safety, injury etc.

Law 5 – The Referee

- Minimum certification as a U.S. Soccer Grade 9 Referee

Law 6 – The Other Match Officials

- Used at the discretion of the competition

Law 7 – The Duration of the Match

- 2 halves
- 25-minutes halves
- 10-minute halftime
- No added time

Law 8 – The Start and Restart of Play – No Heading Allowed

- ♦ If a player is struck in the head by the ball accidentally, the referee will assess the force of the impact and if the referee stops the game because of the strike/blow to the head. The referee restarts the game with a drop ball in accordance with new restarts in Law 8 below
 - If play is stopped inside the penalty area, the ball will be dropped for the goalkeeper
 - If play is stopped outside the penalty area, the ball will be dropped for one player of the team that last touched or played the ball at the point of the last touch
 - In all cases, all other players (of both teams) must be at least 4.5 yards away
 - If the ball touches the referee (or another match official) and goes into the goal, or team possession changes or a promising attack starts, a dropped ball is awarded
- ♦ The hit to the head will be considered accidental if when the ball hits the player's head, it occurred in a way that was not planned or intended; happening by accident. The player may be standing still or in motion but not in either case playing the ball. The player may not even be aware that the ball is coming in a direction from which contact is imminent
- ♦ Kick-off – the team that wins the toss can now choose to take the kick-off or which goal to attack

Law 11 – Offside

- The build out line will be used to assess where offside offenses can be punished
- Players cannot be penalized for an offside offense between the halfway line and the build out line
- Players can be penalized for an offside offense between the build out line and the goal line

Law 12 – Fouls and Misconduct

- No Deliberate heading of the ball. For deliberate heading, the restart is an IFK to the opponent
- If the deliberate heading by a defender occurs inside the defender's penalty area, the IFK will be taken from the penalty area line parallel to the goal line at the nearest point to where the offense occurred
- Greater clarity is needed for handball. Deliberate handball remains an offense
- The following "handball" situations, even if accidental, will be a free kick:
 - ♦ The ball goes into the goal after touching an attacking player's hand/arm
 - ♦ A player gains control/possession of the ball after it touches their hand/arm and then scores, or creates a goal-scoring opportunity
 - ♦ The ball touches a player's hand/arm which has made their body unnaturally bigger
 - ♦ The ball touches a player's hand/arm when it is above their shoulders (unless the player has deliberately played the ball which then touches their hand/arm)
- The following will not usually be a free kick, unless they are one of the above situations:
 - ♦ The ball touches a player's hand/arm directly from their own head/body/foot or the head/body/foot of another player who is close/near
 - ♦ The ball touches a player's hand/arm which is close to their body and has not made their body unnaturally bigger
 - ♦ If a player is falling and the ball touches their hand/arm when it is between their body and the ground to support the body (but not extended to make the body bigger)
 - ♦ If the goalkeeper attempts to "clear" (release into play) a throw-in or deliberate kick from a team-mate but the "clearance" fails, the goalkeeper can then handle the ball
- Quick free kick and Yellow Card/Red Card – If the referee is about to issue a YC/RC but the non-offending team takes the free kick quickly and creates a goal-scoring opportunity, the referee can delay the YC/RC until the next stoppage if the offending team was not distracted by the referee

- A team official guilty of misconduct will be shown a YC (caution) or RC (sending-off); if the offender cannot be identified, the senior coach who is in the technical area at the time will receive the YC/RC

Law 13 – Free Kicks

- If a goalkeeper punts or drop-kicks the ball within the penalty area, an indirect free kick will be awarded to the opponent to be taken from the penalty area line parallel to the goal line at the nearest point to where the offense occurred
- If a goalkeeper punts or drop-kicks the ball outside the penalty area, a direct free kick will be awarded for handling to the opponent from the location of the offense. (This punishment will only be considered by the referee if the goalkeeper steps outside the penalty area holding the ball on his/her hands before punting or drop-kicking the ball)
- When there is a “wall” of three or more defenders, the attackers are not allowed within one yard of the “wall”; an attacker less than one yard from the “wall” when the kick is taken will be penalized with an indirect free kick
- When a team takes a free kick in their own penalty area, the ball is in play once the kick is taken; it does not have to leave the penalty area before it can be played. Opponents must be outside the penalty area until the ball is in play
- Medical breaks (water or cooling) Water breaks are maximum one minute, cooling breaks are 90 seconds to 3 minutes

Law 14 – Penalty Kick

- The team’s penalty taker can have (quick) treatment/assessment and then take the kick
- The goalkeeper must not be touching the goalpost/crossbar/nets; they must not be moving
- The goalkeeper must have at least part of one foot on/in line with the goal line when the kick is taken; cannot stand behind the line

Law 16 – The Goal Kick

The opposing team must move behind the build-out line during a goal kick until the ball is put into play. The ball is in play once the kick is taken; it can be played before leaving the penalty area.

Standard Laws of the Game (No Modifications)

Law 4 – The Players Equipment

Law 9 – The Ball in and Out of Play

Law 10 – Determining the Outcome of a Match

Law 15 – The Throw-in

Law 17 – The Corner Kick

Concussion Initiative from U.S. Soccer

1. Per U.S. Soccer’s Concussion Initiative, if a player is suspected to have a head injury the referee is instructed to stop play to allow for treatment/evaluation as needed.
2. If the player leaves the field of play for additional evaluation, a substitution can be made in that moment.
3. The player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player.
4. Any coach or parent insisting on returning the player to the game without approved clearance will result in the referee ending the game.