



Modifications to the Laws of the Game 7 v 7 - Small-Sided Games

Birth Year 2011 (U8), 2010 (U9) and 2009 (U10)

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.
- 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*).
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- ✓ 55-65 yards (length) and 35-45 yards (width)
- ✓ Goals should be no larger than 6.5 feet (height) x 18.5 feet (width) - A 6.5 feet (height) x 12 feet (width) goal is recommended based on the age and ability of the players
- ✓ Diagram with the recommended field markings and dimensions.



Law 2 – Ball

- ✓ Size 4

Law 3 – 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.

Law 5 – Referee

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

Law 6 – Other Match Officials

- ✓ Used at the discretion of the competition.

Law 7 – Duration of the Match

- ✓ 2 halves
- ✓ 25 minutes halves
- ✓ 10 minute halftime (Presidio is 5 minute halftime)
- ✓ No added time

Law 8 – The Start and Restart of Play

- ✓ 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 dropped ball in accordance with Law 8.*
- ✓ 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.
- ✓ If the accidental hit to the head occurs inside the penalty area AND the referee stops the game, the ball will be dropped at the penalty area line parallel to the goal line at the nearest point to where the incident occurred.

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.

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 on hands before punting or drop-kicking the ball*).

Law 16 – Goal Kick

- ✓ The opposing team must move behind the build out line during a goal kick until the ball is put into play.

Standard Laws of the Game (No Modifications)

Law 4 – Players Equipment

Law 9 – The Ball in and Out of Play

Law 10 – Determining the Outcome of a Match

Law 14 – The Penalty Kick

Law 15 – The Throw-in

Law 17 – The Corner Kick