

# Small-Sided Soccer

(Updated 1-8-2018)



## RULE DIFFERENCES



# Small-Sided Soccer Rule Modifications



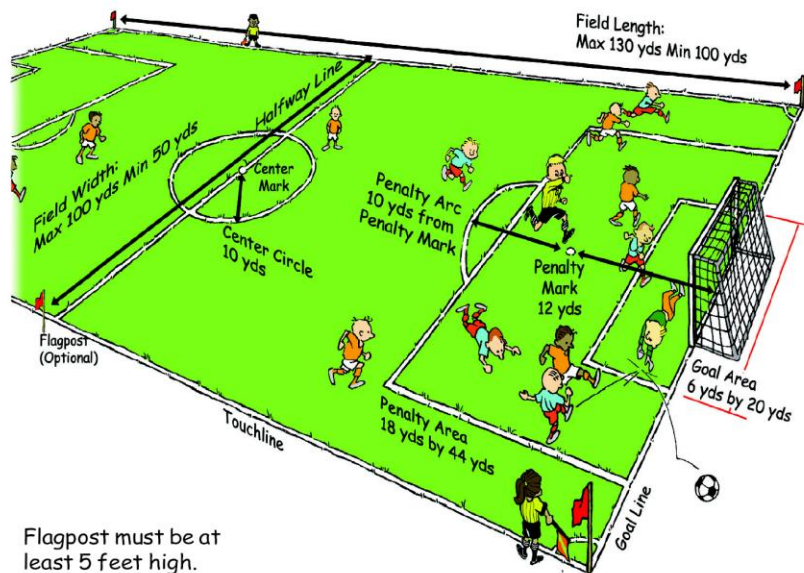
The Soccer Rule Differences contained in this presentation are based upon the latest **recommended** modifications by US Youth Soccer to the FIFA (USSoccer) Laws of the Game.

Local league and/or tournament rules may vary significantly, especially with regard to number of players and field sizes used. **As a game official, you will need to verify and understand the particular rules of the competition prior to officiating any game.**



# LAW 1 – SMALL-SIDED FIELDS

## U13-U & Older (11 v 11) (Full-Sided Field)



**Safety: Goals must be anchored securely to the ground.**

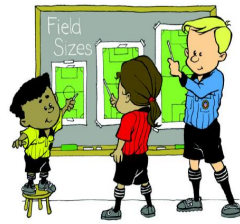
**Portable goals may only be used if they satisfy this requirement.**



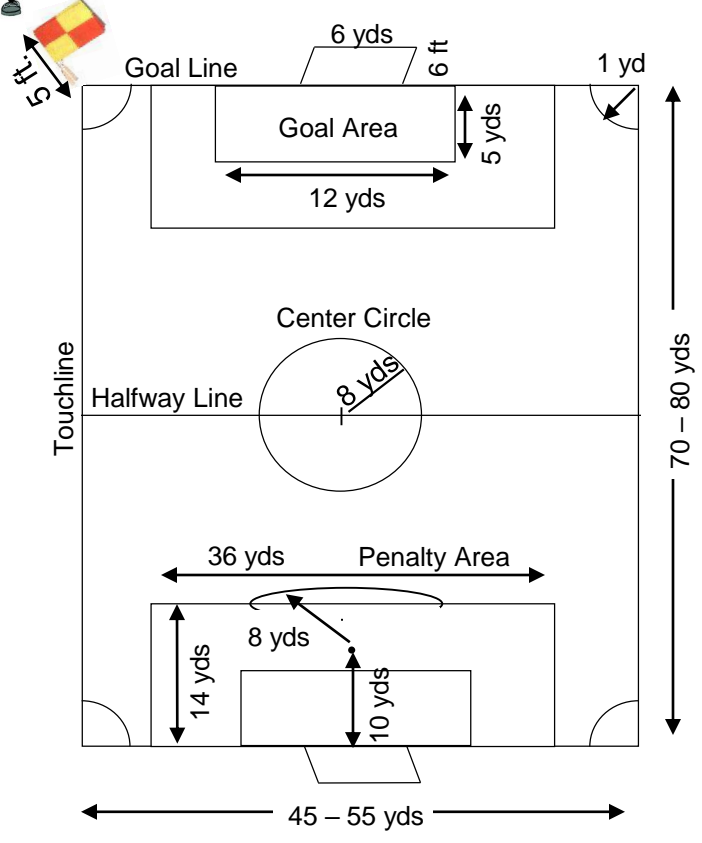
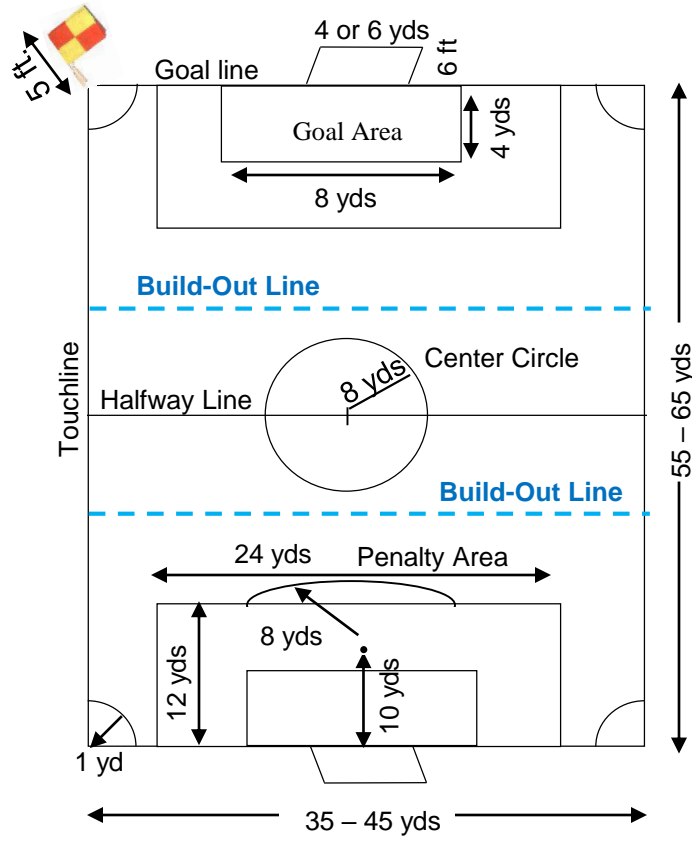
# LAW 1 – SMALL-SIDED FIELDS



## 9-U & 10-U (7 v 7)



## 11-U & 12-U (9 v 9)



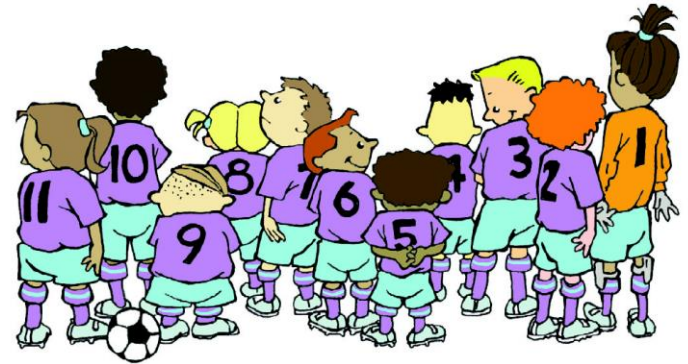
**Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.**

# LAW 3 - NUMBER OF PLAYERS

## Full-Sided Games

### **13-U & Older:**

**11 v 11** players, one of whom must be the goalkeeper ... (minimum of 7 players to continue)



## Small-Sided Games (Only two different levels)

**11-U & 12-U:** 9 v 9 players, one of whom must be the goalkeeper ... (minimum of 6 players to continue)

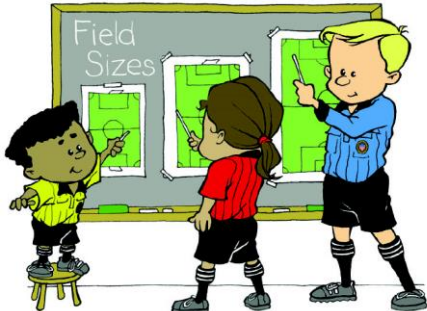
**9-U & 10-U:** 7 v 7 players, one of whom must be the goalkeeper ... (minimum of 5 players to continue)



# LAW 1 - THE FIELD OF PLAY

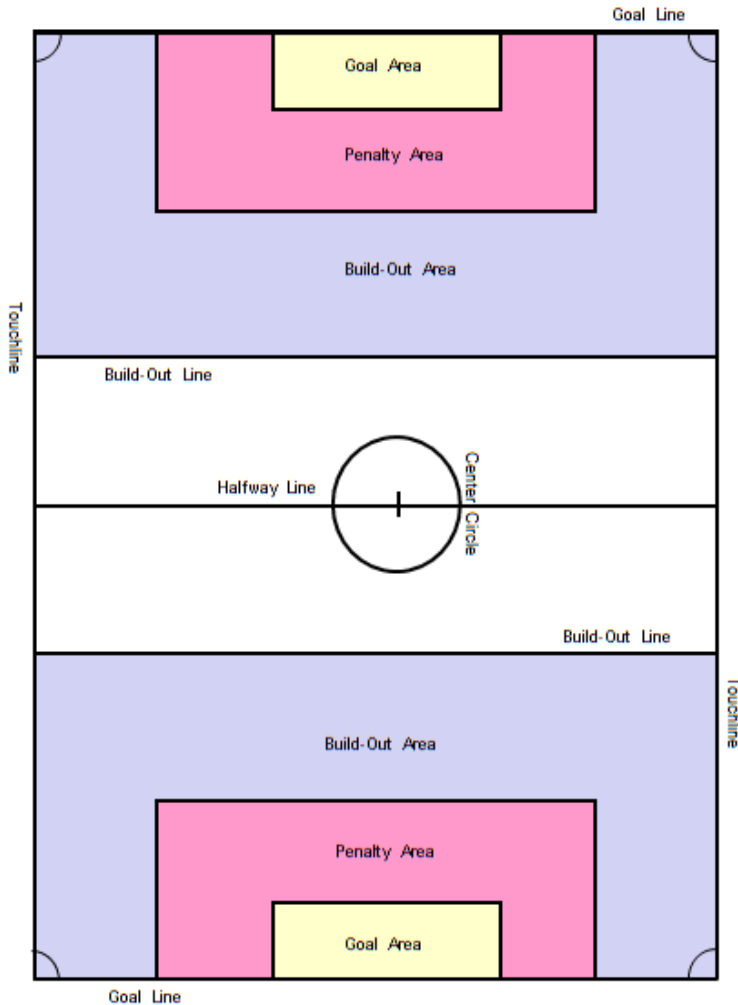


## Recommended Small-Sided Field Dimensions



	<u>7v7</u> (9-U & 10-U)	<u>9v9</u> (11-U & 12-U)	<u>11v11</u> (13-U & Older)
<b>Goal Area Line</b>	4 yds.	5 yds.	6 yds.
<b>Penalty Area Line</b>	12 yds.	14 yds.	18 yds.
<b>Penalty Spot</b>	<b>10 yds.</b>	<b>10 yds.</b>	12 yds.
<b>Center Circle Radius</b>	<b>8 yds.</b>	<b>8 yds.</b>	10 yds.

# USSoccer Player Development Initiative

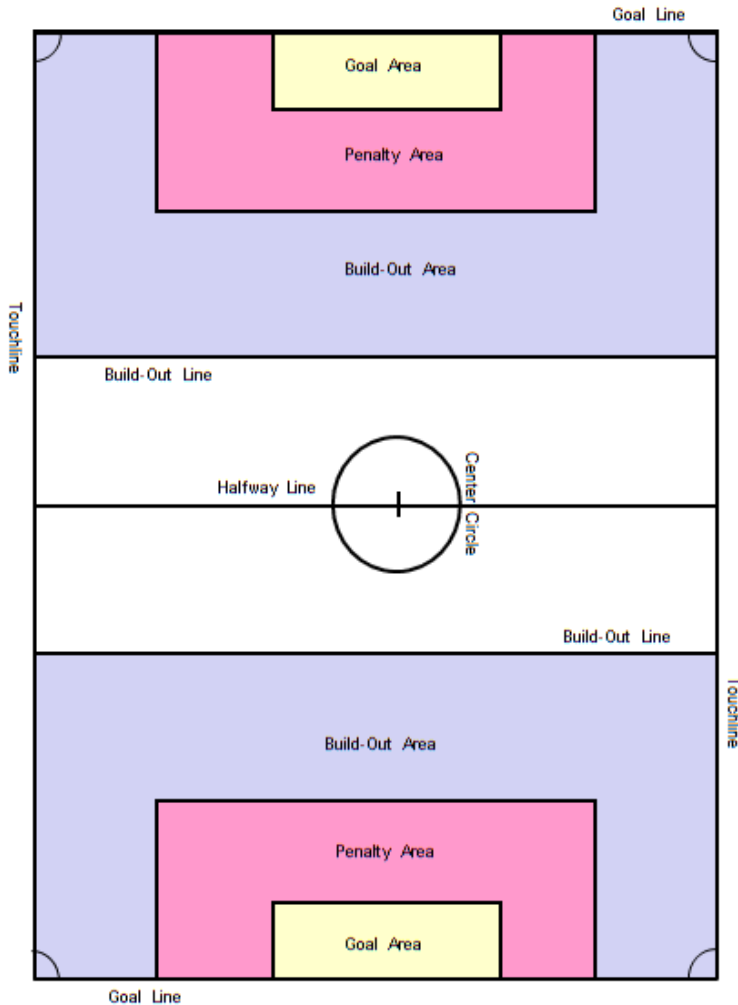


*The USSoccer Player Development Initiative recommends that 9-U AND 10-U (7v7) youth games use modified field markings that include a “Build-out Line”.*

*The “Build-Out Line” promotes playing the ball out of the back, in a less pressured setting.*

*The Build-Out Lines are only used in 9-U and 10-U (7v7) matches.*

# USSoccer Player Development Initiative

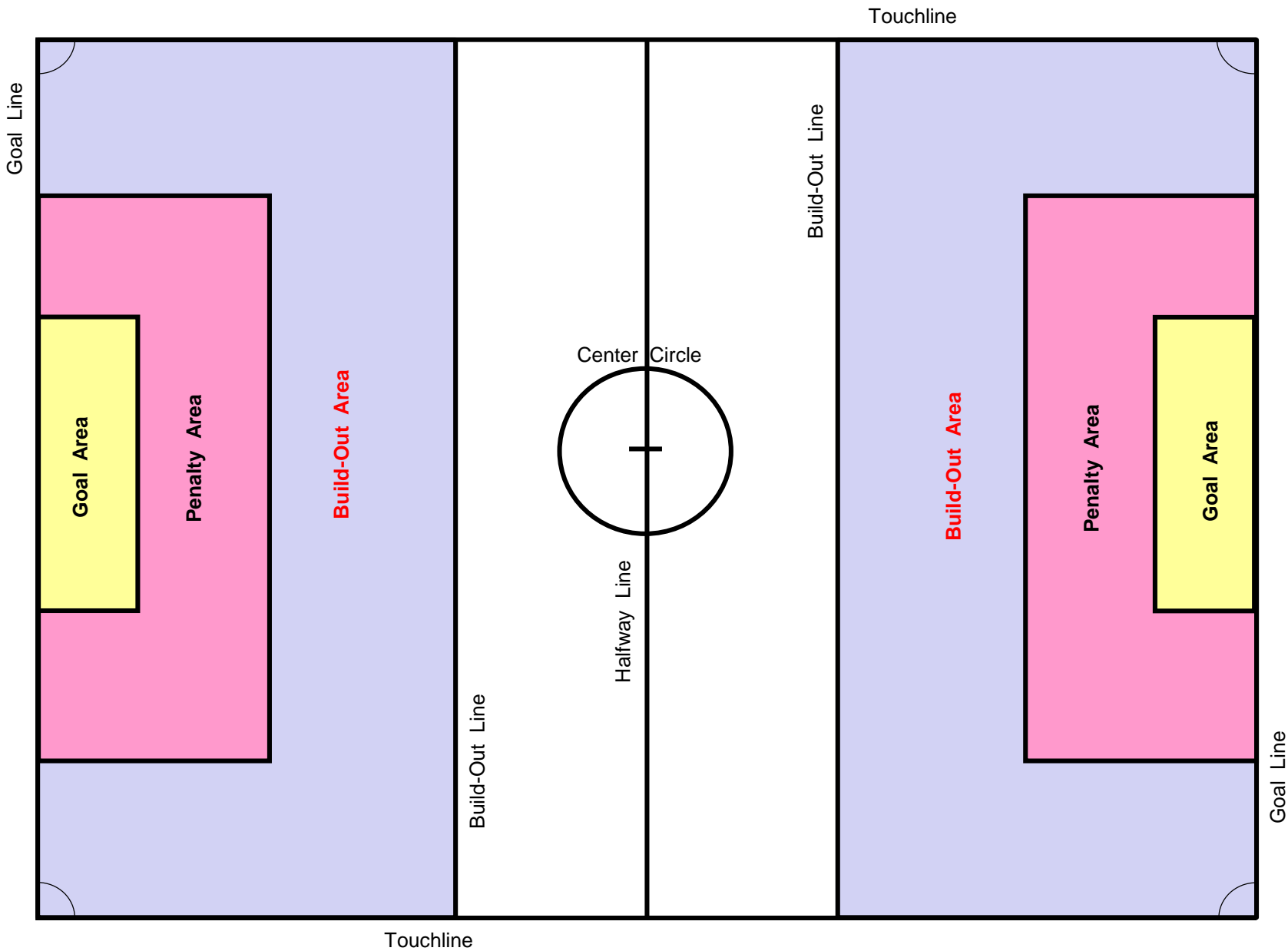


The Build-Out Lines are located equidistant between the top of the penalty area and the halfway line, parallel to the goal line and across the full width of the field.

The Build-Out Area is the area of the field bounded by both touchlines, the goal line and the Build-Out Line.



# LAW 1 – SMALL-SIDED FIELDS (7 v 7)





# Law 2 - THE BALL



**Spherical**

**Not dangerous**



**Ages: 9-U thru 12-U**

**13-U & Older**

**Ball Size: 4**

**5**

**Pressure: "Thumb test"**



**Change only when authorized by Referee.**



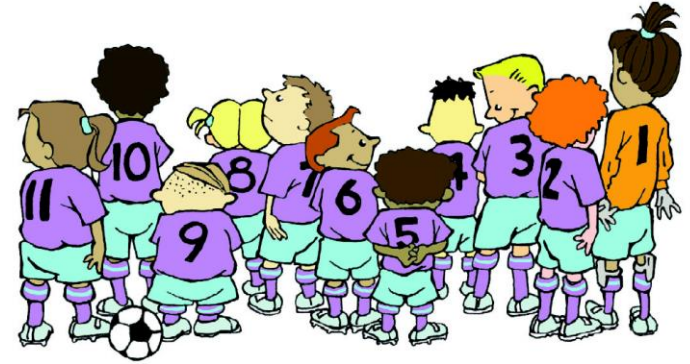
# LAW 3 - NUMBER OF PLAYERS



## Full-Sided Games

### **U13 & Older:**

**11 v 11** players, one of whom must be the goalkeeper ... (minimum of 7 players to continue)



## Small-Sided Games (Local Rules May Vary)

**U11 & U12:** 9 v 9 players, one of whom must be the goalkeeper ... (minimum of 6 players to continue)

**U9 & U10:** 7 v 7 players, one of whom must be the goalkeeper ... (minimum of 5 players to continue)



# Law 3 - SUBSTITUTIONS

## U9 thru U12 (Local rules may vary):

- Unlimited at any stoppage of play
- Injury Stoppage
- Goal Kick
- Kick Off (after goal)
- Between Periods

} ... By either team

Throw-In ... By team in possession (opponent's may also sub, but only if team in possession is substituting)

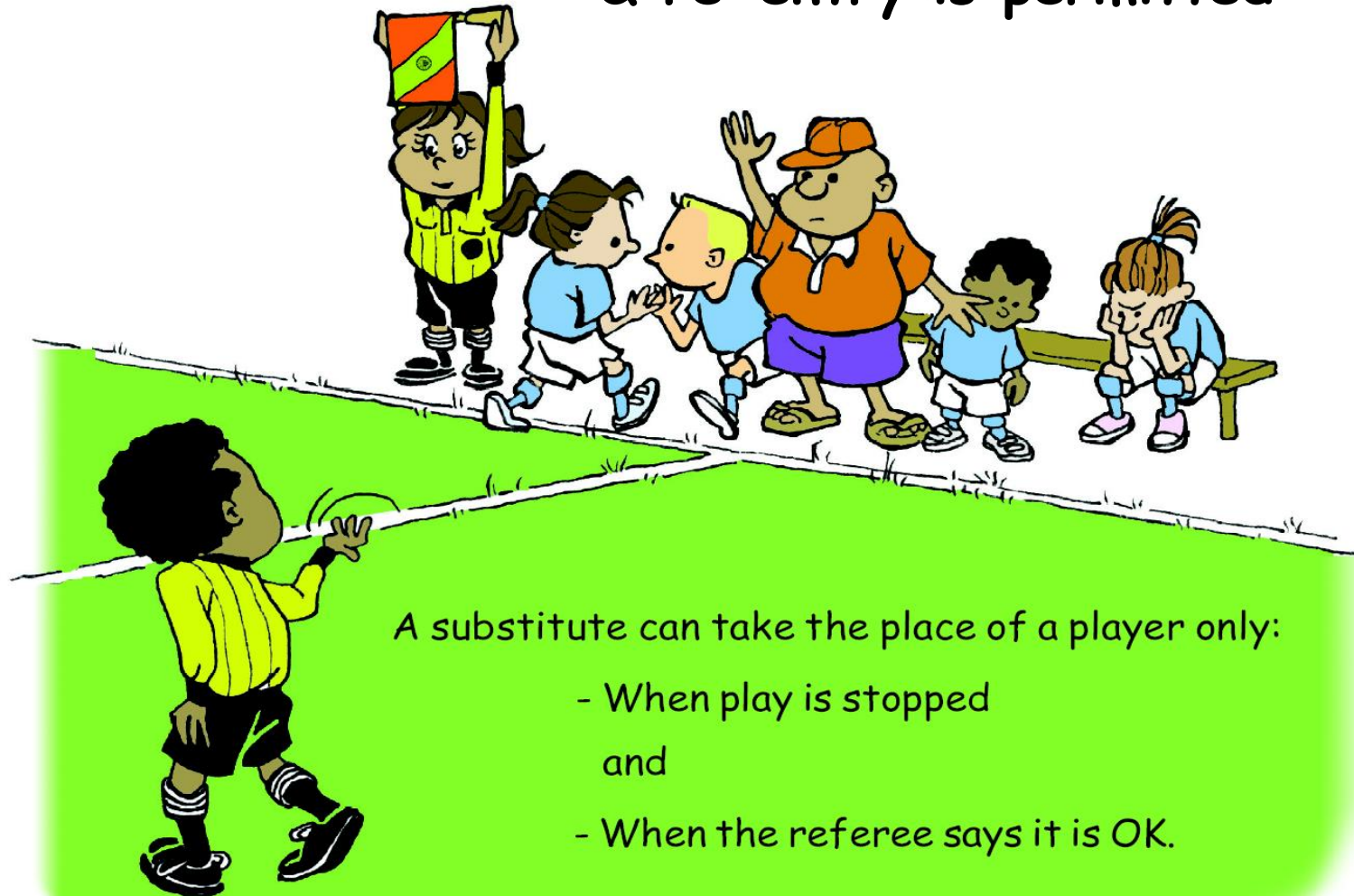




# LAW 3 - SUBSTITUTION STEPS



Number of substitutions is unlimited (at any stoppage)  
& re-entry is permitted



A substitute can take the place of a player only:

- When play is stopped
- and
- When the referee says it is OK.



# LAW 4 - PLAYERS' EQUIPMENT



**5S .... S**hirt, **S**horts, **S**hinguards,  
**S**ocks, **S**hoes

Nothing which is dangerous to self  
or to another player (jewelry).

Tennis shoes or soft-cleat soccer  
shoes – even shoes metal studs are OK.

Non-uniform clothing is OK based on  
weather conditions, but uniforms  
(typically shirt colors) must still  
distinguish teams



**NO EARRINGS**  
**NO EXCEPTIONS**



# LAW 6 – ASSISTANT REFEREES



## 7-U & 8-U

Referees and Assistant Referees are not needed for this age group.

## 9-U & 10-U

Assistant Referees may or may not be used for this age group.

**(Local rules of competition may vary)**

## 11-U & Older

Registered Assistant Referees are to be used for these age groups.



# **LAW 7 - DURATION OF THE GAME**



## **9-U&10-U**

25-min

Halves

## **11-U & 12-U**

30-min

Halves

## **13-U & 14-U**

35-min

Halves

**(Local or Tournament Rules May Vary)**

**10-minute half-time break (all ages)**

**Add time for:**

Injury Stoppage

Substitutions

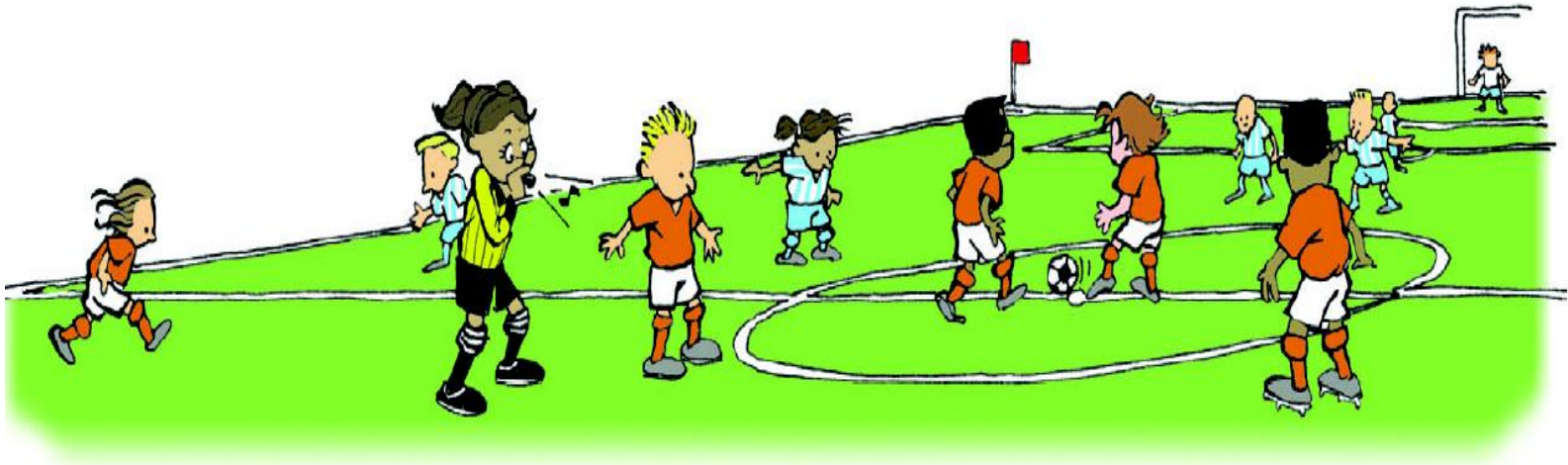


**But some tournaments may not allow add time!**





# LAW 8 - START OF PLAY



**Distance from the Ball (Until ball is in play):**

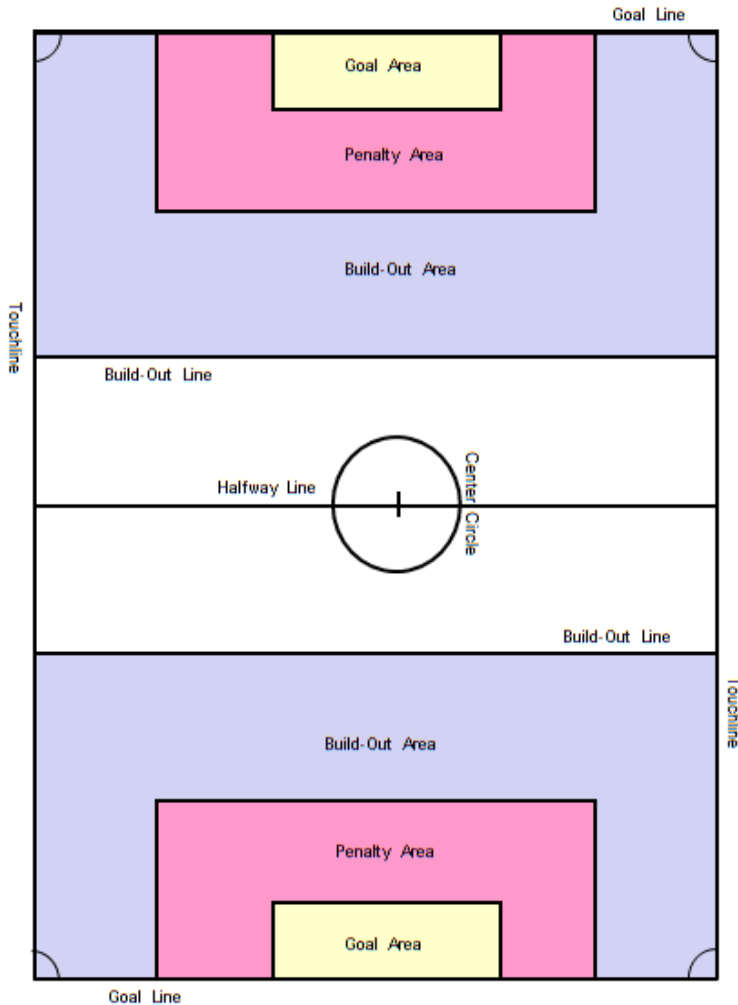
<b>Kick-off</b>	<b>9-U&amp;10-U</b>	<b>11-U&amp;12-U</b>	<b>13-U &amp; Older</b>
<b>Opponents</b>	<b>8 yds.</b>	<b>8 yds.</b>	<b>10 yds.</b>

All players must be completely in their own half of field

Ball in play when it is kicked and clearly moves in any direction

Goal may be scored directly (on first kick)

# LAW 8 – RESTARTS



## 9-U and 10-U (7v7 Games)

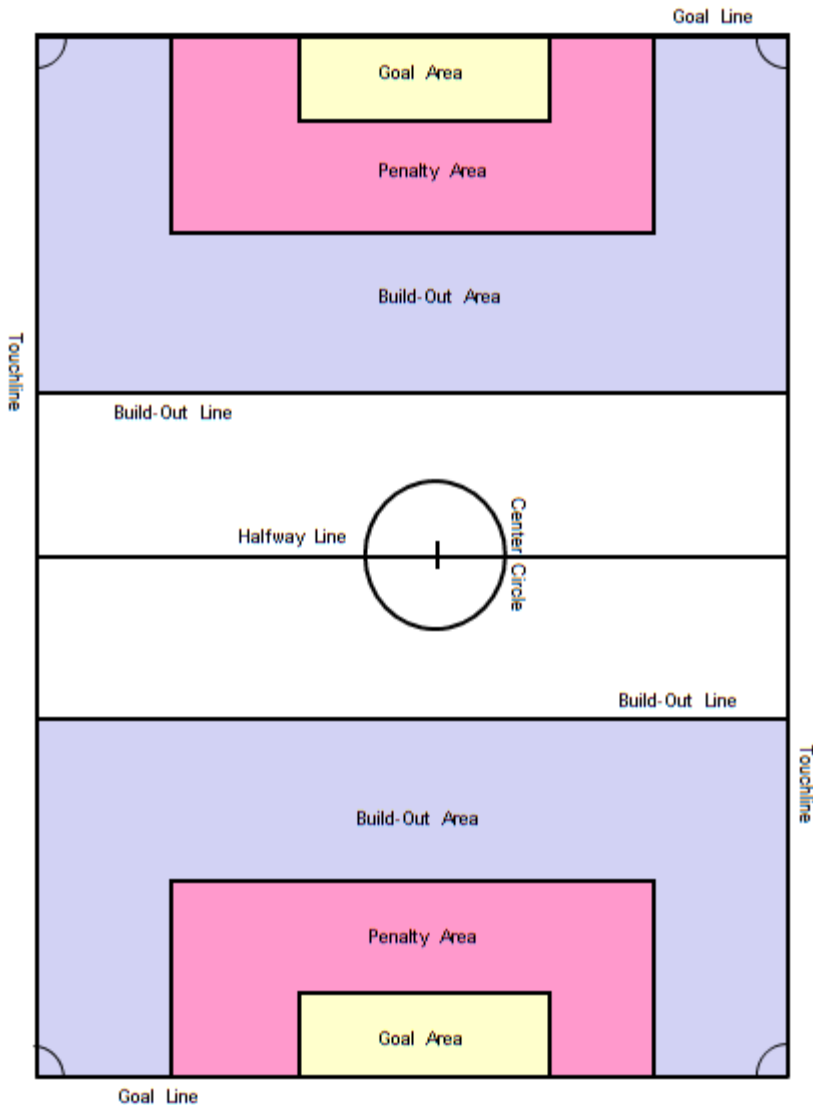
During play, whenever the goalkeeper gains possession of the ball with their hands the opposing players must move and remain outside the **Build-Out Area** until the ball is put back in play.

The ball is in play when:

- the ball is placed on the ground ... or
- The goalkeeper either rolls or throws the ball into play.

**The goalkeeper may not punt or drop-kick the ball ... restart is an IFK at point of offense.**

# LAW 8 – RESTARTS



## 9-U and 10-U (7v7 Games)

Opponents who enter into the Build-Out Area before the ball is put back into play are guilty of encroachment and should be admonished accordingly.

Play should be stopped and an IFK restart taken at the spot of the encroachment.



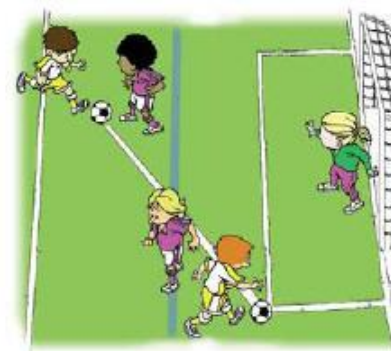
# LAW 11 - OFFSIDE



**7 v 7** ..... Offside as per FIFA / USSoccer

**Exception:** Attacking players can only be in an offside position when they are in the **Build-Out Area**.

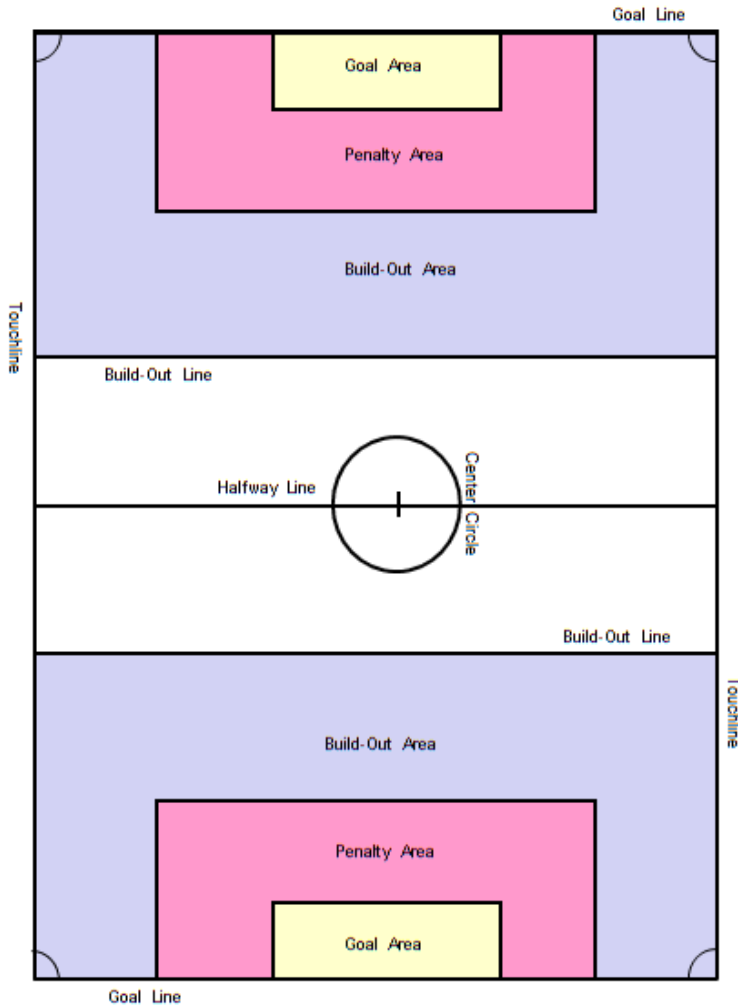
Offside is not in effect between the half-line and the build out line.



**9 v 9** ..... Offside as per FIFA / USSoccer

**11 v 11** ..... Offside as per FIFA / USSoccer

# LAW 11 - OFFSIDE



## 9-U and 10-U (7v7 Games)

**Players can only be offside when they are in their opponent's Build-Out Area.**

**The area of the field between the Build-Out Lines is an offside free zone.**



# LAW 12 – FOULS & MISCONDUCT



## 11-U & 12-U (9 v 9)

All restarts are as per FIFA / USSoccer ... DFK & IFK

Any misconduct punished as per the Laws of the Game

## 12-U

NOTE: Heading is allowed in games without limitations.

## 11-U

NOTE: Heading is NOT allowed in games.



# **LAW 12 – FOULS & MISCONDUCT**



## **9-U & 10-U (7 v 7)**

Restarts are as per FIFA / USSoccer ... DFK & IFK

**EXCEPTION #1: Deliberate heading is not allowed.**

**EXCEPTION #2: Goalkeepers are not allowed to punt or drop kick the ball.**

An IFK is awarded to the opposing team at the spot of the offense. If the punt occurs within the goal area, the IFK is to be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Any misconduct punished as per the Laws of the Game

**All (Local Rules May Vary)**



# OSSRC

## Heading the Ball

### Restrictions



- 1) *If a player in a **11-U(9v9)**, **10-U(7v7)** or younger age group match **deliberately** heads the ball in a game with any portion of their head, an indirect free kick (IFK) is to be awarded to the opposing team from the spot of the infraction.*
- 2) *If within the goal area, the IFK should be taken on the goal area line parallel to the goal line at the point nearest to where the infraction occurred.*





# OSSRC

## Heading the Ball

### Restrictions



- 3) *If the ball makes contact with a player's head and the player has **not deliberately** played or attempted to play the ball, then play should continue as no infraction has occurred.*
- 4) *A player shall **not** be cautioned nor sent-off for persistent infringement, as a result of a heading infraction.*
- 5) *A player shall **not** be cautioned nor sent-off for denying an obvious goal scoring opportunity (DOGSO), as a result of a heading infraction.  
*It is not a handling offense and it is not an offense committed against an opponent ... therefore criteria for committing a DOGSO offense does not exist.**



# OSSRC

## Heading the Ball

### Clarifications



- *Heading of the ball is allowed in 12-U and older age group matches without limitations.*
- *Referees are to enforce the heading restrictions by age group of the team in accordance with these specified rules.*
- *Referees will not be assessing the age of individual players on the field ... they will only enforce the rules for the age group.*



# OSSRC

## Heading the Ball

### Clarifications



- *Advantage should not be implemented when a heading infraction occurs.*
- *This rule is primarily a SAFETY issue, which needs to be addressed immediately, such that it does not occur again.*
- *This is not an infraction where the player needs to be punished, i.e. with a caution or send-off. Again, it is a self-inflicted safety issue.*



# OSSRC

## Heading the Ball

### Clarifications



- *It may be acceptable to have the player leave the game (much like an injury) such that the coach can talk to the player.*
  - *This is not a mandate ... solely at the discretion of the referee.*
  - *More likely to implemented, if deliberate heading is repeated.*
  - *Player would be allowed back in the game at the team's next substitution time.*
  - *Again, this is not intended to be a punishment, but instead a teaching moment.*



# OSSRC

## Heading the Ball

### Explanations



- *As a referee or an AR you must determine if ball and head contact was a **deliberate** act by the player.*
  - Ball to head ... not deliberate*
  - Head to ball ... deliberate*
- *Similar to determining a handling foul ... expect to hear “Headball, Ref”, as an added complaint from the sidelines.*



# LAW 13 – FREE KICKS



The minimum distance that all opposing players must be from the ball at the taking of a free kick is the same as the “radius of the center circle”.

	<u>7v7</u>	<u>9v9</u>	<u>11v11</u>
<b>Center Circle Radius</b>	<b>8 yds.</b>	<b>8 yds.</b>	10 yds.



# LAW 14 – PENALTY KICK



## 9-U & 10-U (7 v 7)

Penalty Spot is **10 yds.** from the Goal Line

## 11-U & 12-U (9 v 9)

Penalty Spot is **10 yds.** from the Goal Line

## 13-U & Older (11 v 11)

Penalty Spot is 12 yds. from the Goal Line



# LAW 15 – THROW-IN



## 9-U & Older

As per FIFA / USSoccer

If a throw-in is taken incorrectly, a throw-in will be then be given to the opposing team.





# LAW 16 - GOAL KICK



## 9-U & Older

As per FIFA / USSoccer

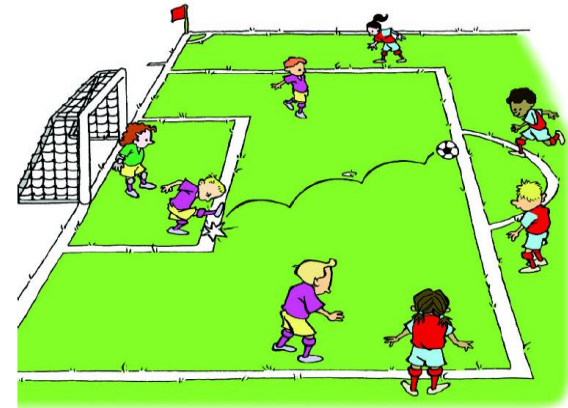
Opponents must be outside penalty area. The ball is in play when it is kicked outside the penalty area.

The goal kick may be taken anywhere within the goal area.

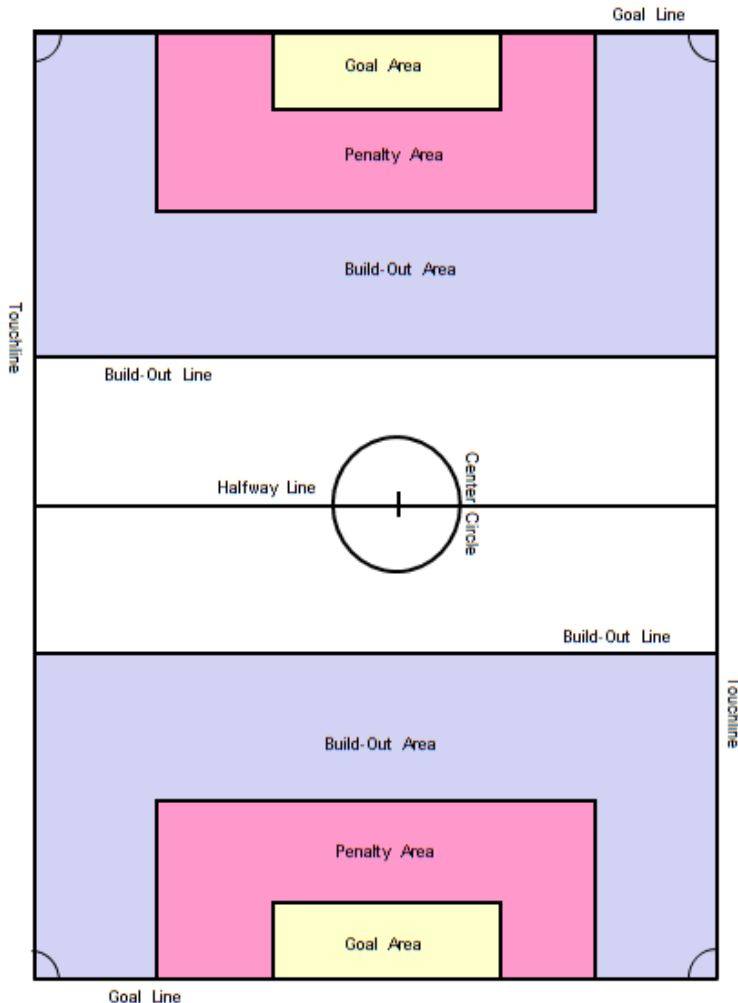
Kicker may not play the ball twice in succession.

## 9-U & 10-U EXCEPTION:

Opposing players must move outside **the Build-Out Area** until the ball is in play.



# LAW 16 – GOAL KICK



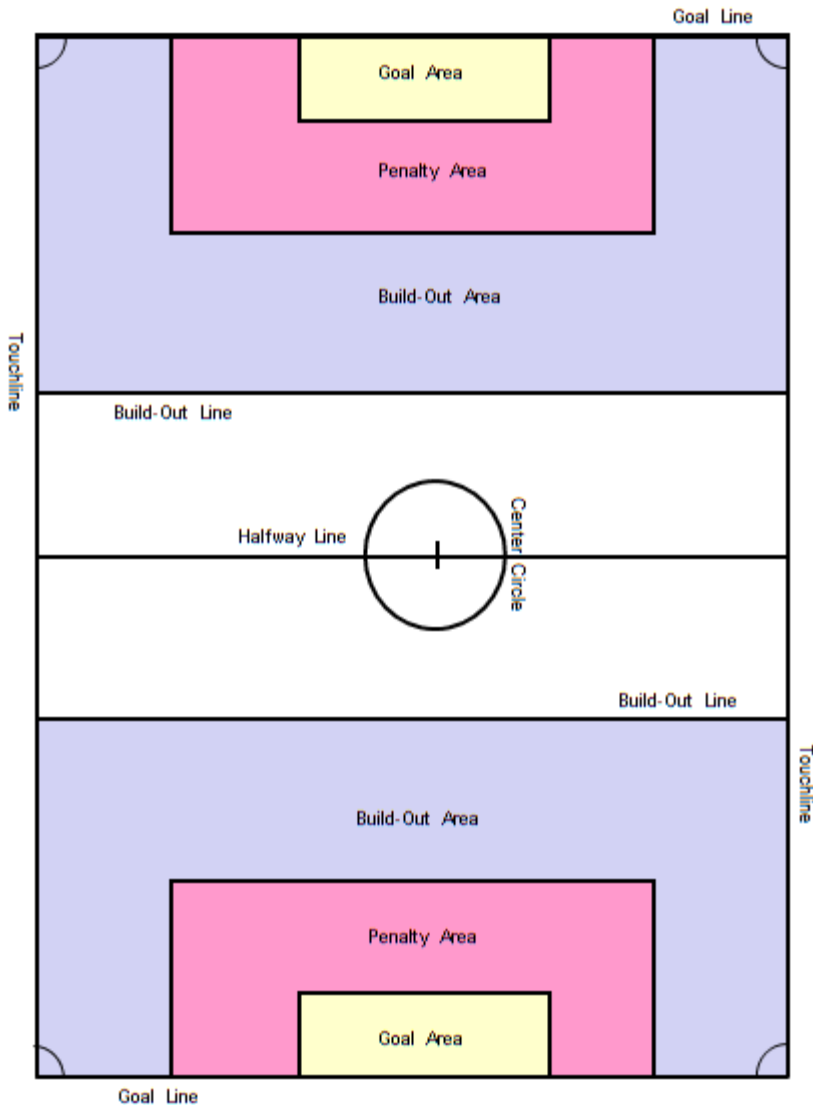
## 9-U and 10-U (7v7 Games)

Opposing players must move outside **the Build-Out Area** until the ball is in play.

The ball is in play when it is kicked directly out of the penalty area.

The team taking the goal kick may choose to restart play before their opponents have retreated beyond the build out line.

# LAW 8 – GOAL KICKS



## 9-U and 10-U (7v7 Games)

Opponents who enter into the Build-Out Area before the ball leaves the penalty area are guilty of encroachment and should be admonished accordingly.

Play should be stopped and an IFK restart taken at the spot of the encroachment.



# LAW 17 - CORNER KICK



**Distance from the Corner Arc (Until ball is in play):**

**Corner Kick:            9-U thru 12-U    13-U & Older**

**Opponents                            8 yds.                            10yds.**

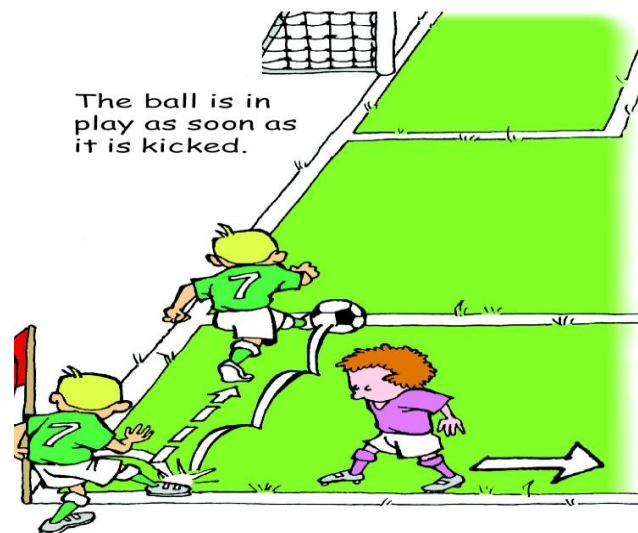
As per FIFA / USSoccer

Can score directly (first kick)

Ball is in play when kicked and clearly moves

Second-touch by the kicker is not allowed

No Offside on a corner kick





# Review Question



**101. 9-U (7v7) matches are allowed to be played without a goalkeeper.**

- A. Yes
- B. No



# Review Question



**102. A 11-U player, playing on a 12-U team, is not allowed to head the ball during the game.**

- A. True
- B. False



# Review Question



**103. After the goalkeeper gains possession of the ball with their hands and the opposing players have moved outside the Build-Out-Area, the opposing players must wait until the ball leaves the penalty area, after having been released by the goalkeeper, before they can re-enter the Build-Out Area.**

- A. True
- B. False