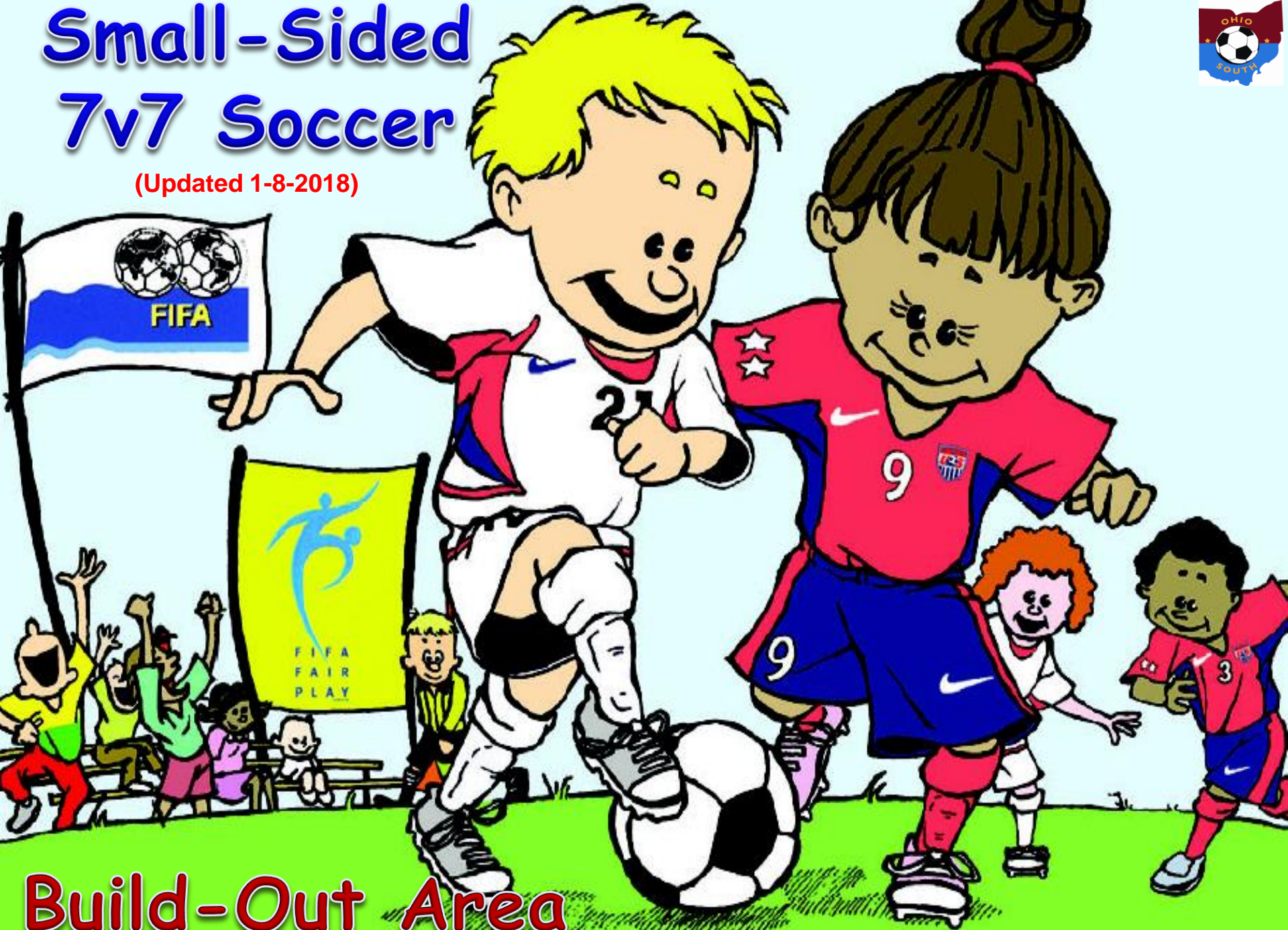


Small-Sided 7v7 Soccer

(Updated 1-8-2018)



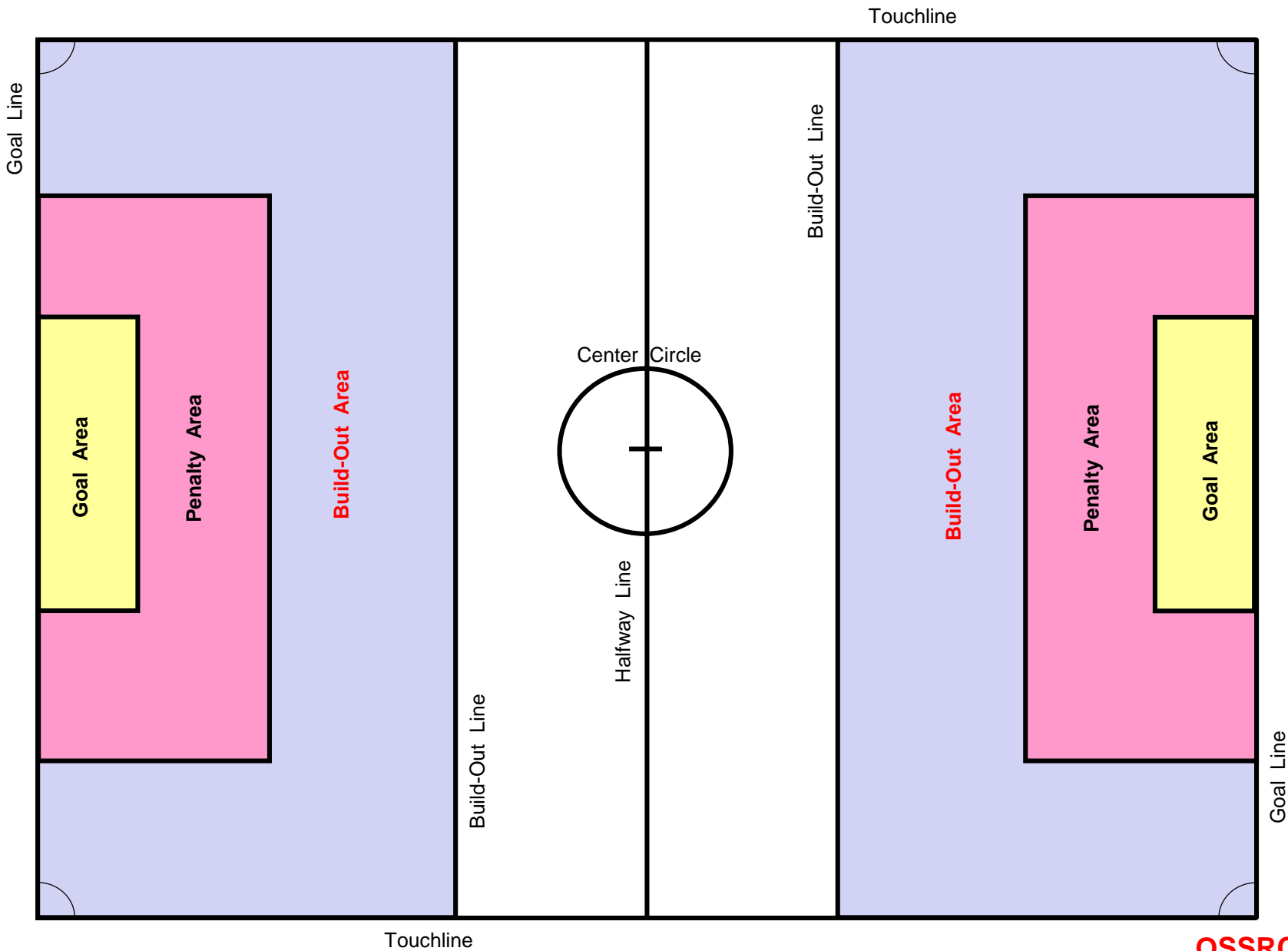
Build-Out Area

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 <u>not</u> 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 simply placing the ball on the ground. (updated 1-8-2018).

LAW 1 – SMALL-SIDED FIELDS (7 v 7)



LAW 1 – SMALL-SIDED FIELDS (7 v 7)



Build-Out-Lines

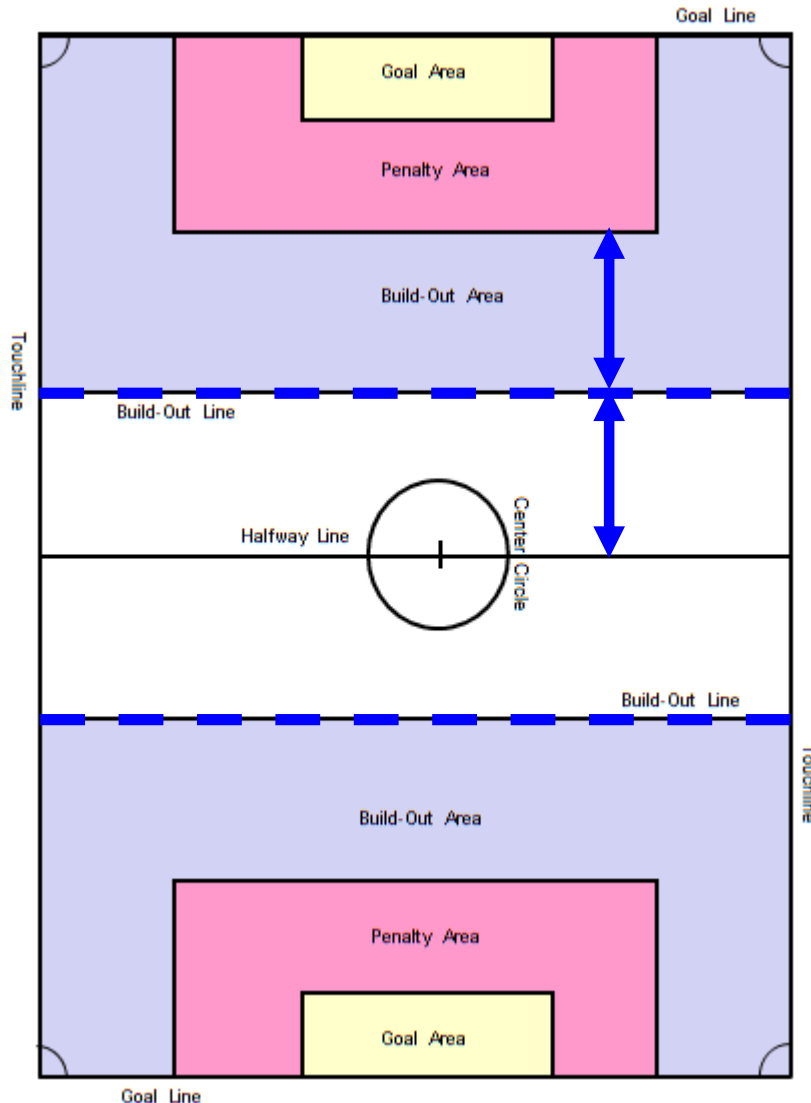
- used in 9-U & 10-U (7v7) matches
- equidistant between the Halfway line and the Penalty Area line.

Build-Out Areas

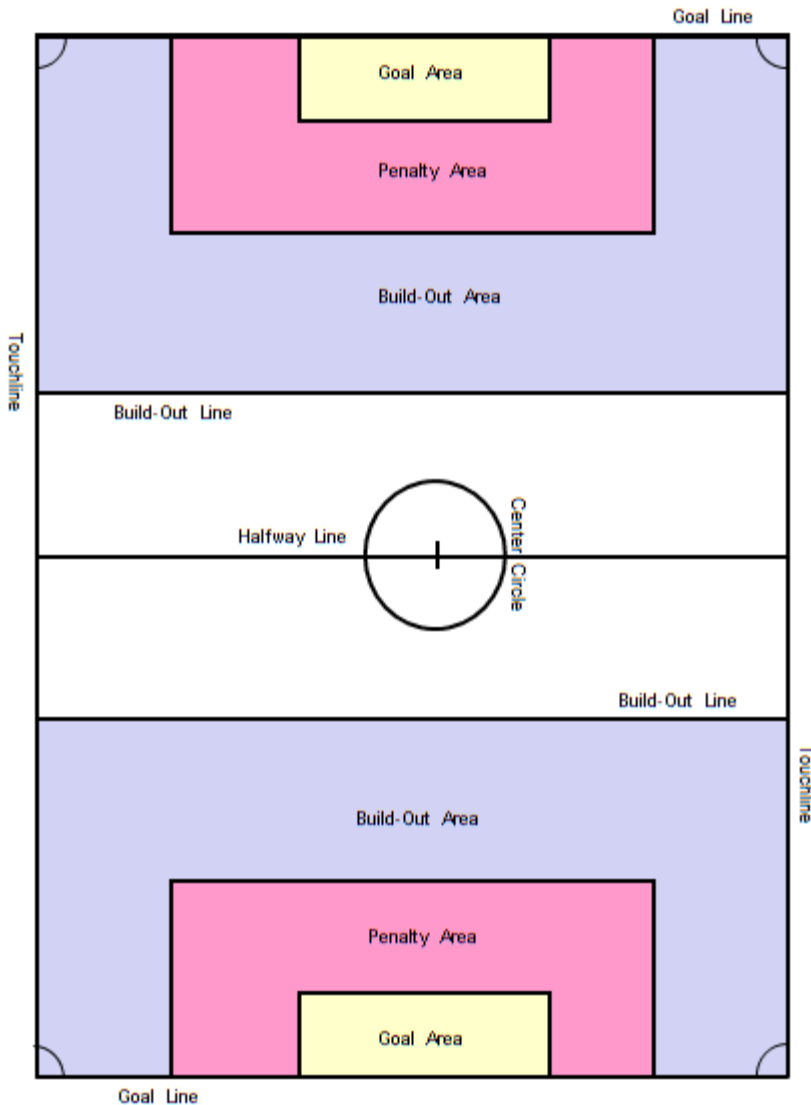
- at each end of the field
- located between the Build-Out-Line and the Goal-Line and bounded by the two touchlines.

Safety: Goals must be anchored securely to the ground.

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



RESTARTS – SMALL-SIDED FIELDS (7 v 7)



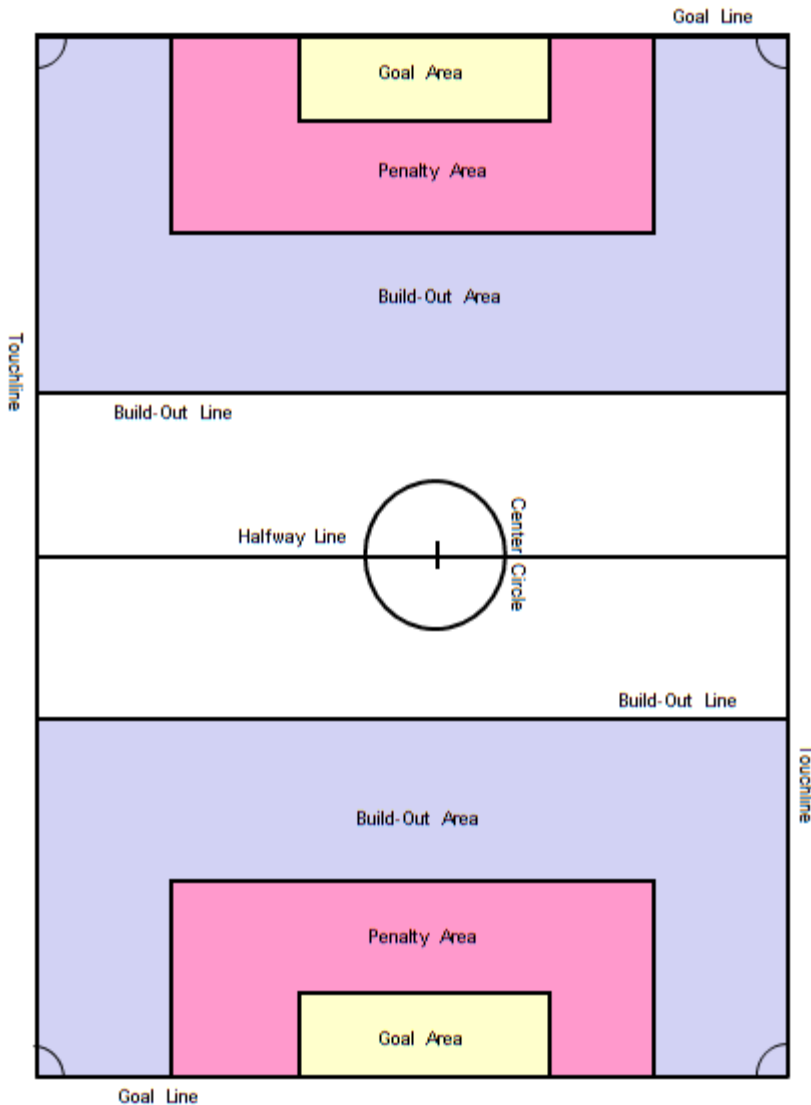
Build-Out Areas

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)

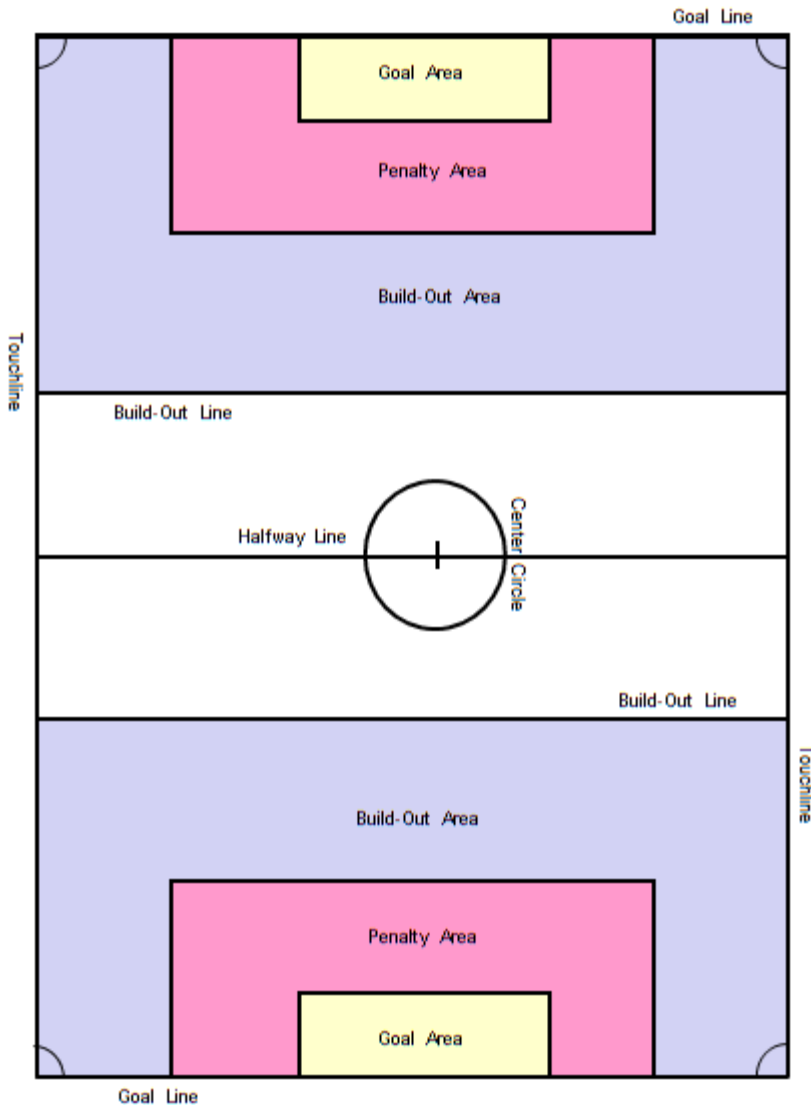


Build-Out Areas (Goal Kick or Keeper Possession)

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 leaves the penalty area (as per the *Laws of the Game*).
- On goalkeeper possession the ball is in play when:
 - 1) the ball is placed on the ground (**Updated 1-8-2018**) ... 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 has either kicked or released the ball, i.e. they do not have to wait until the ball leaves the penalty area.

RESTARTS – SMALL-SIDED FIELDS (7 v 7)

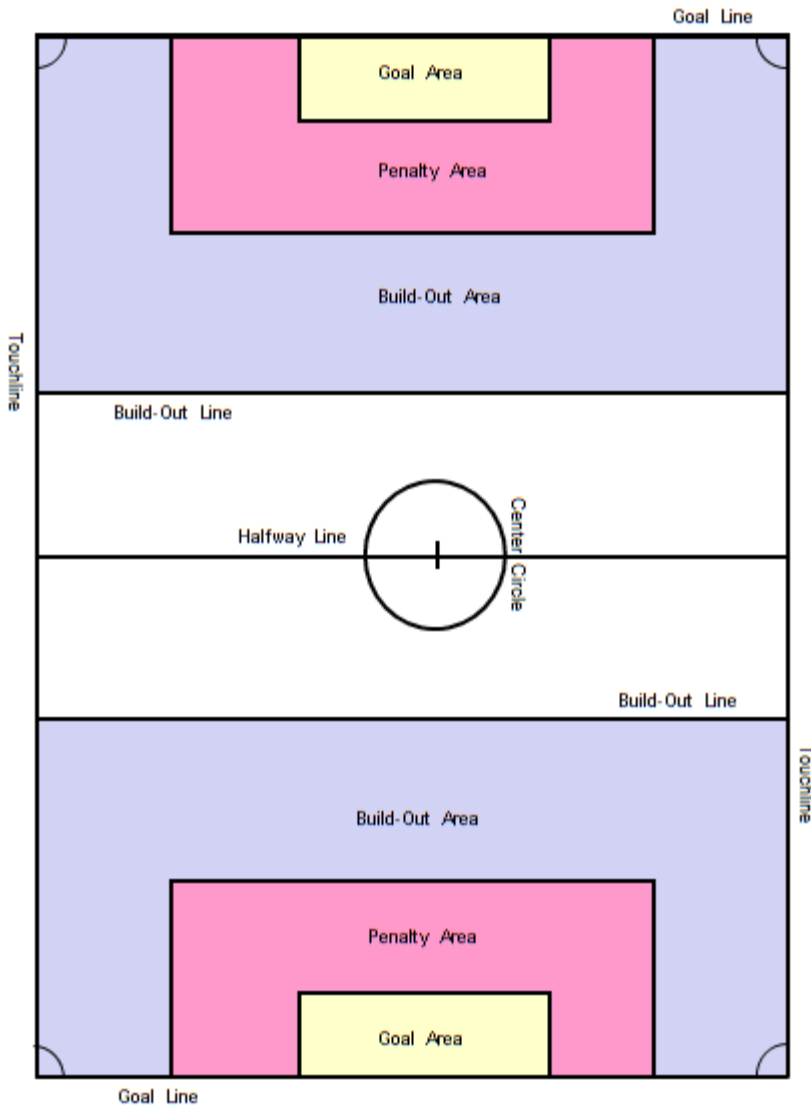


Build-Out Areas (Goal Kick or Keeper Possession)

- Goalkeepers are not allowed to punt or drop-kick the ball, as this would defeat the purpose of the **Build-Out Area**.
- If the goalkeeper punts or drop-kicks the ball, it's an IFK offense at spot of the punt/drop-kick (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**.

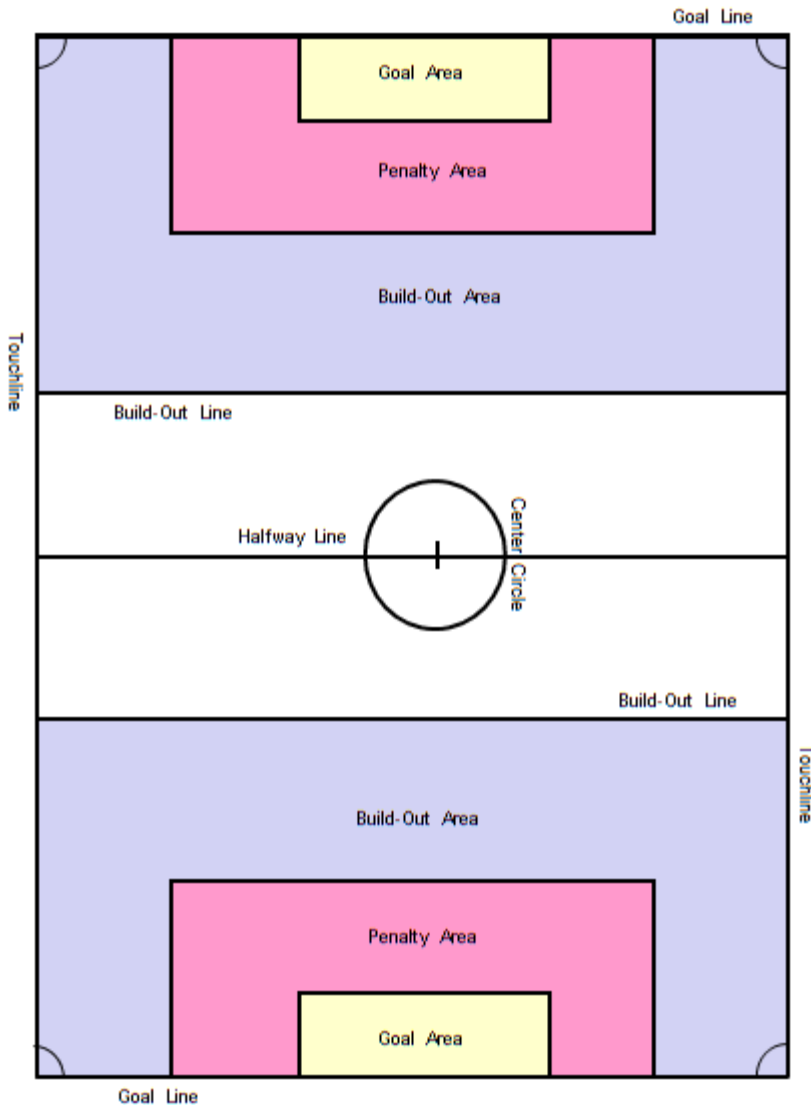
RESTARTS – SMALL-SIDED FIELDS (7 v 7)



Build-Out Areas (Encroachment)

- Opponents who enter into the **Build-Out Area** before the ball is put back into play are guilty of encroachment.
- Play should be stopped for the encroachment and an IFK restart taken at the spot of the encroachment.

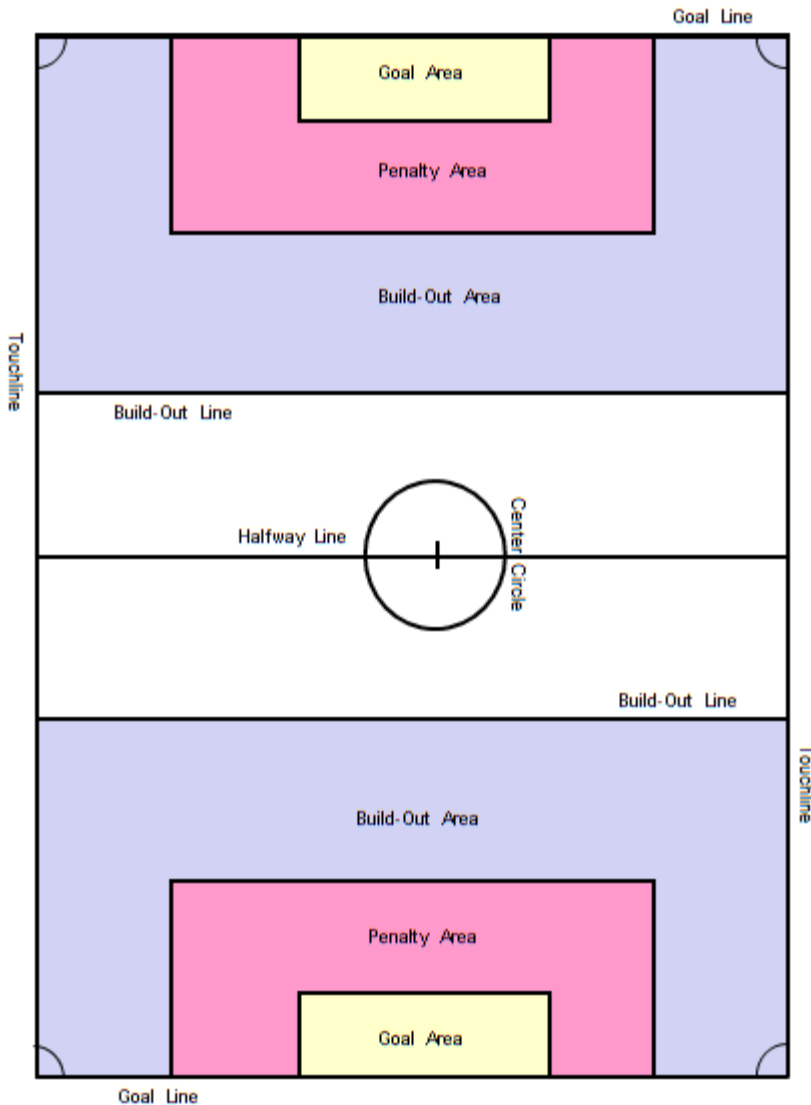
RESTARTS – SMALL-SIDED FIELDS (7 v 7)



Build-Out Areas (Ball In-Play)

- Once the ball is back in play, the opposing team can then move into the **Build-Out Area** and play resumes as normal.
- At any time the goalkeeper may kick, throw or roll the ball to a teammate before the opponents have moved outside the **Build-Out Area**, but by doing so the goalkeeper accepts the positioning of the opponents and the consequences of how play resumes.
- Goal kicks may also be kicked into play before their opponents have moved outside the **Build-Out Area**, but by doing so they accept the positioning of their opponents and the consequences of how play resumes.

RESTARTS – SMALL-SIDED FIELDS (7 v 7)



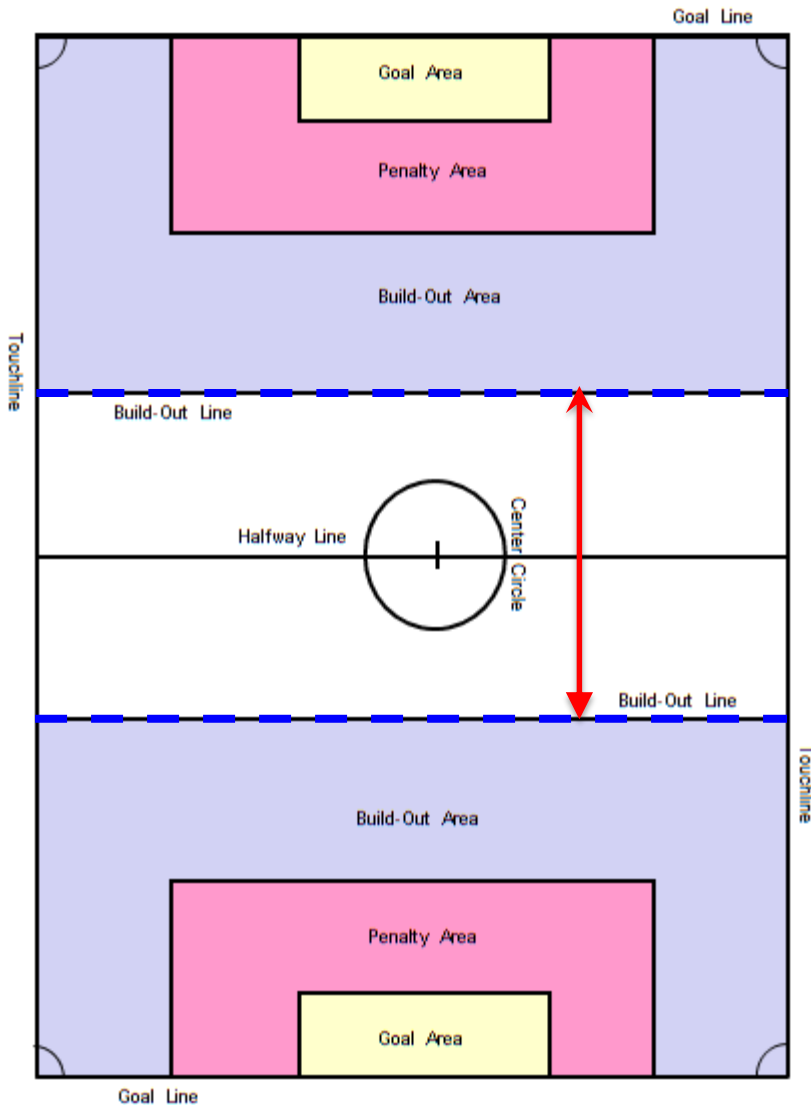
Build-Out Areas (Free Kicks)

➤ As per the *Laws of the Game*, on free kick (IFK or DFK) restarts taken 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, (i.e. when the ball is kicked and clearly moves);
- 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 any free kick (IFK & DFK) taken from within the penalty area, (i.e. until the ball completely leaves the penalty area into the field-of-play).

➤ **Note:** Opponents are not required to move outside the **Build-Out Area** on IFK or DFK restarts.

LAW 11 – 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 would run along the touchline from goal line to **Build-Out-Line**.



Goal Line

Touchline

In the following examples the areas highlighted in yellow and cross-hatched represent the locations where opponents must remain outside until the ball is put back into play.

Goal Area

Penalty Area

Build-Out

Build-Out Line

Halfway Line

Build-Out Area

Penalty Area

Goal Area

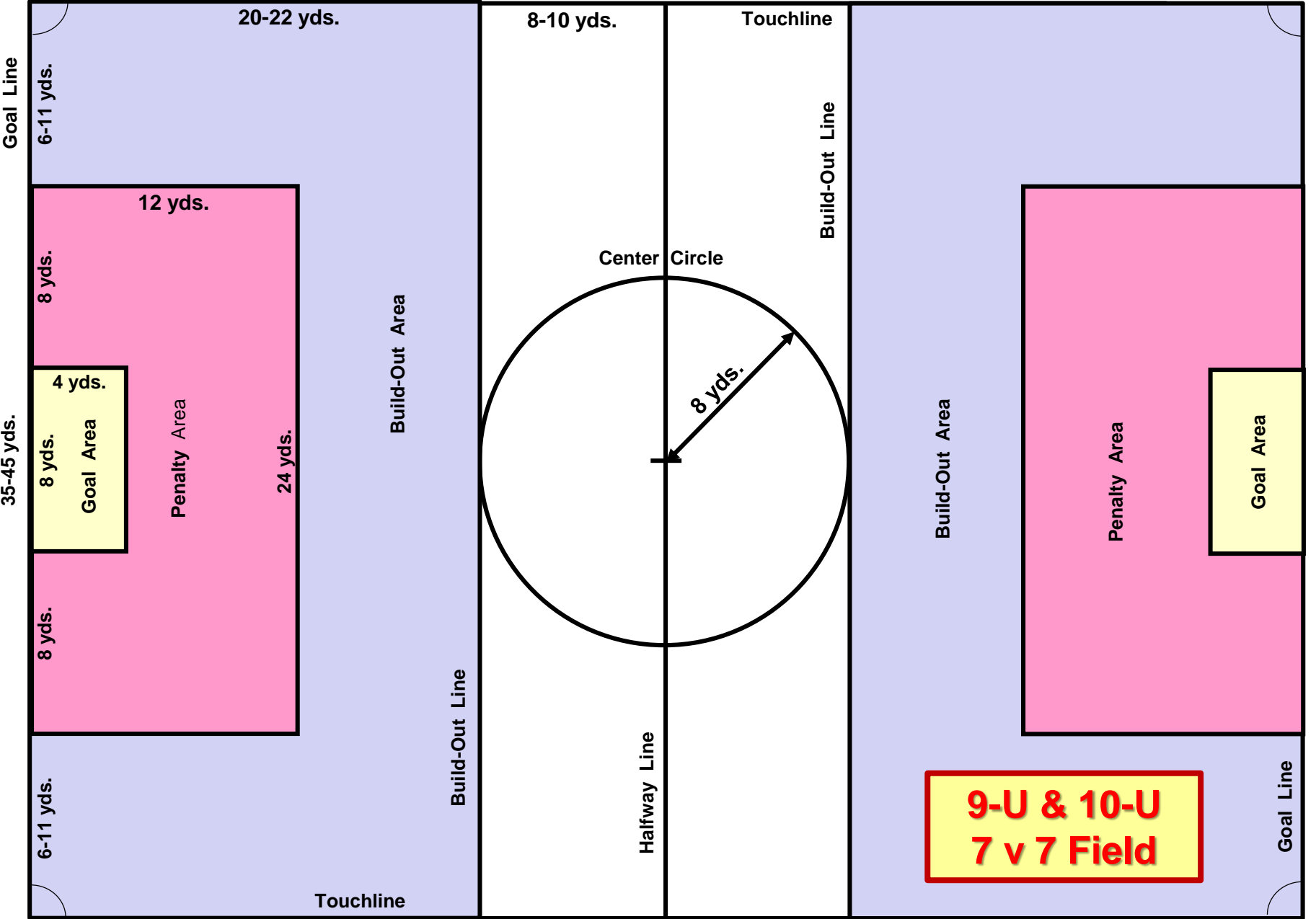
Touchline

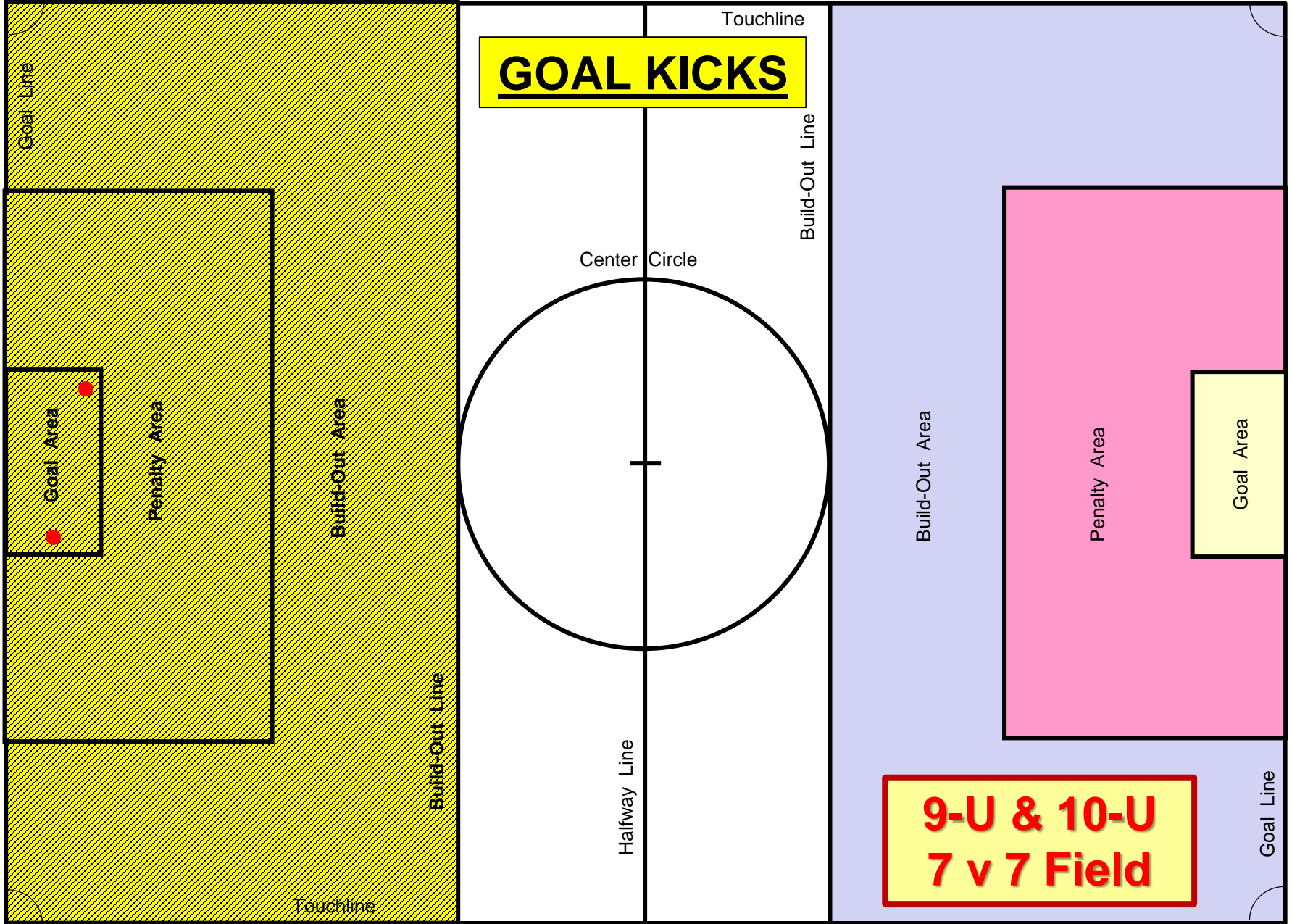
Goal Line

**9-U & 10-U
Small-Sided
7 v 7**



55-65 yds.





GOAL KICKS

**9-U & 10-U
7 v 7 Field**

Goal Line

Touchline

Center Circle

Build-Out Line

Goal Area

Penalty Area

Build-Out Area

Build-Out Line

Halfway Line

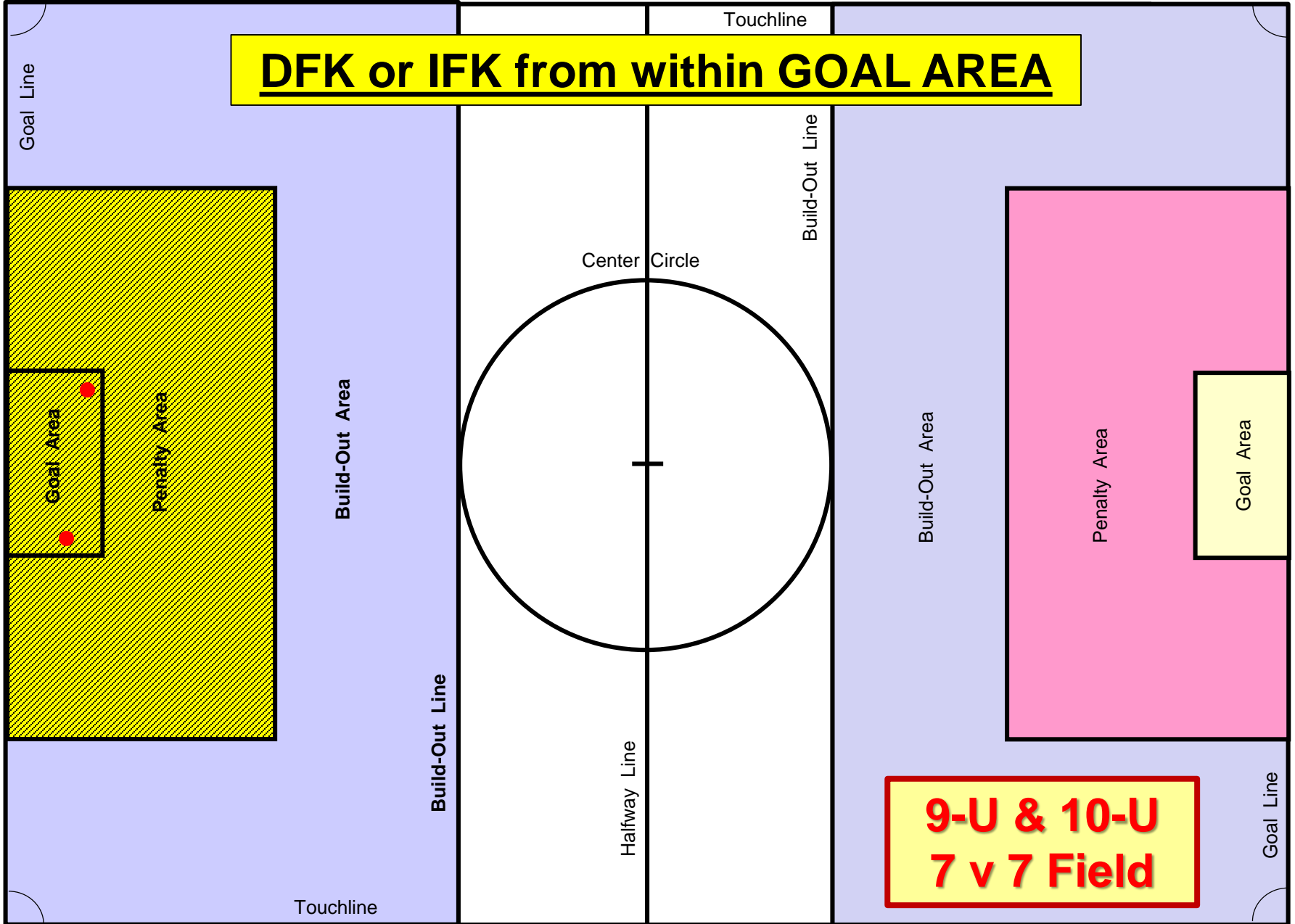
Build-Out Area

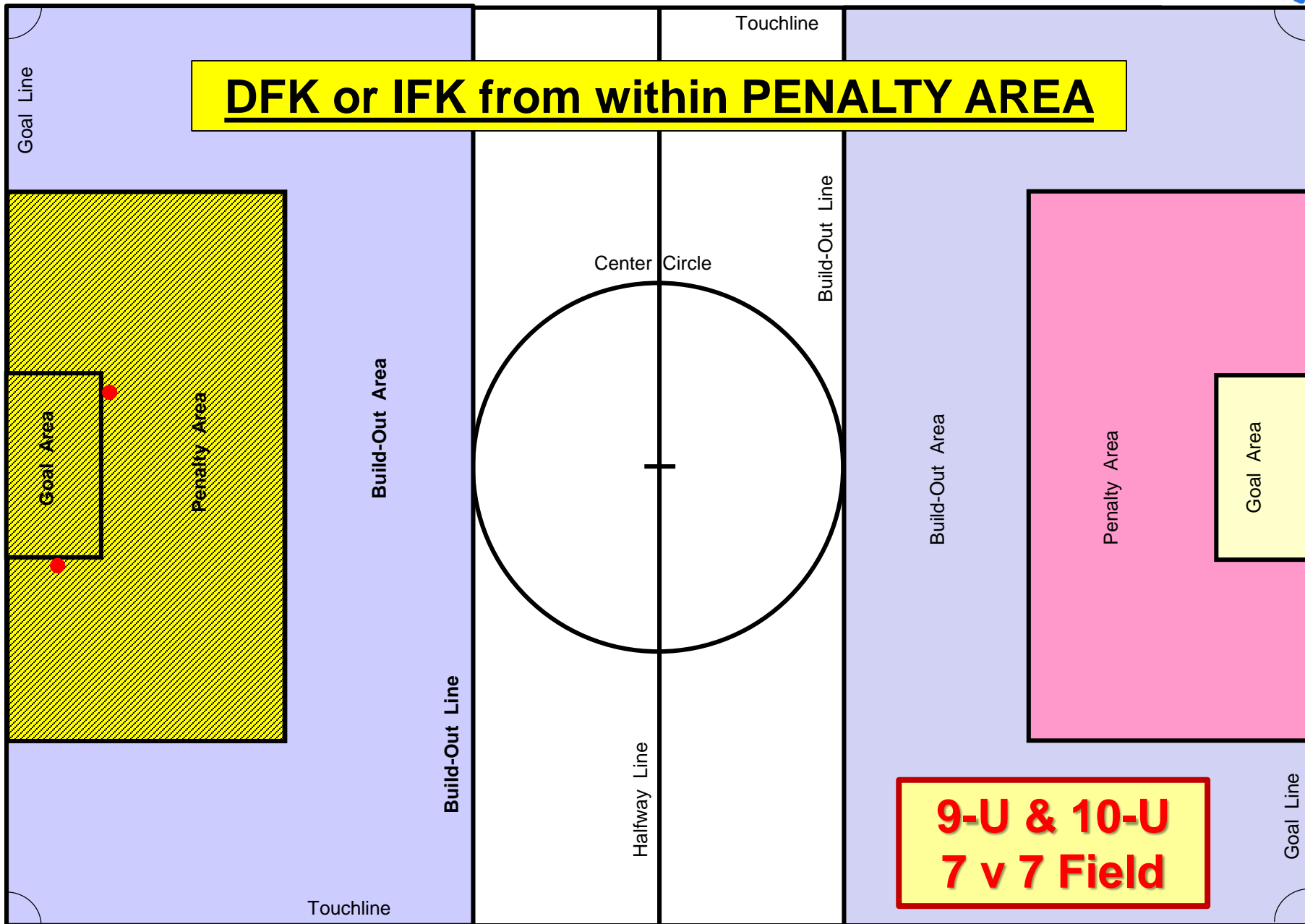
Penalty Area

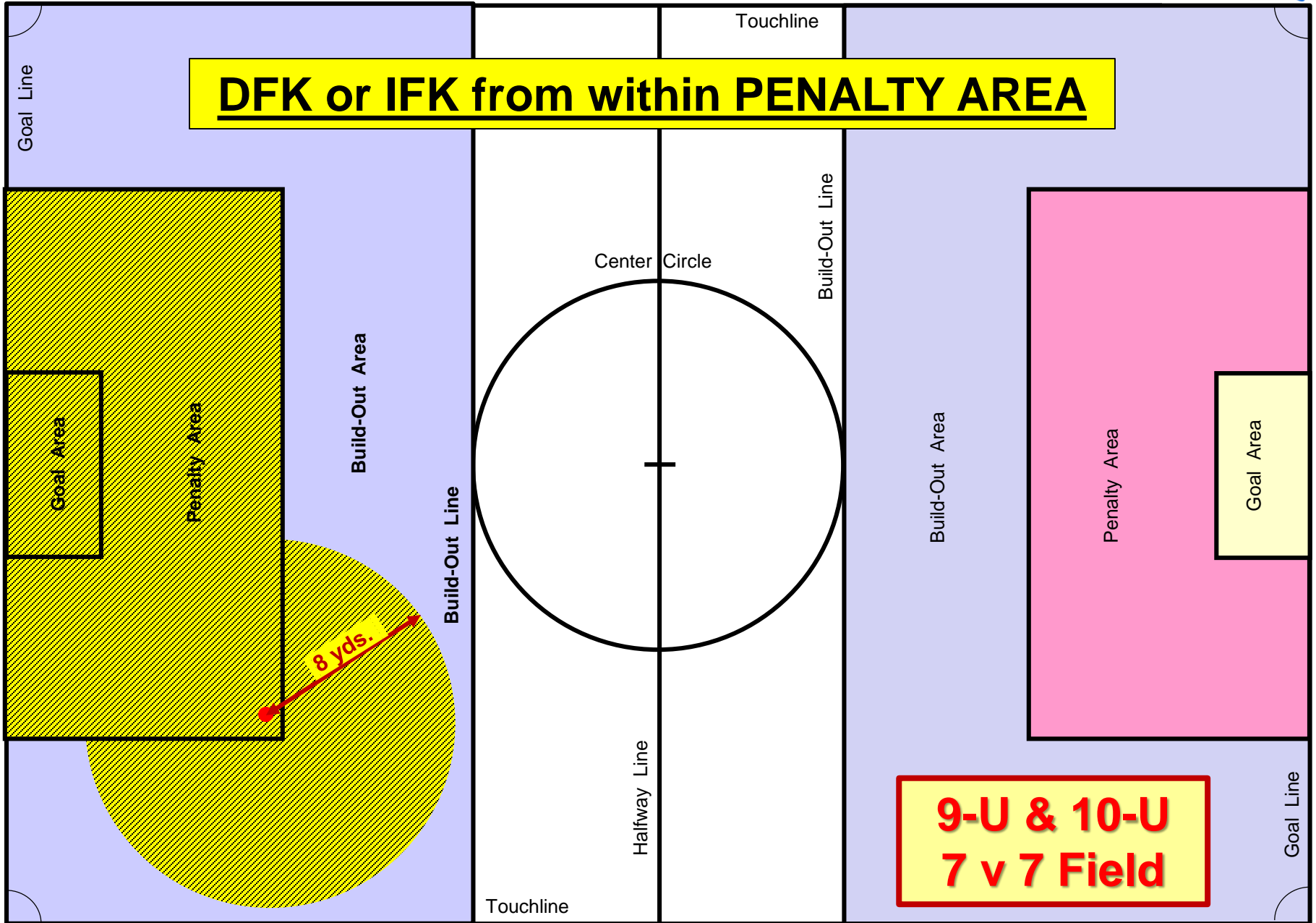
Goal Area

Touchline

Goal Line

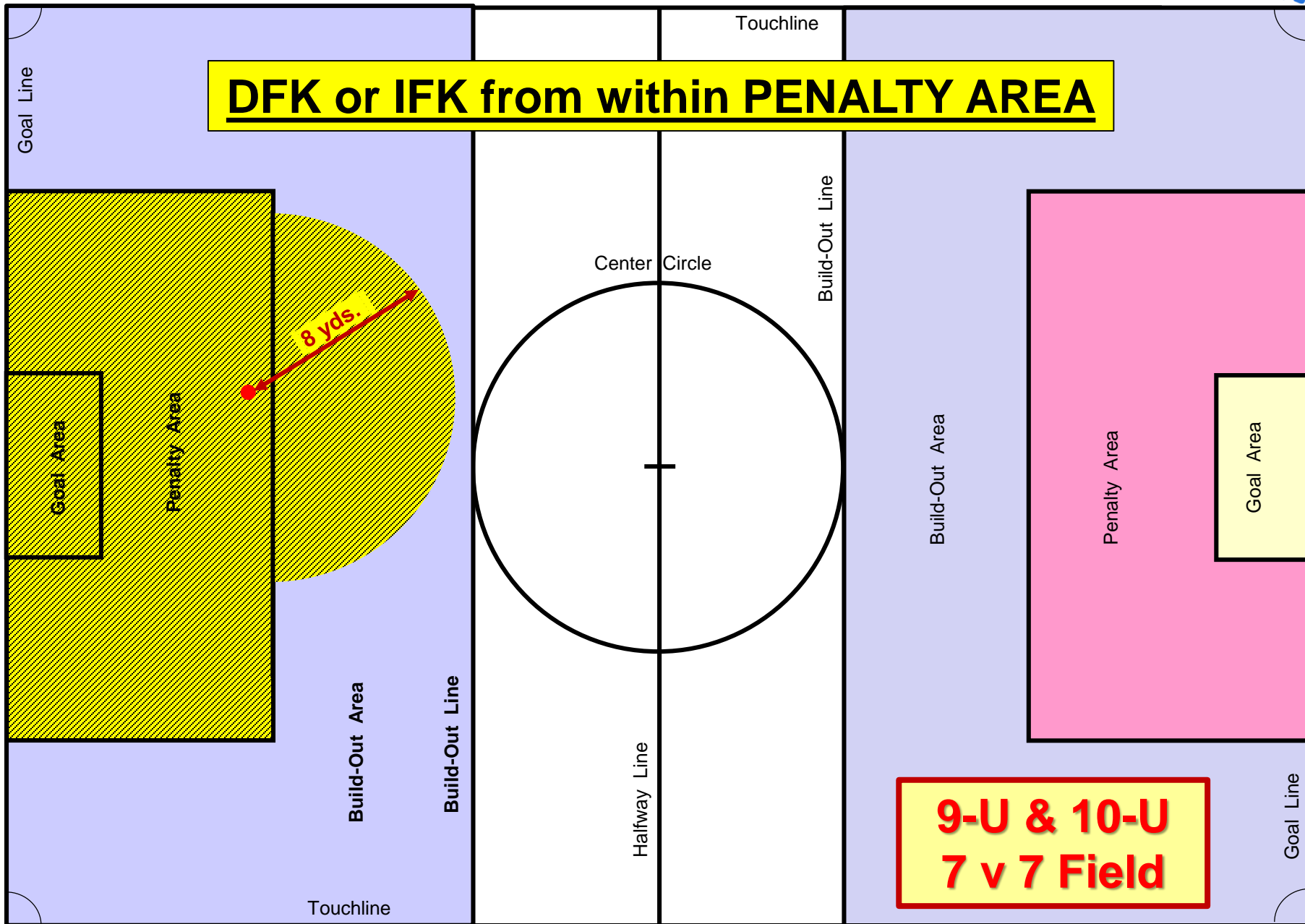






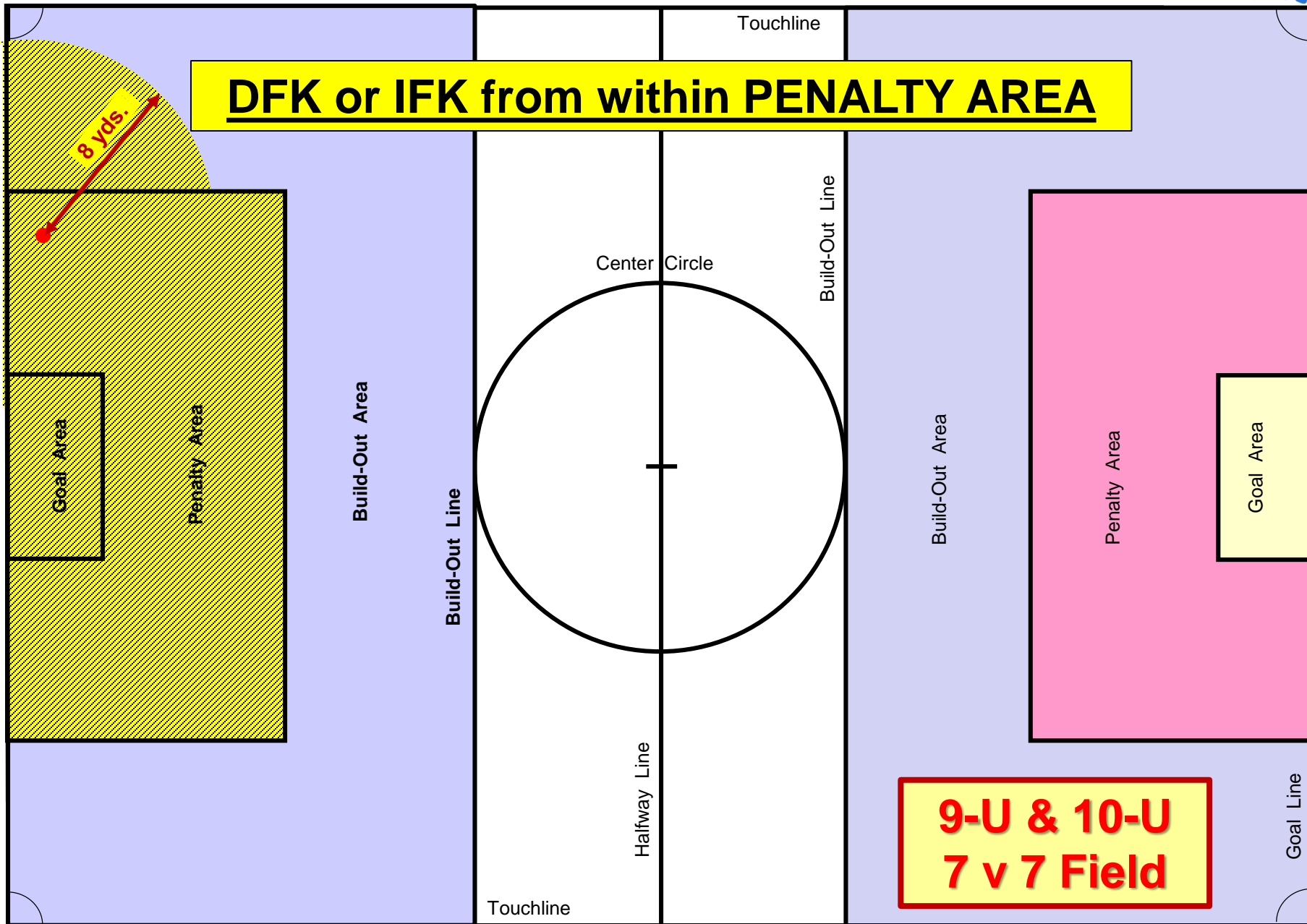
DFK or IFK from within PENALTY AREA

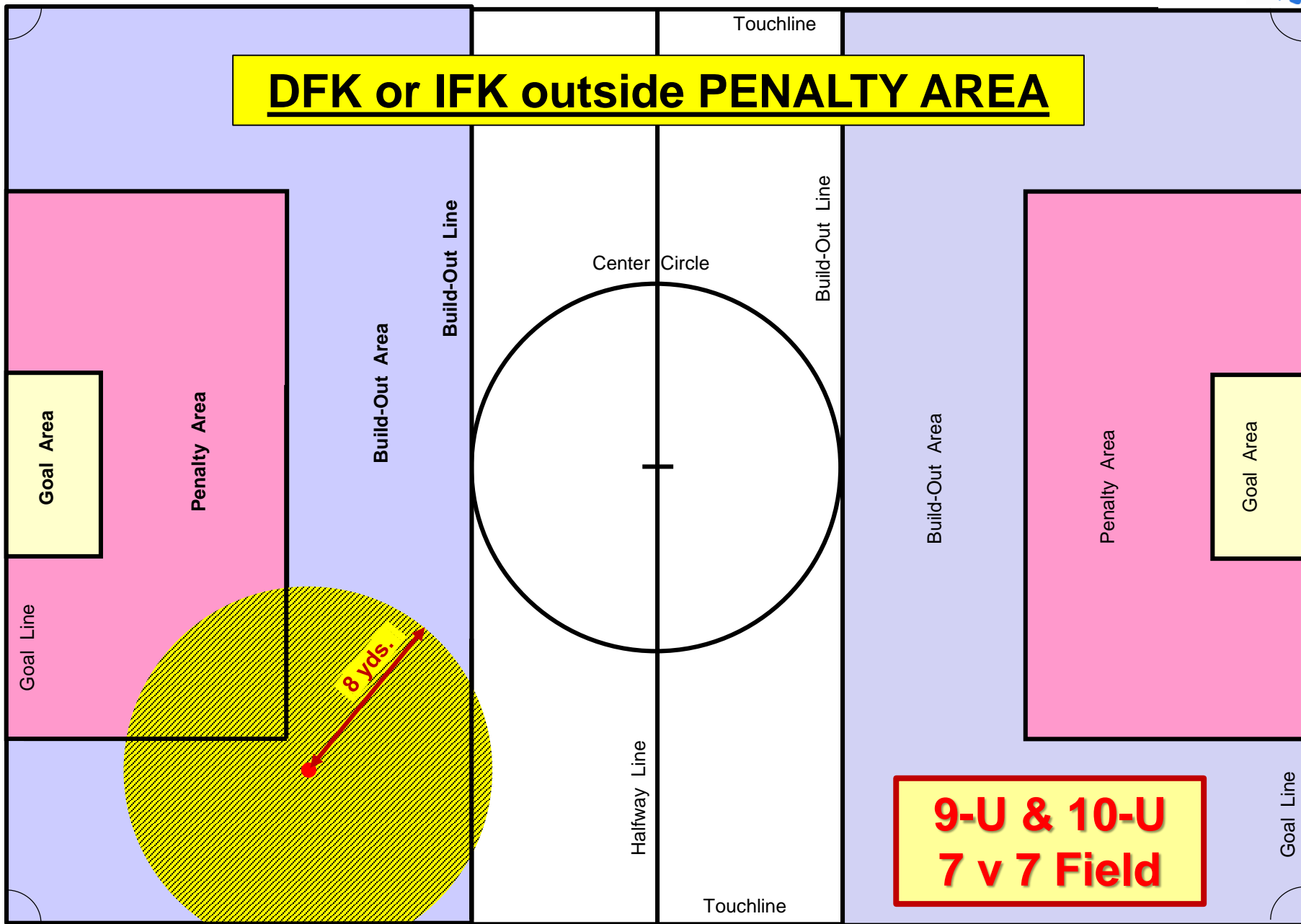
**9-U & 10-U
7 v 7 Field**



DFK or IFK from within PENALTY AREA

**9-U & 10-U
7 v 7 Field**





DFK or IFK outside PENALTY AREA

**9-U & 10-U
7 v 7 Field**

Goal Area

Penalty Area

Build-Out Area

Build-Out Line

Center Circle

Build-Out Line

Build-Out Area

Penalty Area

Goal Area

Goal Line

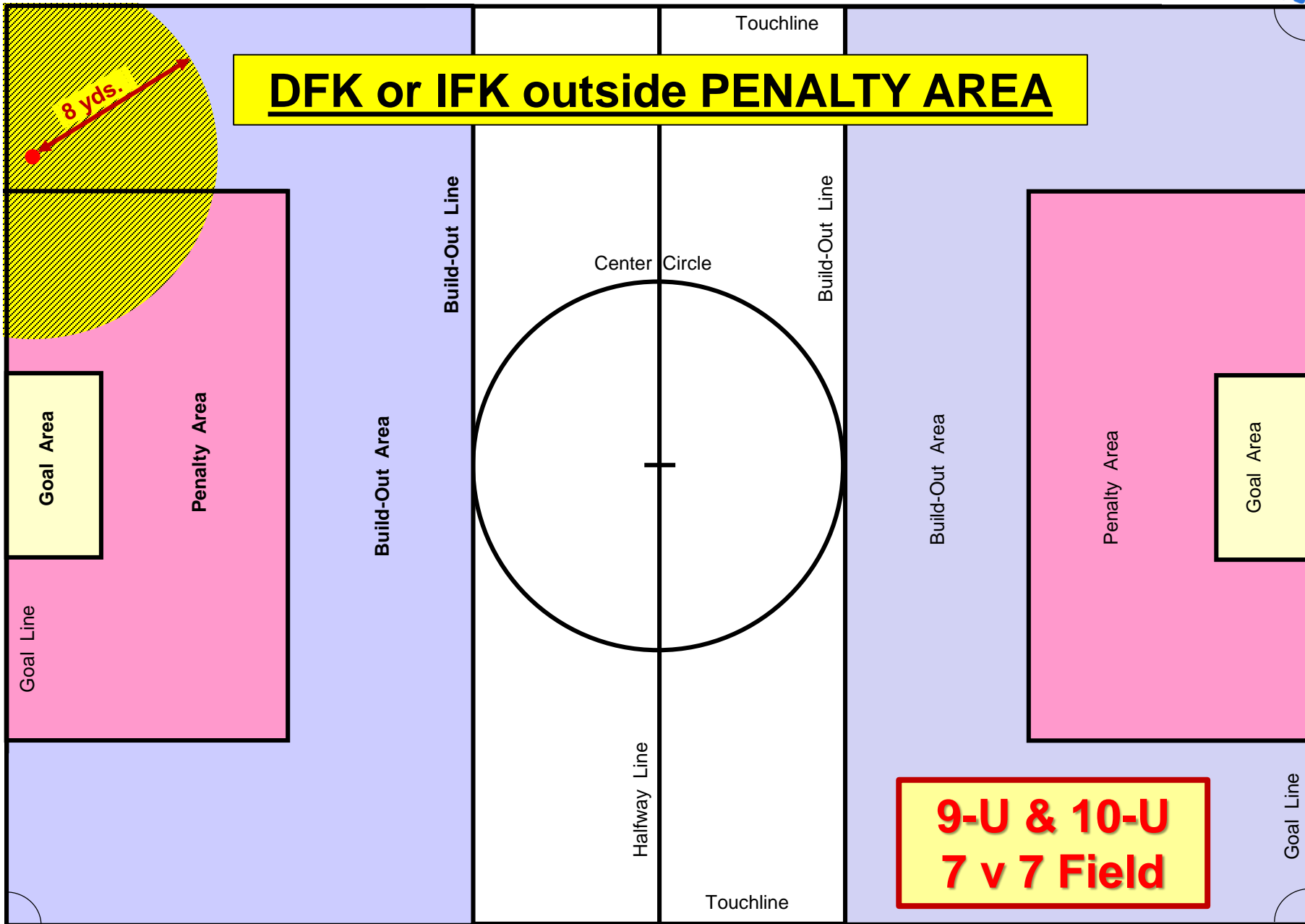
Halfway Line

Touchline

Touchline

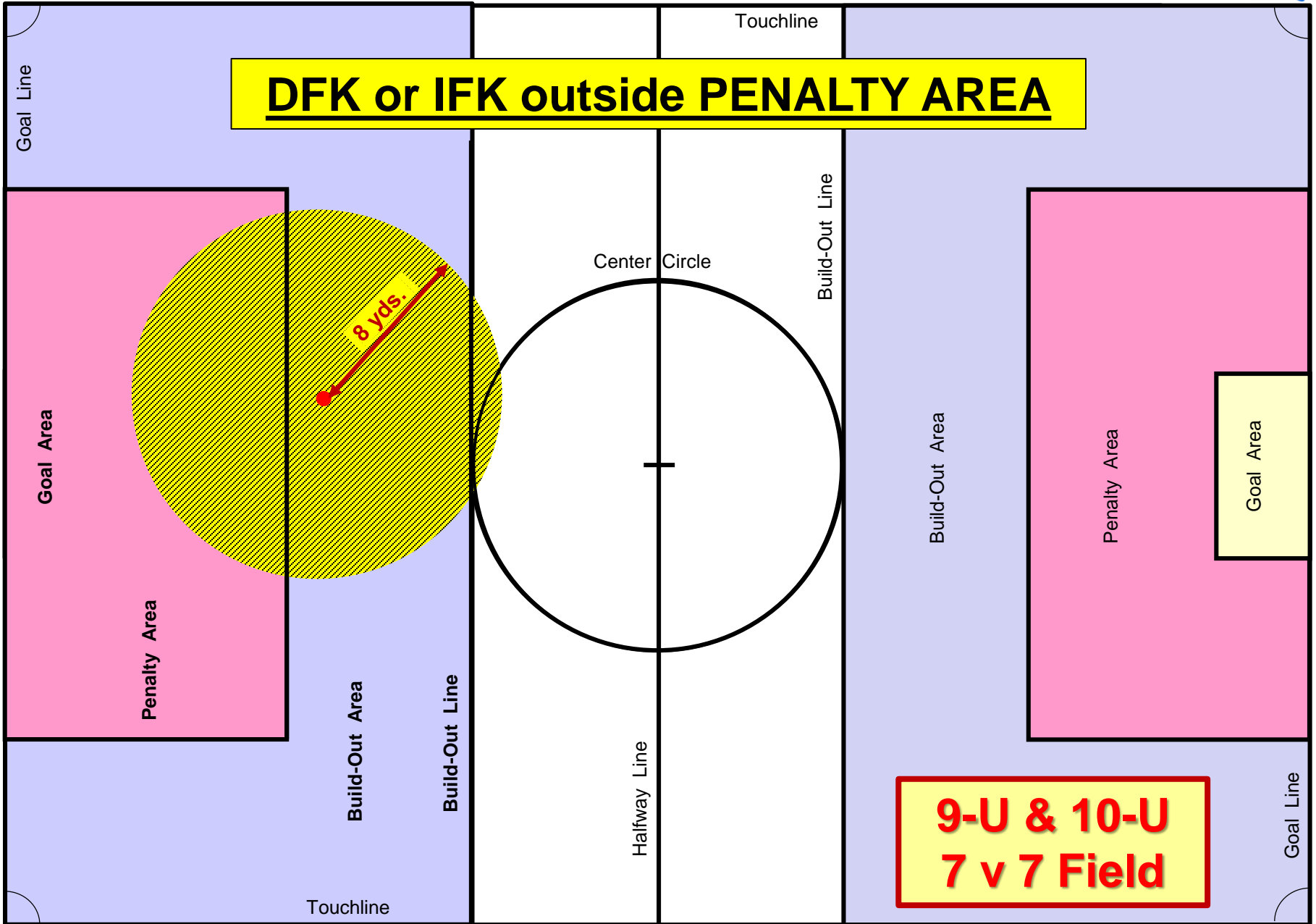
Goal Line

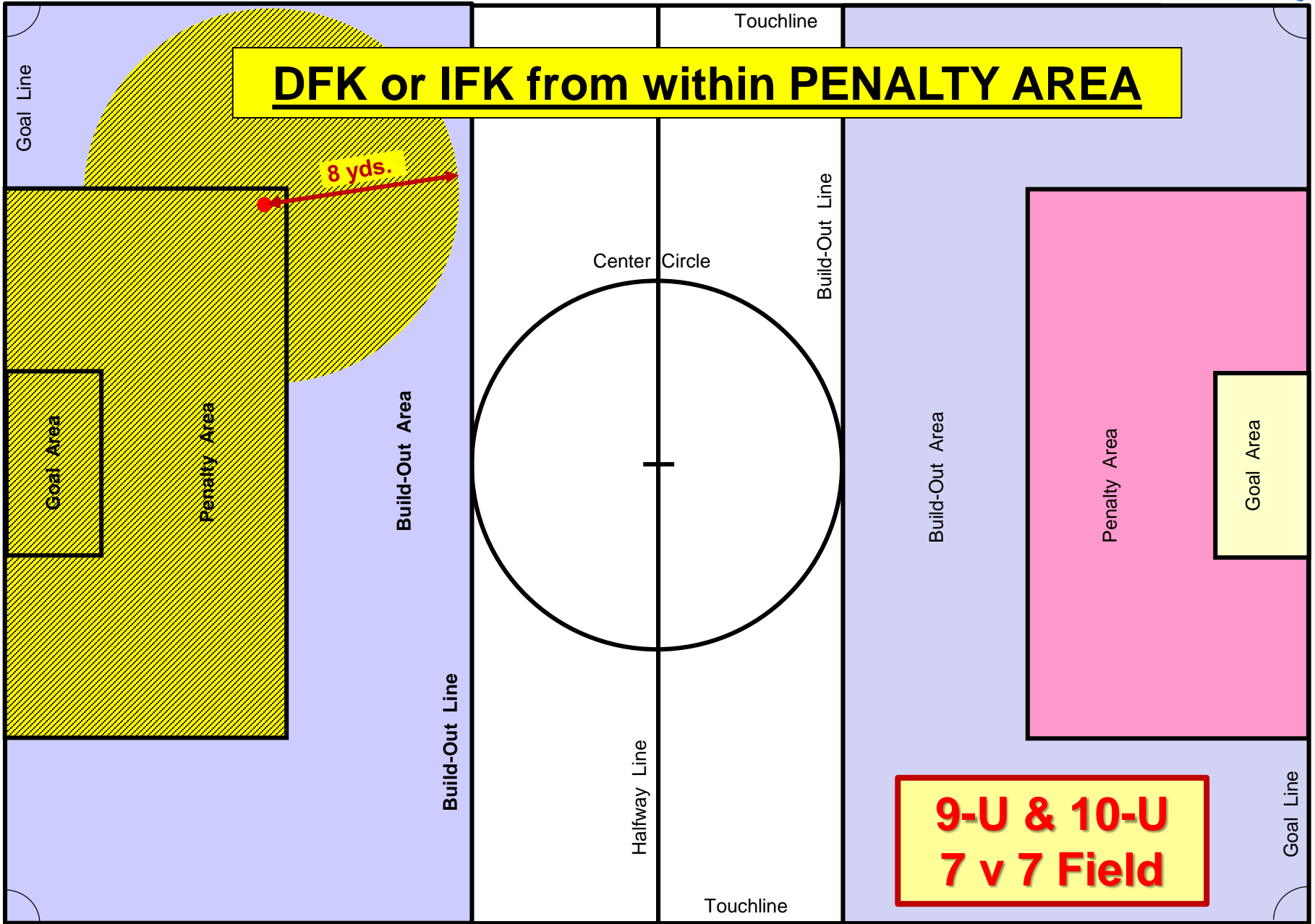
8 yds.



DFK or IFK outside PENALTY AREA

**9-U & 10-U
7 v 7 Field**

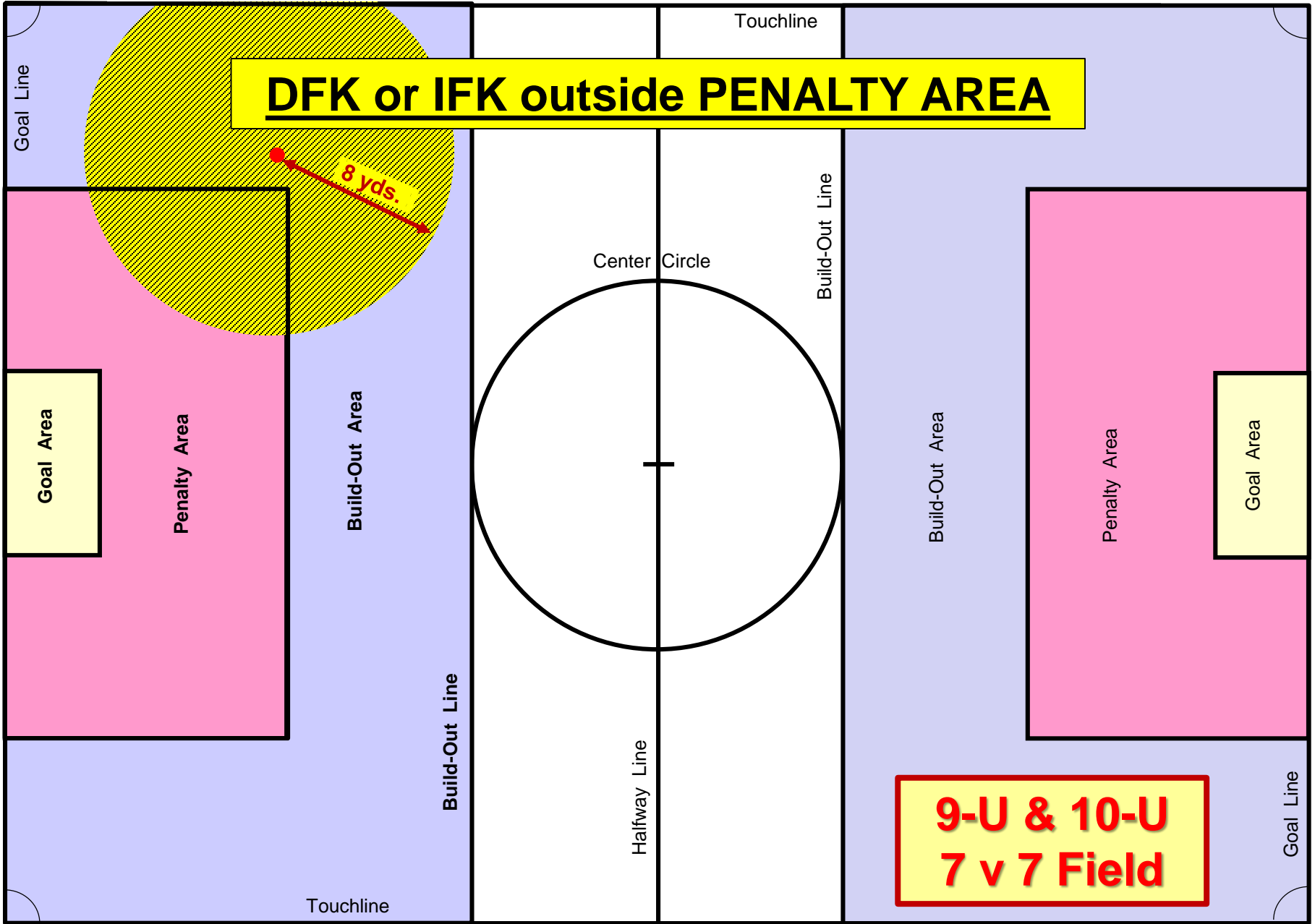




DFK or IFK from within PENALTY AREA

8 yds.

**9-U & 10-U
7 v 7 Field**



DFK or IFK outside PENALTY AREA

8 yds.

Center Circle

Goal Area

Penalty Area

Build-Out Area

Build-Out Line

Halfway Line

Touchline

Build-Out Line

Build-Out Area

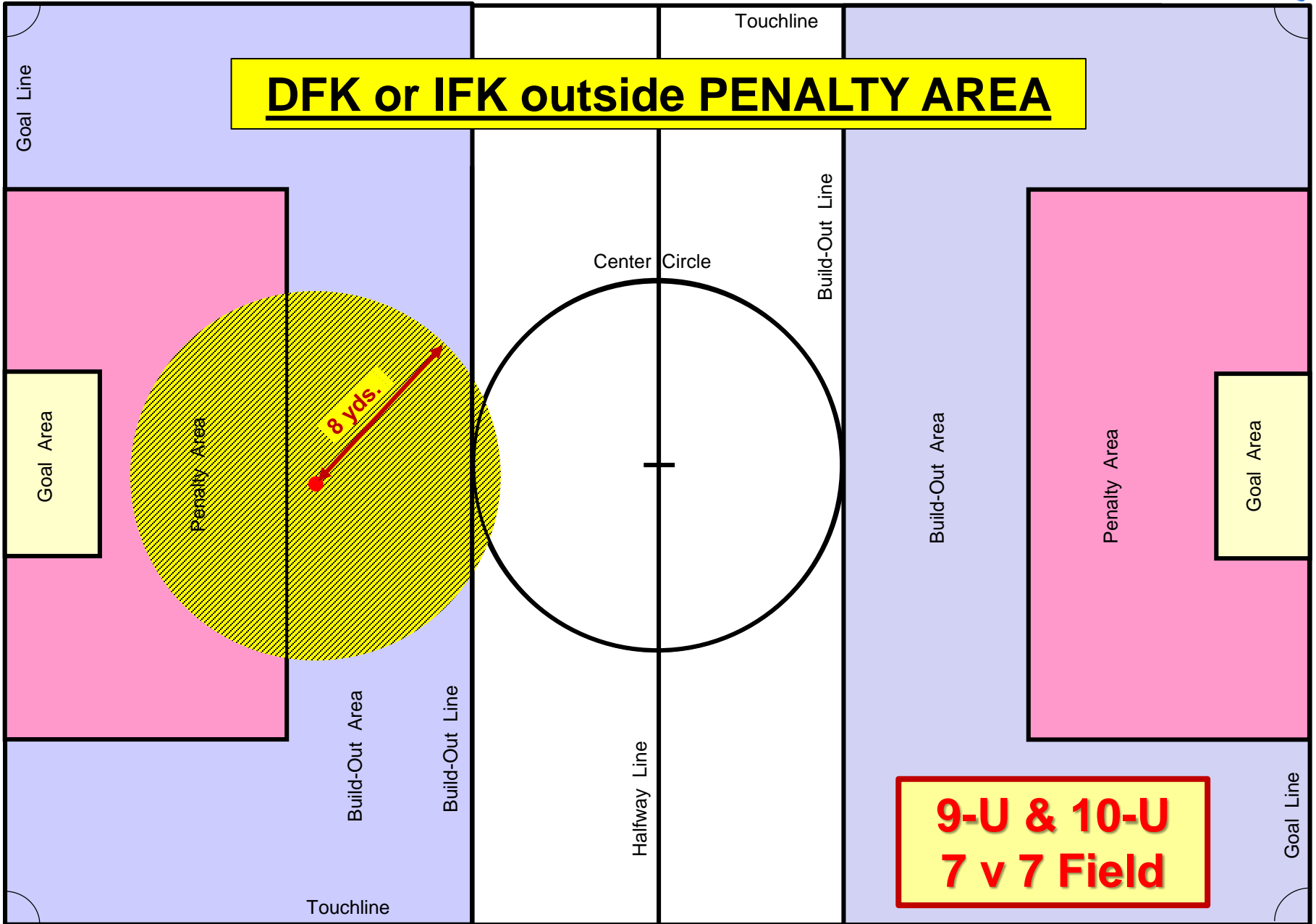
Penalty Area

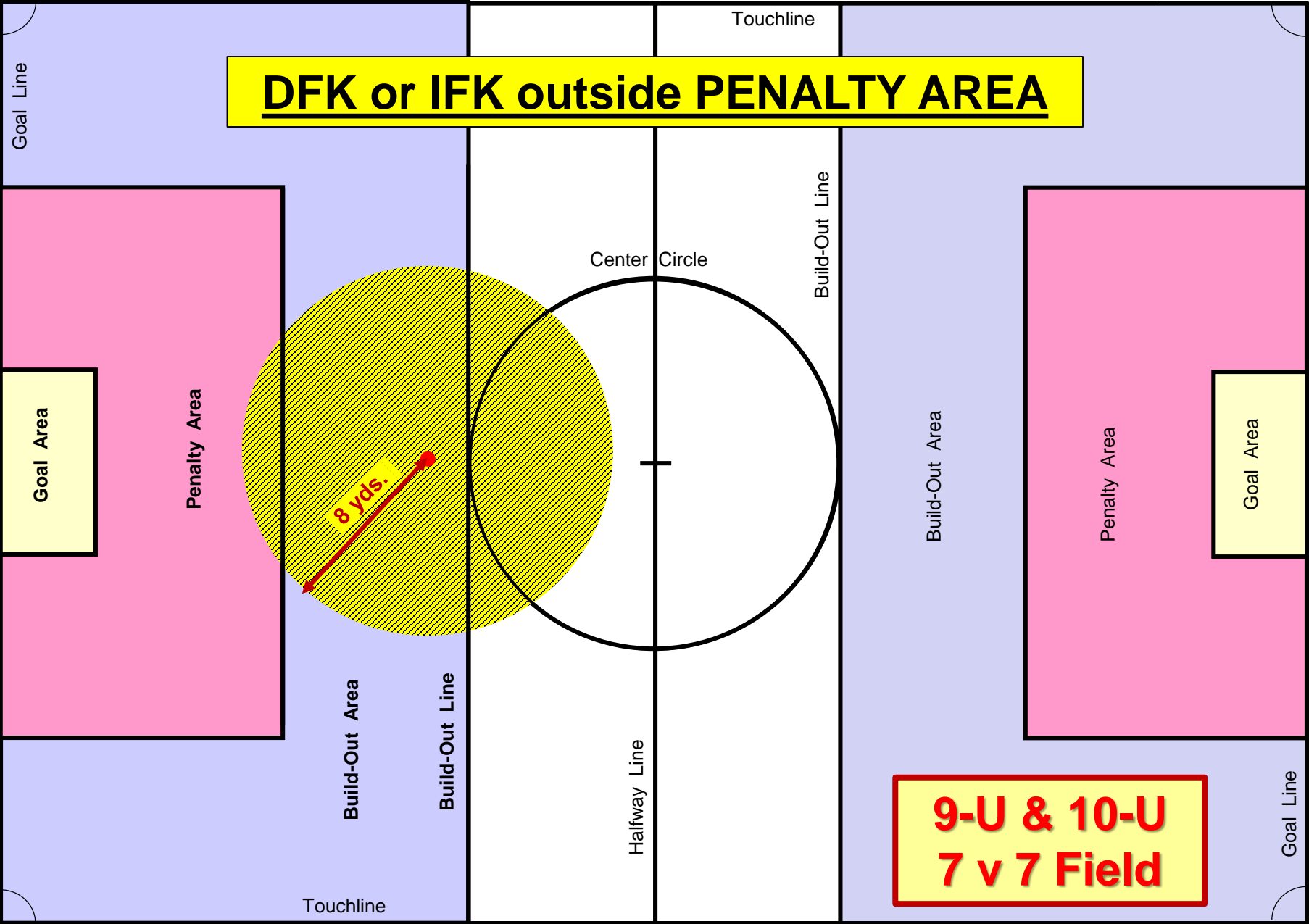
Goal Area

**9-U & 10-U
7 v 7 Field**

Touchline

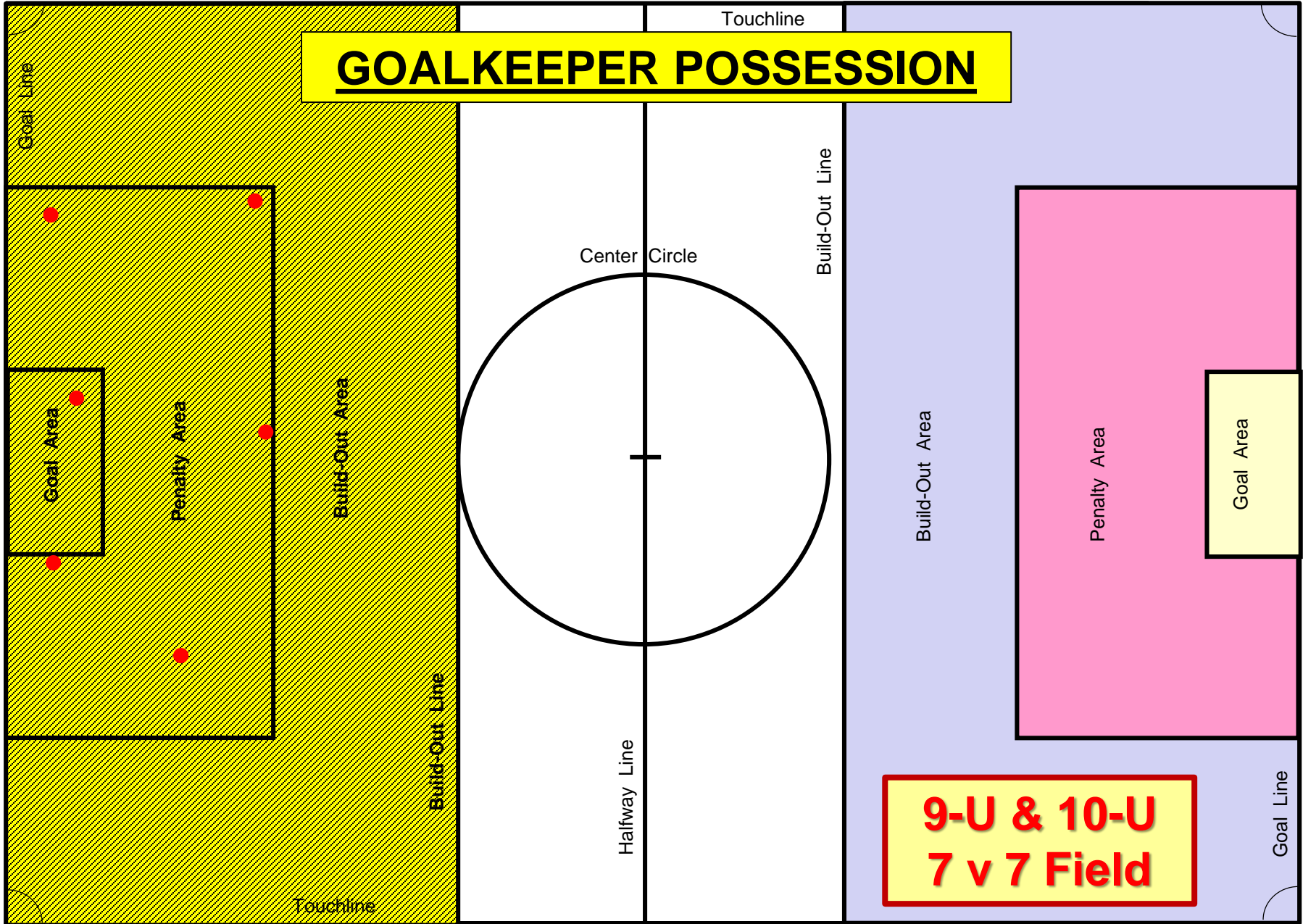
Goal Line





DFK or IFK outside PENALTY AREA

**9-U & 10-U
7 v 7 Field**



GOALKEEPER POSSESSION

**9-U & 10-U
7 v 7 Field**