

Small-Sided 7v7 Soccer

(Updated 8-1-2019)



Build-Out Area

OSSRC 2019-20

Small-Sided Soccer Rule Modifications



The Small-Sided Rules (9-U thru 12-U), and the accompanying Build-Out-Area Rules (9-U and 10-U matches), have been in effect in Ohio South since the 2017-18 playing year.

This updated version of these Rules includes the Law changes adopted by IFAB and are in effect in Ohio South beginning on August 1, 2019.

The changes for 2019-20 are outlined **in blue and noted in red as shown.**

SMALL-SIDED RULE COMPARISONS



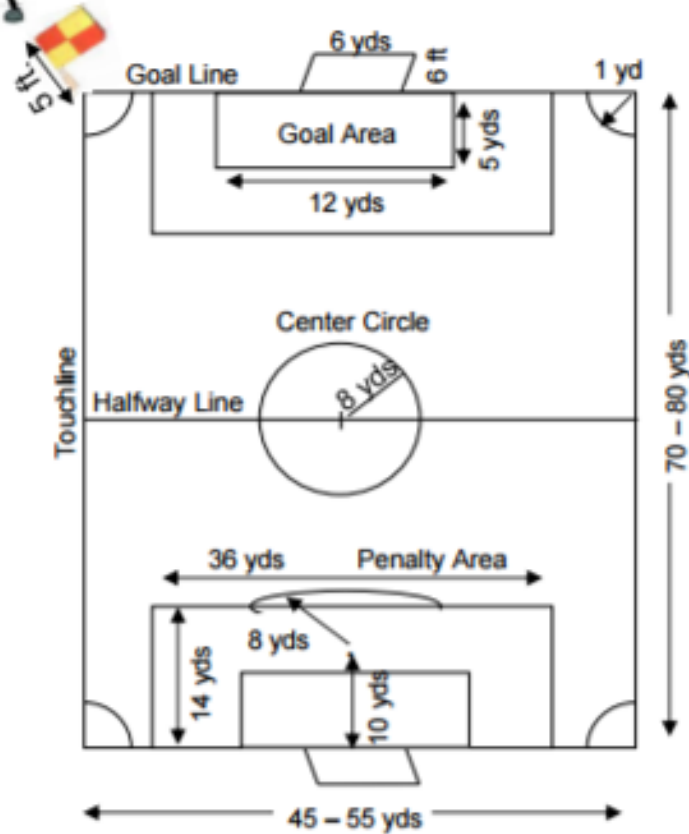
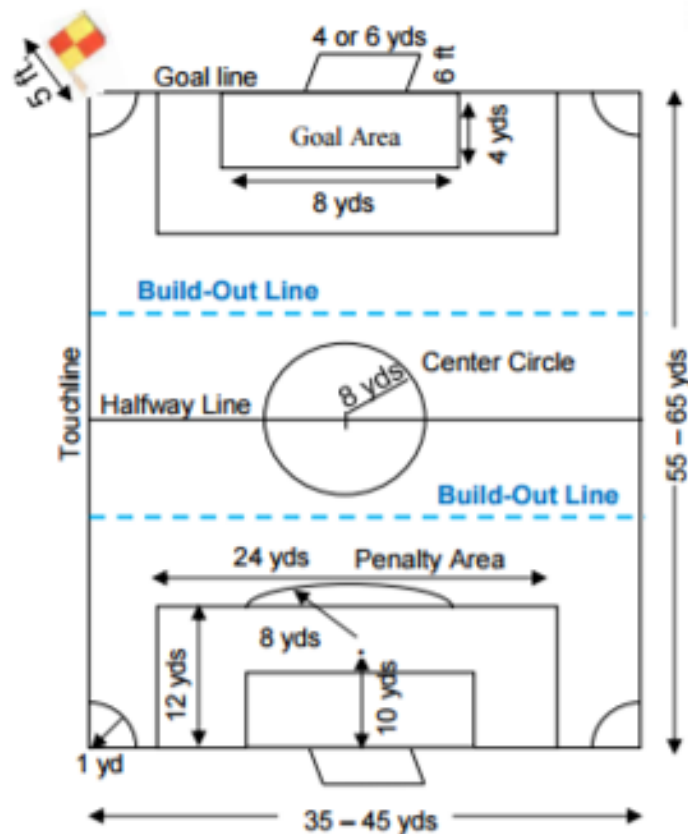
	Full Sided (11v11)	Small-Sided (9v9)	Small-Sided (7v7)
Build-Out Area	Not Applicable	Not Applicable	Areas on the field between the Build-Out Lines and the Goal Lines bounded by the two Touchlines.
Offside Position	In opponent's (defender's) half of the field	In opponent's (defender's) half of the field	In opponent's (defender's) Build-Out Area
Penalty Kick Spot	12 Yds.	10 yds.	10 yds.
Free Kick Distance	10 yds.	8 yds.	8 yds.
Goal Kicks	Opponents must move out of Penalty Area	Opponents must move out of Penalty Area	Opponents must move out of the Build-Out Area
DFK or IFK from within Penalty Area	Opponents to move out of Penalty Area and 10-yards away until ball is put back into play.	Opponents to move out of Penalty Area and 8-yards away until ball is put back into play	Opponents to move out of Penalty Area and 8-yards away until ball is put back into play
Goalkeeper Possession	Opponents to move away and not hinder GK from putting ball back into play.	Opponents to move away and not hinder GK from putting ball back into play.	Opponents to move out of Build-Out Area until the ball is put back into play
Goalkeeper Release of the Ball	After having gained control of the ball GK has 6-sec. to put ball back in play. GK may punt, kick, roll or throw the ball back into play. Ball is in play as soon as the GK releases possession of the ball.	After having gained control of the ball GK has 6-sec. to put ball back in play. GK may punt, kick, roll or throw the ball back into play. Ball is in play as soon as the GK releases possession of the ball.	After having gained control of the ball and all the opponents have moved outside the Build-Out Area the GK has 6-sec. to put ball back in play. GK may not punt or drop-kick the ball. The ball is in play as soon as the GK releases possession of the ball by throwing it, rolling it or by simply placing it on the ground (updated 1-8-18).

LAW 1 – SMALL-SIDED FIELDS

9-U & 10-U (7v7)

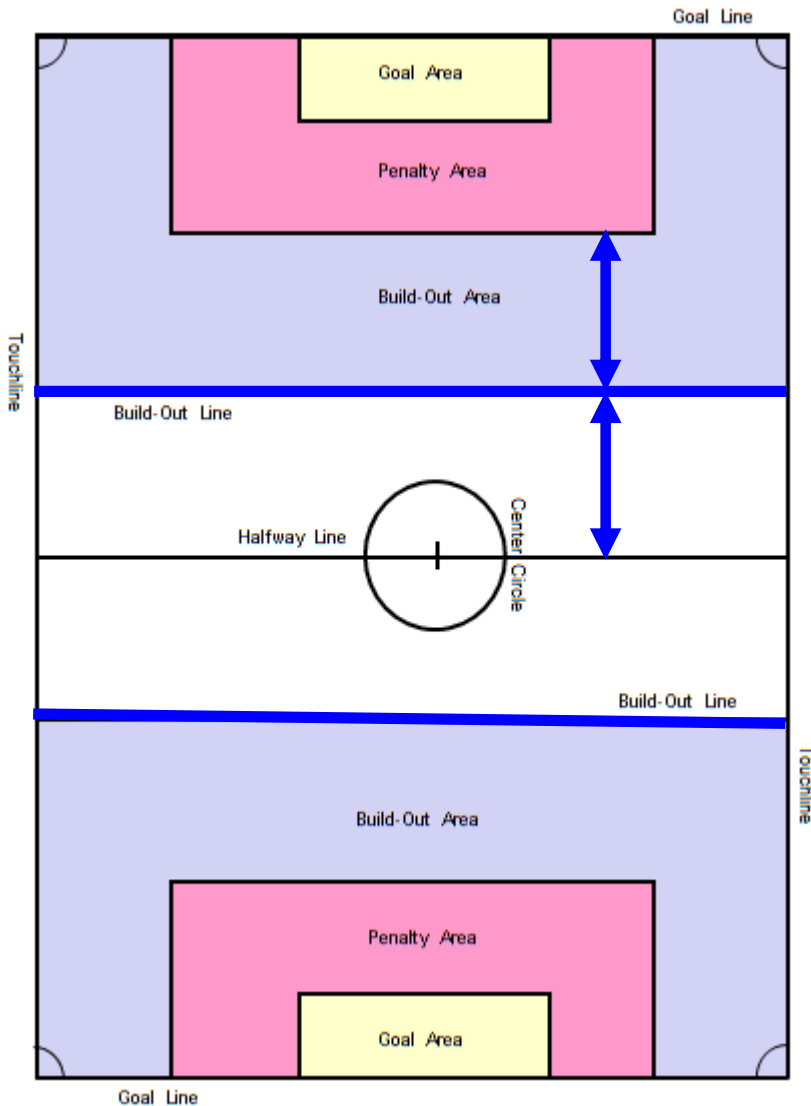


11-U & 12-U (9v9)



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

LAW 1 – 7 v 7 SMALL-SIDED FIELDS



Build-Out-Lines

- used in 9-U & 10-U (7v7) matches
- equidistant between the Halfway line and the Penalty Area line.

Build-Out Areas

- at each end of the field
- located between the Build-Out-Line and the Goal-Line and bounded by the two touchlines.

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 (Two different levels)

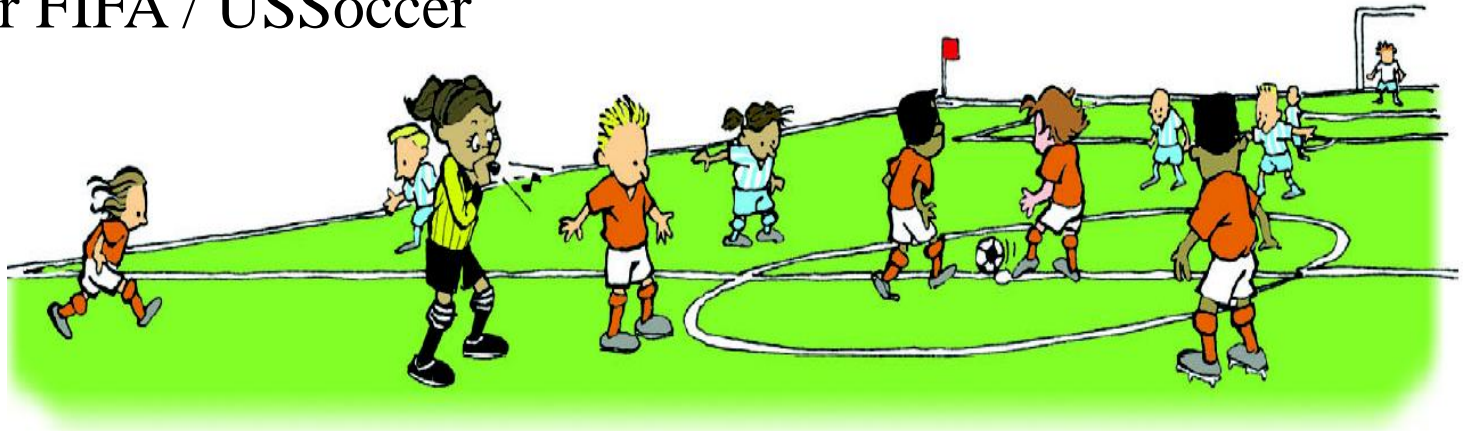
11-U & 12-U: 9 v 9 players, one of whom must be the goalkeeper ... (minimum of 6 players to continue)

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

LAW 8 - START OF PLAY (Small-Sided)

9-U & 10-U (7v7) and 11-U & 12-U (9v9)

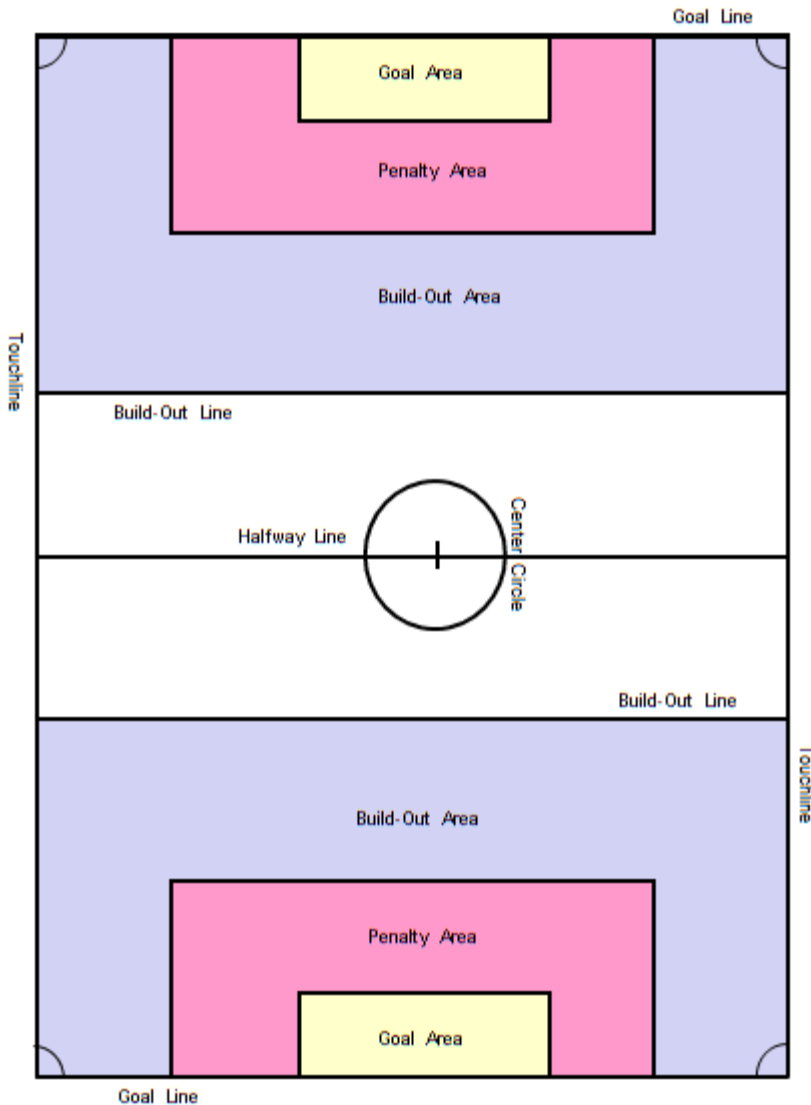
As per FIFA / USSoccer



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

Kick-off	9-U & 10-U	11-U & 12-U	13-U & Older
Opponents	8 yds.	8 yds.	10 yds.

RESTARTS – SMALL-SIDED FIELDS (7 v 7)



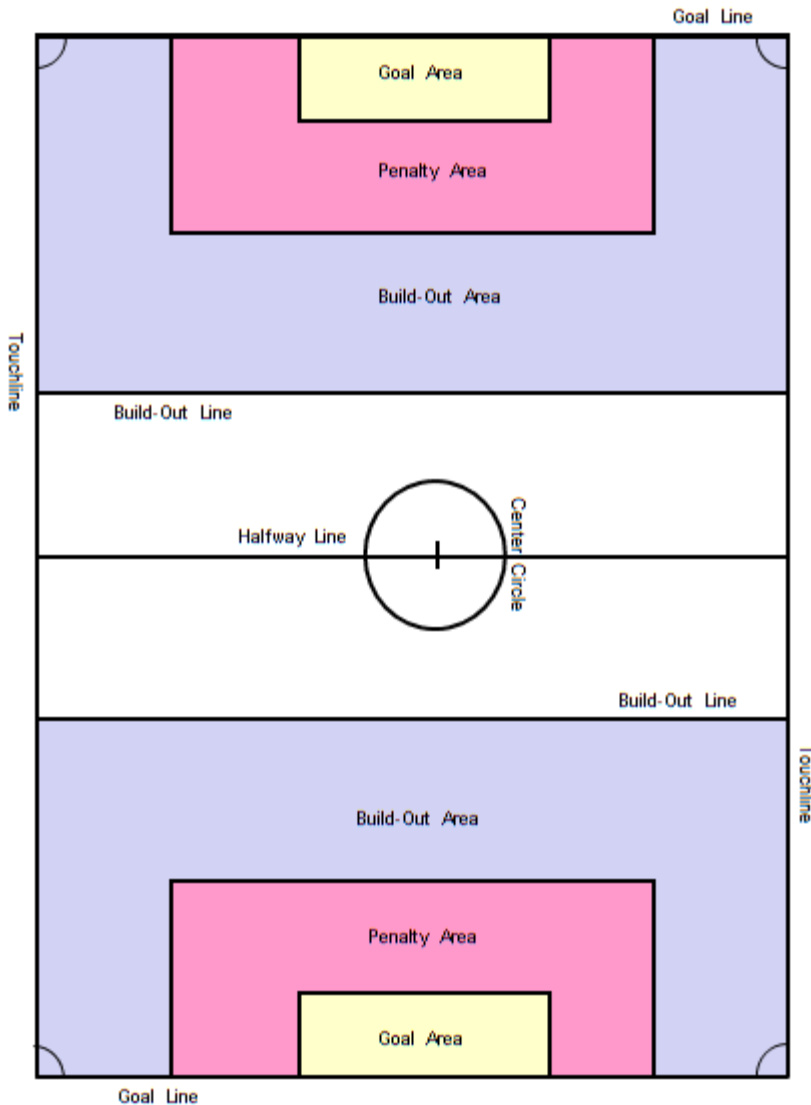
Build-Out Areas

The opposing team must **MOVE** and **REMAIN** outside the **Build-Out Area**:

- on all goal kicks AND
- when the goalkeeper gains possession of the ball with their hands during play.

UNTIL THE BALL IS BACK IN PLAY

RESTARTS – SMALL-SIDED FIELDS (7 v 7)

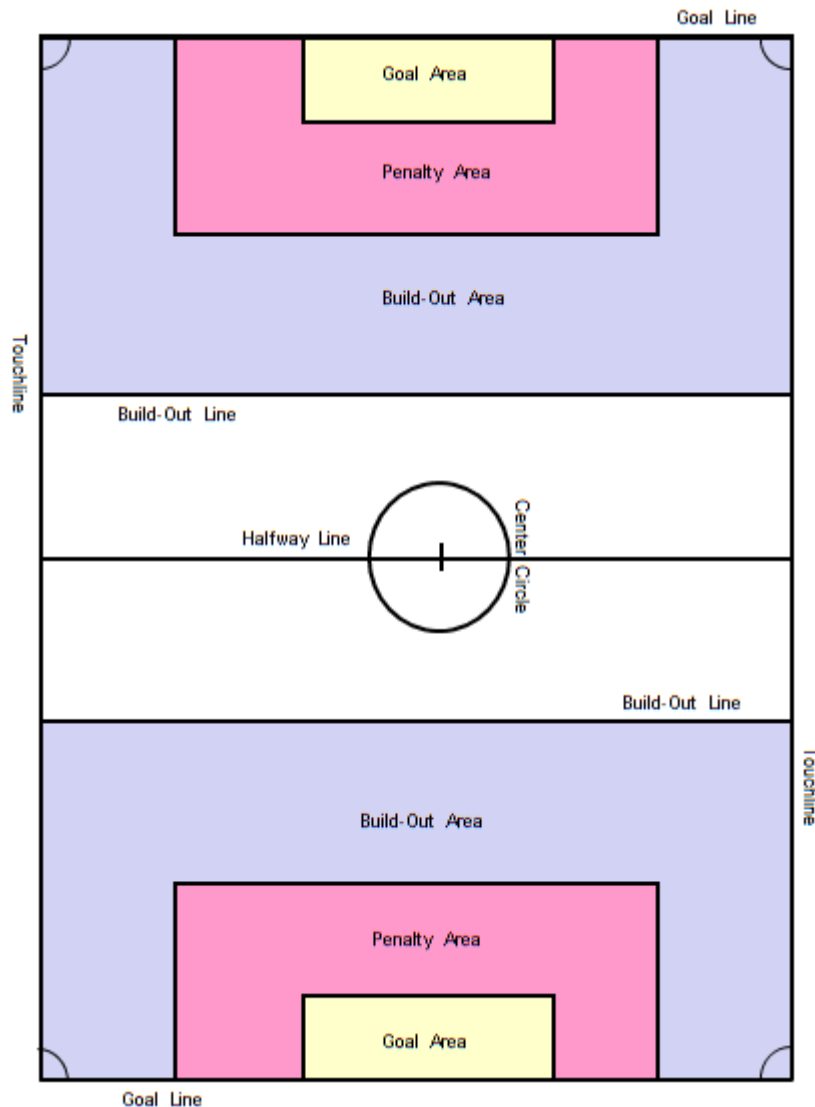


Build-Out Areas (Goal Kick or Keeper Possession)

The opposing team must remain outside the **Build-Out-Area** until the ball is put back into play.

- On goal kicks the ball is in play when it **is kicked and clearly moves** (as per the *Laws of the Game*).
- On goalkeeper possession the ball is in play when **(updated 1-8-2018)**:
 - 1) the ball is placed on the ground ... or
 - 2) the goalkeeper releases the ball by either throwing or rolling it into play.
 - 3) Note – here opponents may re-enter the Build-Out-Area as soon as the keeper released the ball.

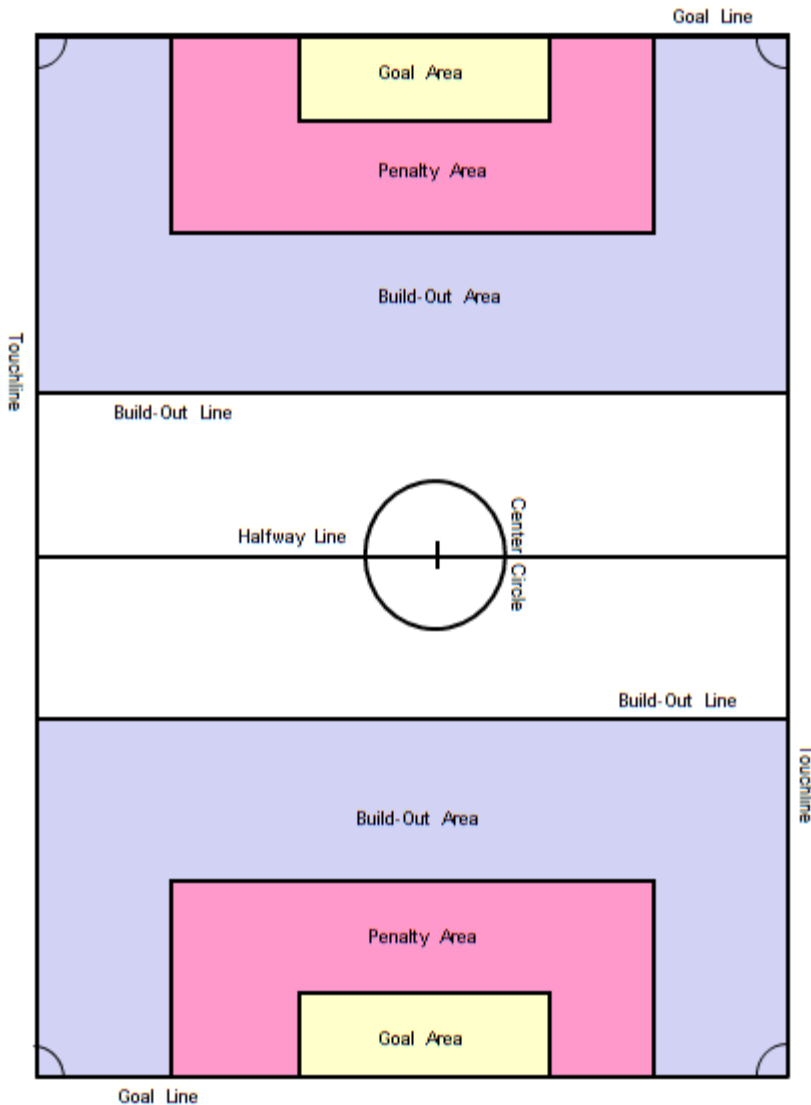
LAW 16 - GOAL KICK (7 v 7) Small-Sided Matches



Build-Out Areas (Keeper Possession)

- Goalkeepers are not allowed to punt or drop-kick the ball
- If the goalkeeper punts or drop-kicks the ball, it's an IFK offense at spot of the punt/dropkick (or pull out to goal area line).
- Goalkeepers have six (6) seconds to put the ball back in play once the ball is in their possession (*as per the Laws of the Game*). But.....
- The counting of the time of possession should only begin when all opponents have moved outside the **Build-Out-Area**.

RESTARTS – SMALL-SIDED FIELDS (7 v 7)



Build-Out Areas (Encroachment)

- Opponents who enter into the **Build-Out-Area** before the ball is put back into play are guilty of encroachment.
- If play is stopped for encroachment, it is restarted with an IFK taken at the spot of the encroachment.
- At any time the goalkeeper may put the ball back into play before all opponents have moved outside the **Build-Out-Area**. However, if they do, they accept the positioning of the opponents and the consequences of how play resumes.

LAW 11 – OFFSIDE (Small-Sided)



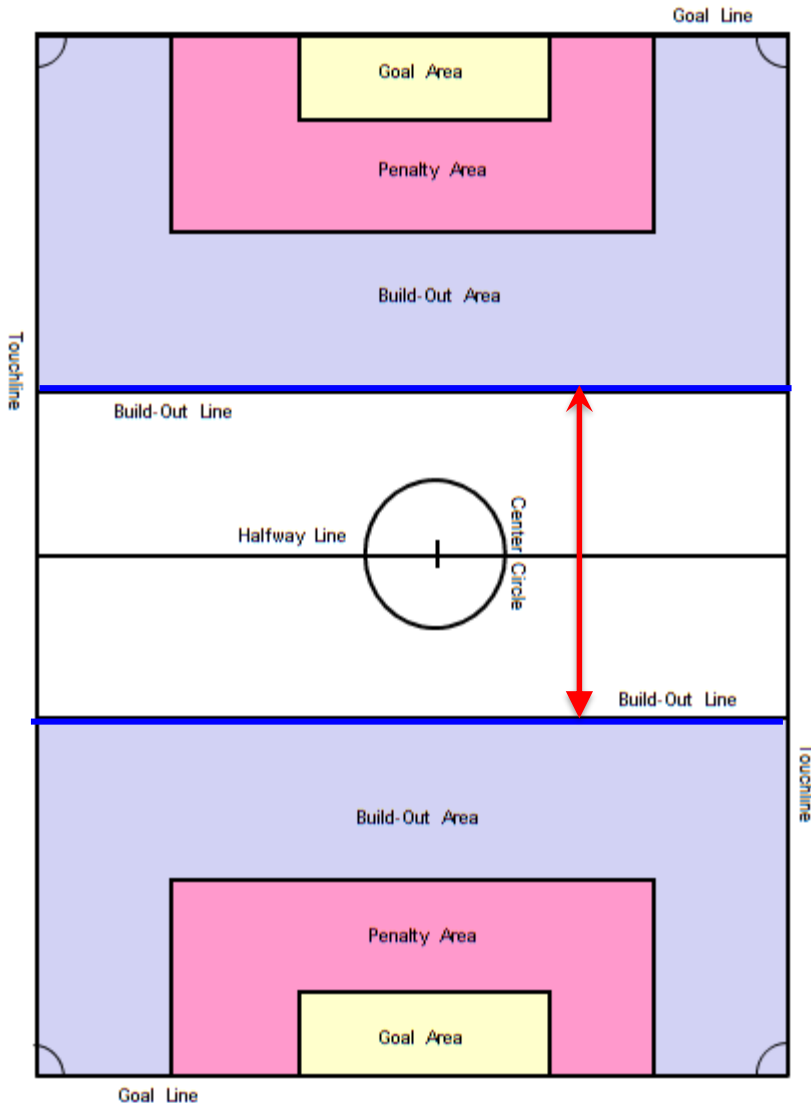
11-U & 12-U (9 v 9)

Offside as per FIFA / U.S. Soccer

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

Offside as per FIFA / U.S. Soccer – **EXCEPT only for attackers in the Build-Out Area. More on the next slide.**

LAW 11 – OFFSIDE ON SMALL-SIDED FIELDS (7 v 7)



Build-Out Areas (Offside)

- Attacking players are in an offside position only when they are in their opponent's **Build-Out-Area**.
- The **Build-Out-Lines** are used as the offside lines; therefore no offside offense can occur between the two **Build-Out-Lines**. This in effect is an **“offside free zone”**.
- ARs run the touchline from goal line to **Build-Out-Line**.

LAW 12 – FOULS & MISCONDUCT (Small-Sided)

11-U & 12-U (9 v 9) and 9-U & 10-U (7 v 7)

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

Any misconduct punished as per the Laws of the Game

12-U - Heading is allowed in games without limitations.

11-U - Deliberate Heading is NOT allowed in games. It is an IFK Offense.

9-U & 10-U - Deliberate Heading is NOT allowed in games. It is an IFK Offense.

LAW 12 – FOULS & MISCONDUCT

(Small-Sided 7 v 7)

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

Goalkeepers are not allowed to punt or drop kick the ball.

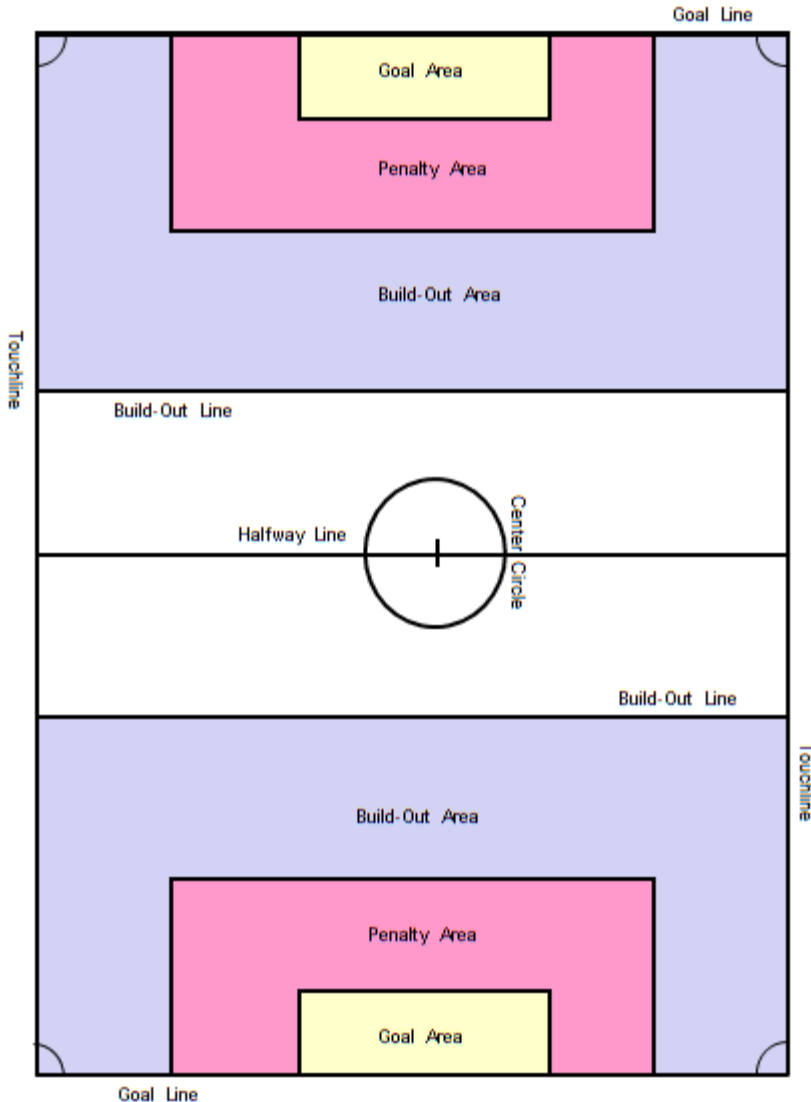
- If the goalkeeper punts or dropkicks the ball, an IFK is awarded to the opposing team at the spot of the offense.
- If the punt occurs within the goal area, the IFK is to be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

LAW 13 – FREE KICKS (Small-Sided)

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>
Center Circle Radius	8 yds.	8 yds.	10 yds.

LAW 13 – FREE KICK RESTARTS on SMALL-SIDED FIELDS (7 v 7)



Build-Out Areas (Free Kicks)

- Free kick (IFK or DFK) restarts from within a team's own **Build-Out-Area**, the opponents **must**:
 - 1) move and remain at least 8-yds. from the ball until it has been put back into play for free kicks taken from outside the penalty area
 - 2) move and remain outside the penalty area AND be at least 8-yds. from the ball until it has been put back into play for free kicks taken from within the penalty area

LAW 14 – PENALTY KICK **(Small-Sided)**

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

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

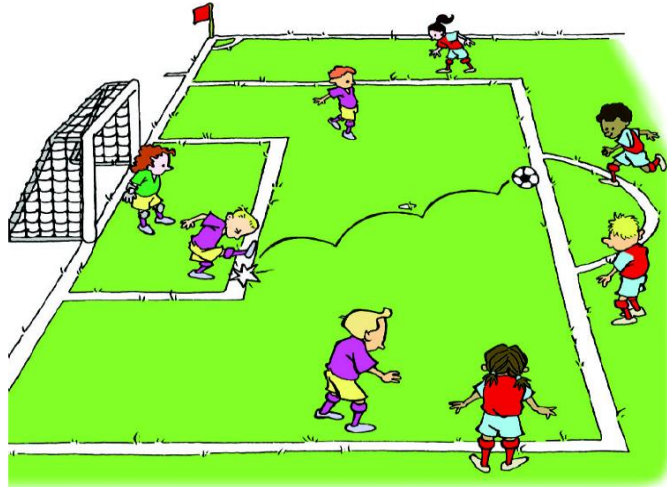
11-U & 12-U (9 v 9)

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

Full-Sided 13-U & Older (11 v 11)

Penalty Spot is 12 yds. from the Goal Line

LAW 16 - GOAL KICK (9 v 9) Small-Sided Matches



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

As per FIFA / USSoccer:

- Opponents must be outside penalty area.
- The ball is in play when it is kicked **and clearly moves**

LAW 16 - GOAL KICK (7 v 7) Small-Sided Matches

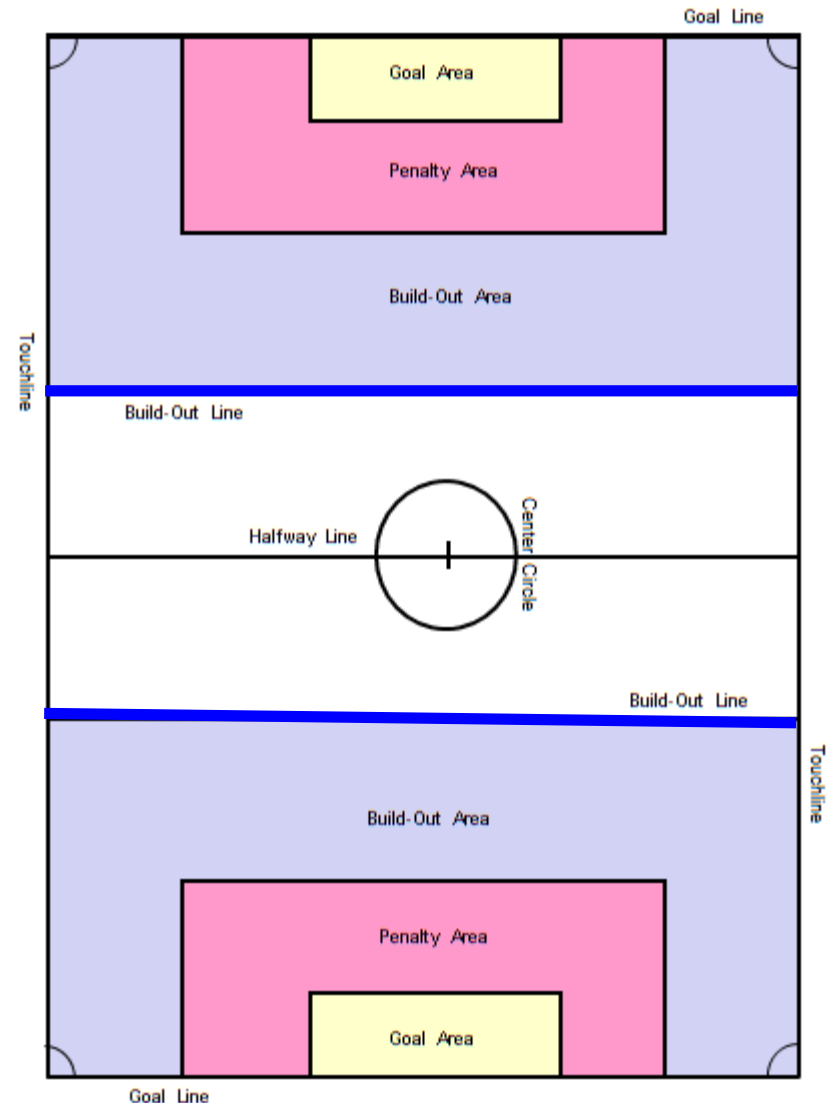


9-U & 10-U (7 v 7)

As per FIFA / USSoccer:

9-U & 10-U EXCEPTION:

- Opposing players must move and remain **outside the Build-Out-Area** until the ball is in play.
- The ball is in play when it is kicked **and clearly moves.**



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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 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.*

OSSRC

Heading the Ball

Restrictions

- 3) A player shall not be cautioned nor sent-off for persistent infringement, as a result of a heading infraction.
- 4) 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.*

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Heading the Ball

Clarifications

- *Heading of the ball is allowed in 12-U and older age group matches (9 v 9) 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.*

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Heading the Ball

Clarifications

- *Advantage shall **not** be implemented when a heading infraction occurs which would allow play to continue. **Exception:** When a ball goes directly into the goal from a header by a defending player into their own goal (e.g. with no subsequent play on the ball) the goal should be awarded. This is the only time an advantage should be applied.*
- *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.*

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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.*

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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.*