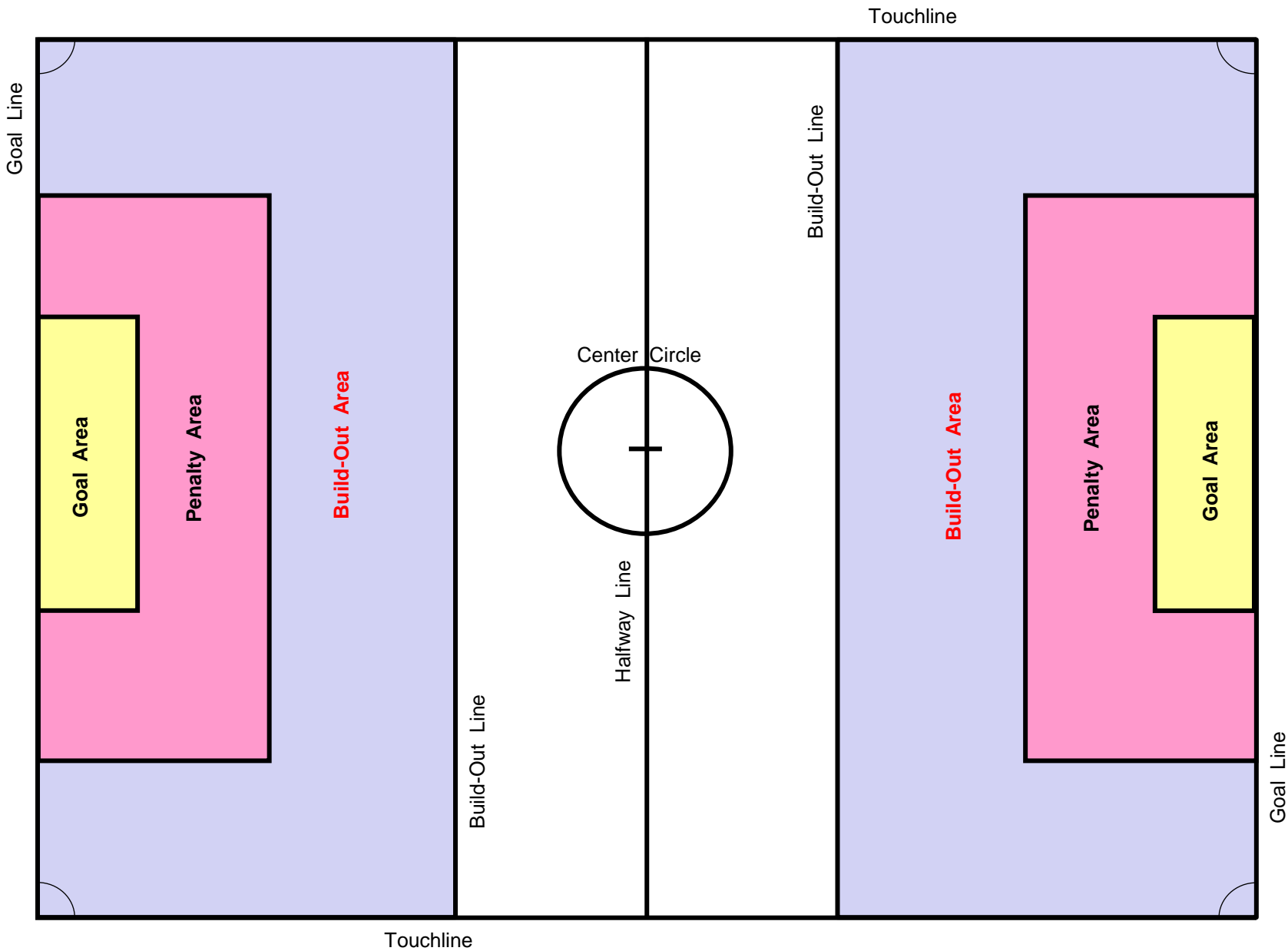


Small-Sided 7v7 Soccer

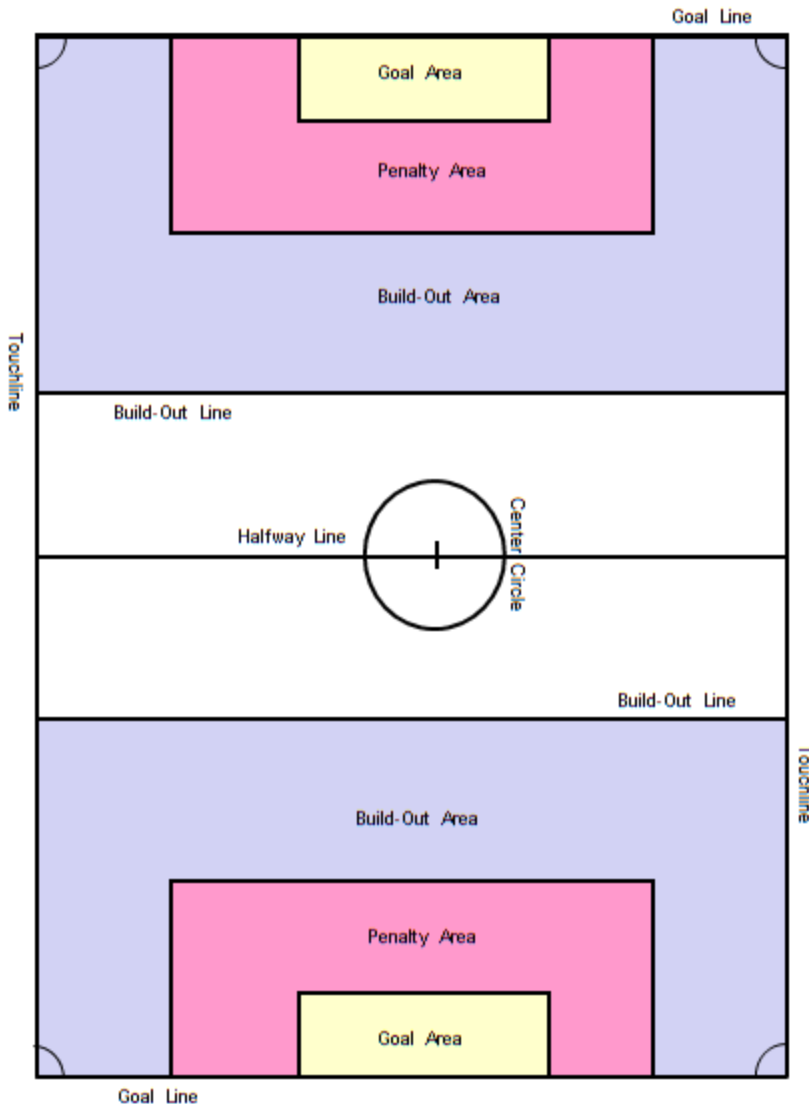


Build-Out Area

LAW 1 – SMALL-SIDED FIELDS (7 v 7)



LAW 1 – SMALL-SIDED FIELDS (7 v 7)



The **Build-Out-Lines** are only used in U9 and U10 (7v7) matches.

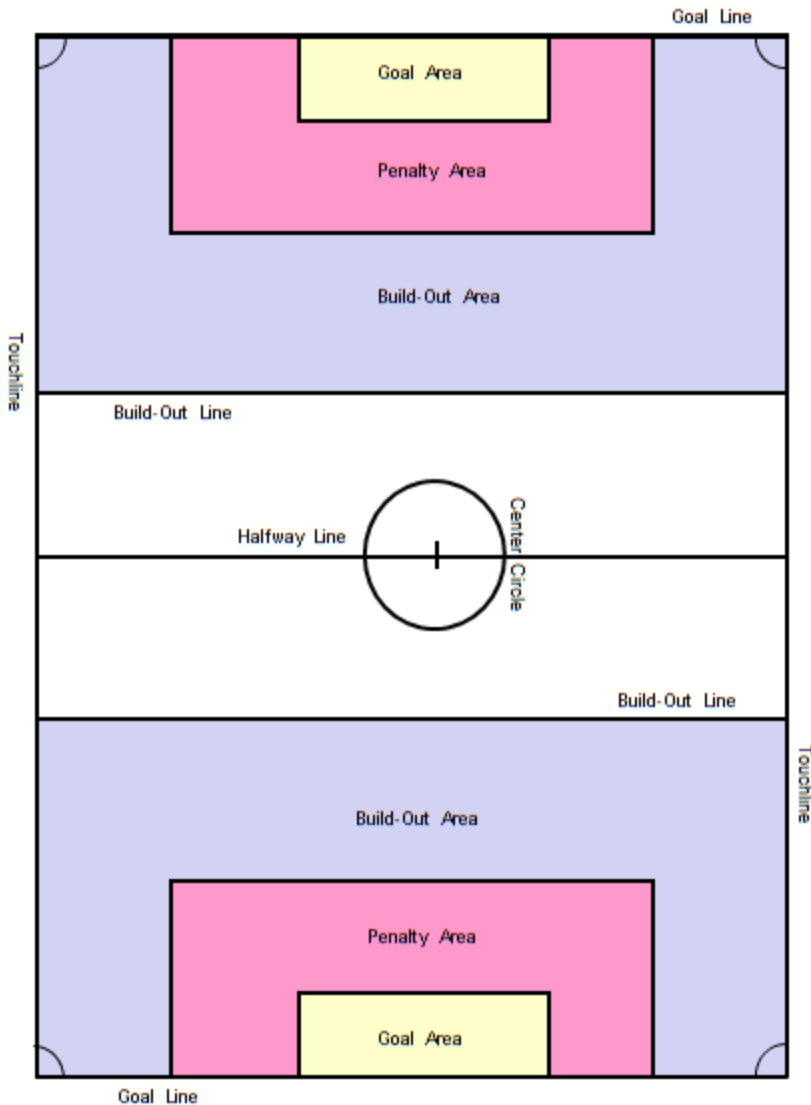
The **Build-Out-Lines** are located equidistant between the Halfway line and the Penalty Area line.

The **Build-Out Areas** at each end of the field are 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)

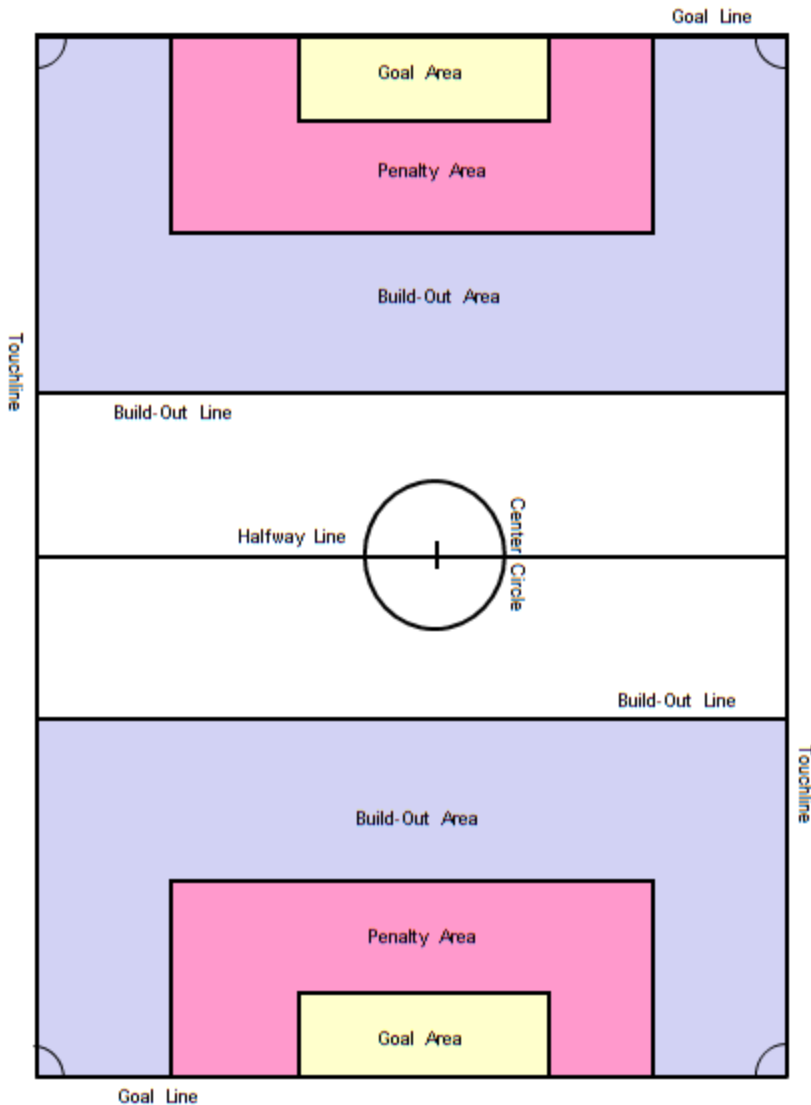


Build-Out Areas

The opposing team must move and remain outside the **Build-Out Area**:

- 1) on all goal kicks
- 2) whenever the goalkeeper gains possession of the ball with their hands during play.

RESTARTS – SMALL-SIDED FIELDS (7 v 7)



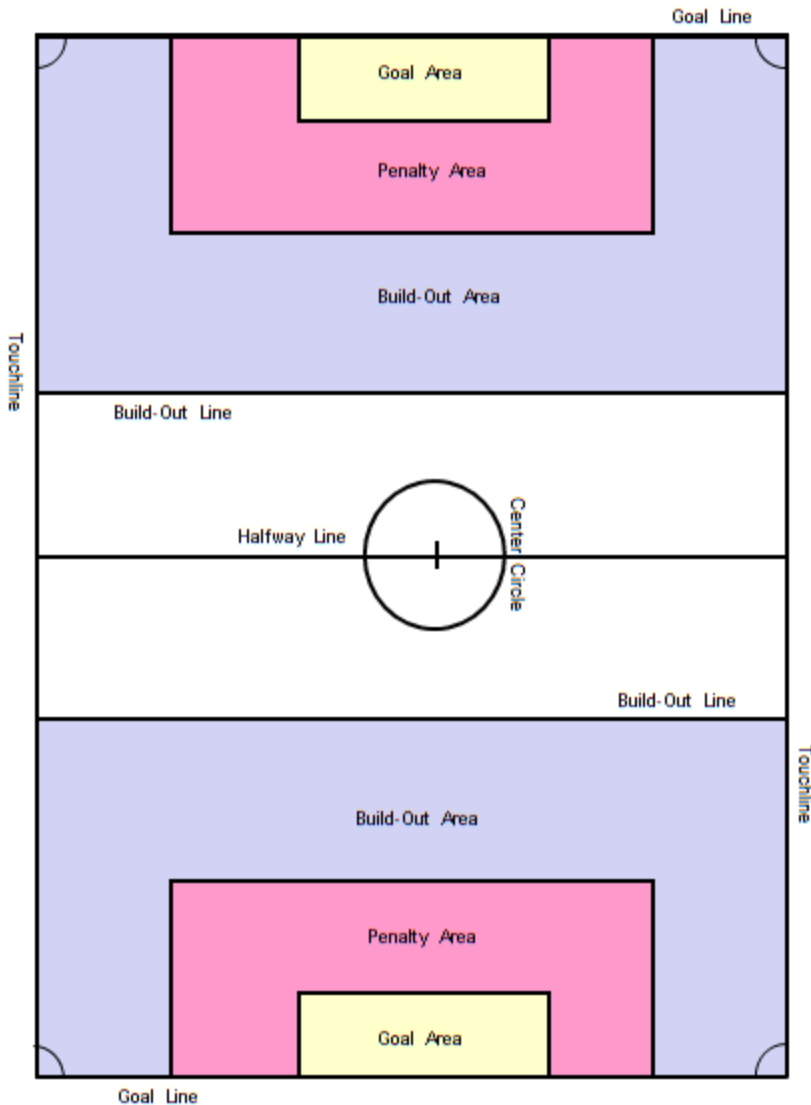
Build-Out Areas

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 **and** kicked ... or
 - 2) the goalkeeper releases the ball by either throwing or rolling it into play.

Note: Opponents may re-enter the **Build-Out Area** as soon as the goalkeeper has kicked or released the ball.

RESTARTS – SMALL-SIDED FIELDS (7 v 7)



Build-Out Areas

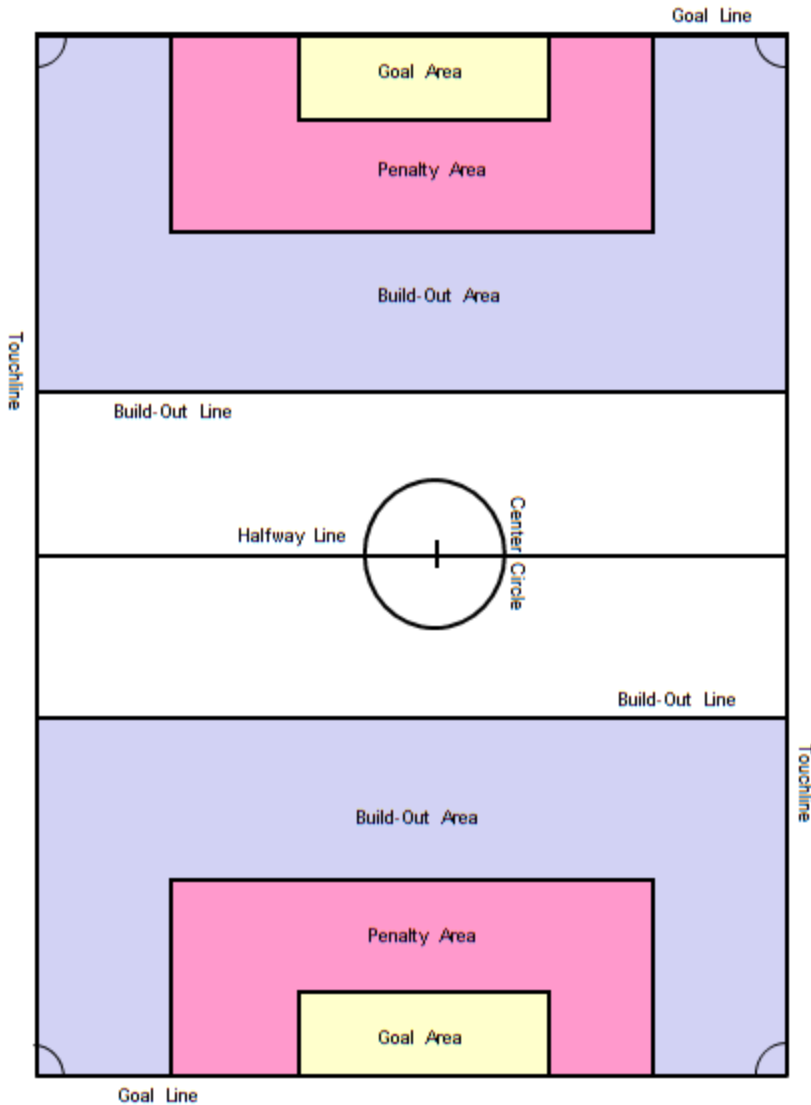
Goalkeepers are not allowed to punt or drop-kick the ball as this would defeat the purpose of the **Build-Out Area**.

Restart is an IFK at spot of the offense (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*).

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)

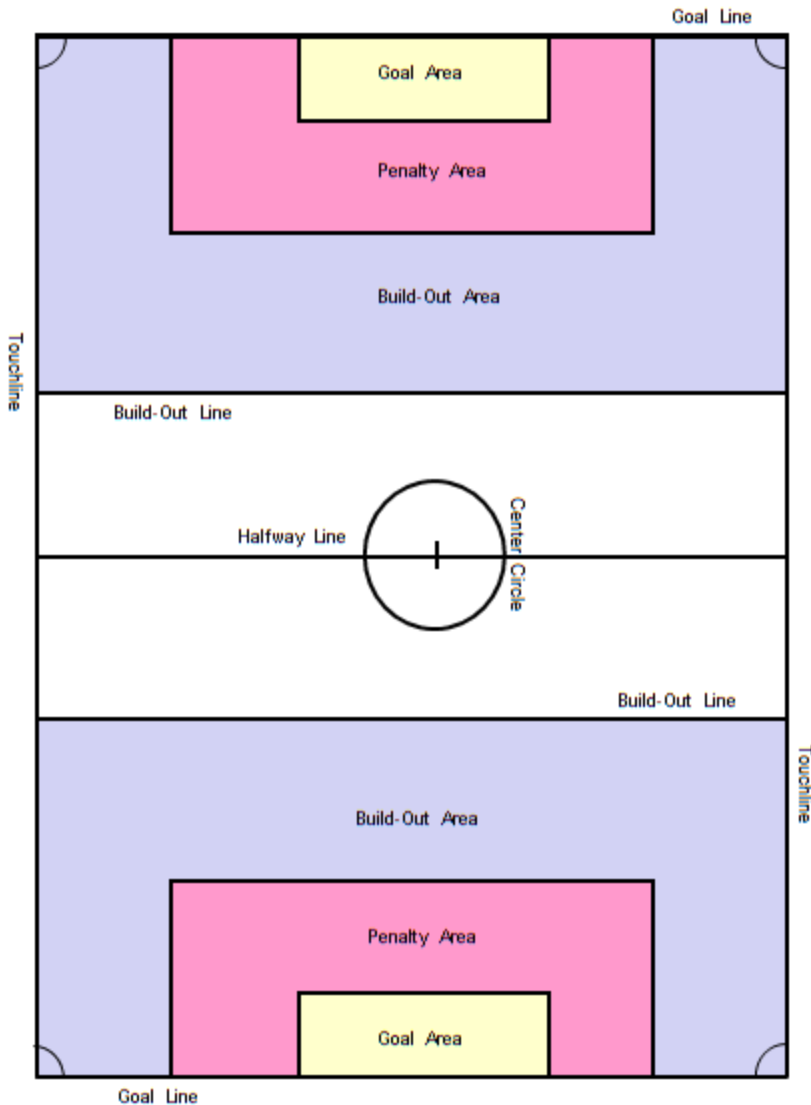


Build-Out Areas

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

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

RESTARTS – SMALL-SIDED FIELDS (7 v 7)



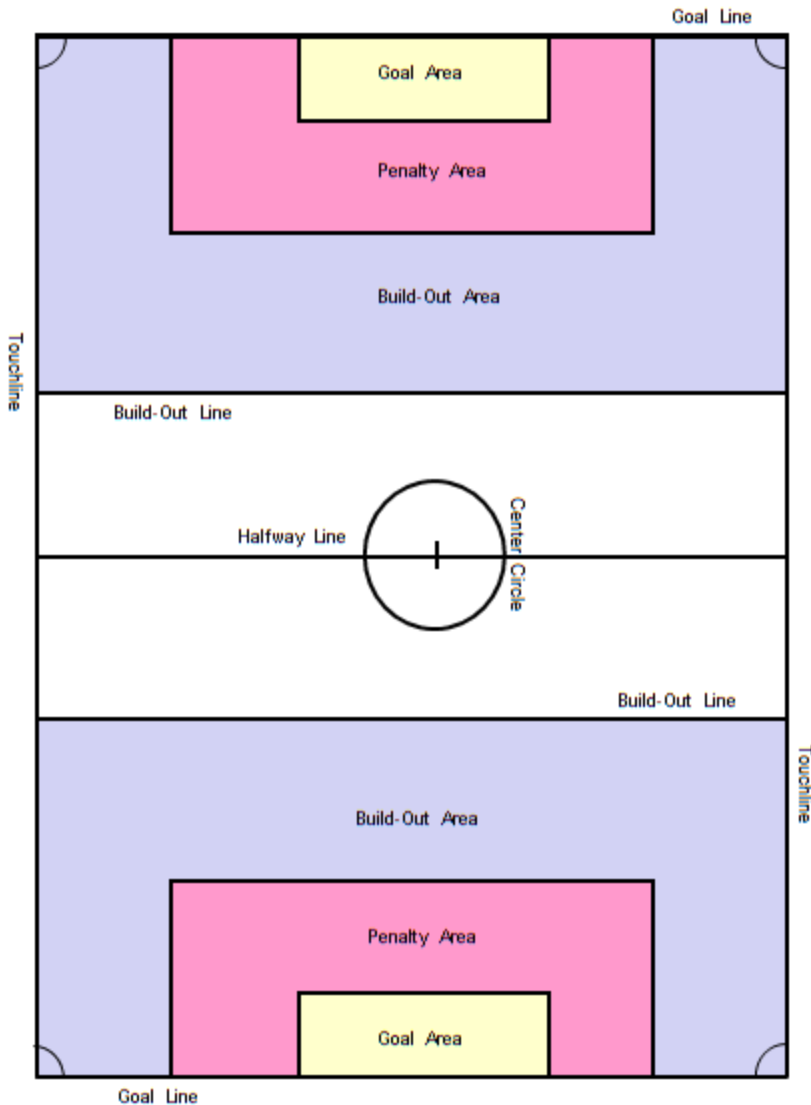
Build-Out Areas

After the ball is put back into 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)

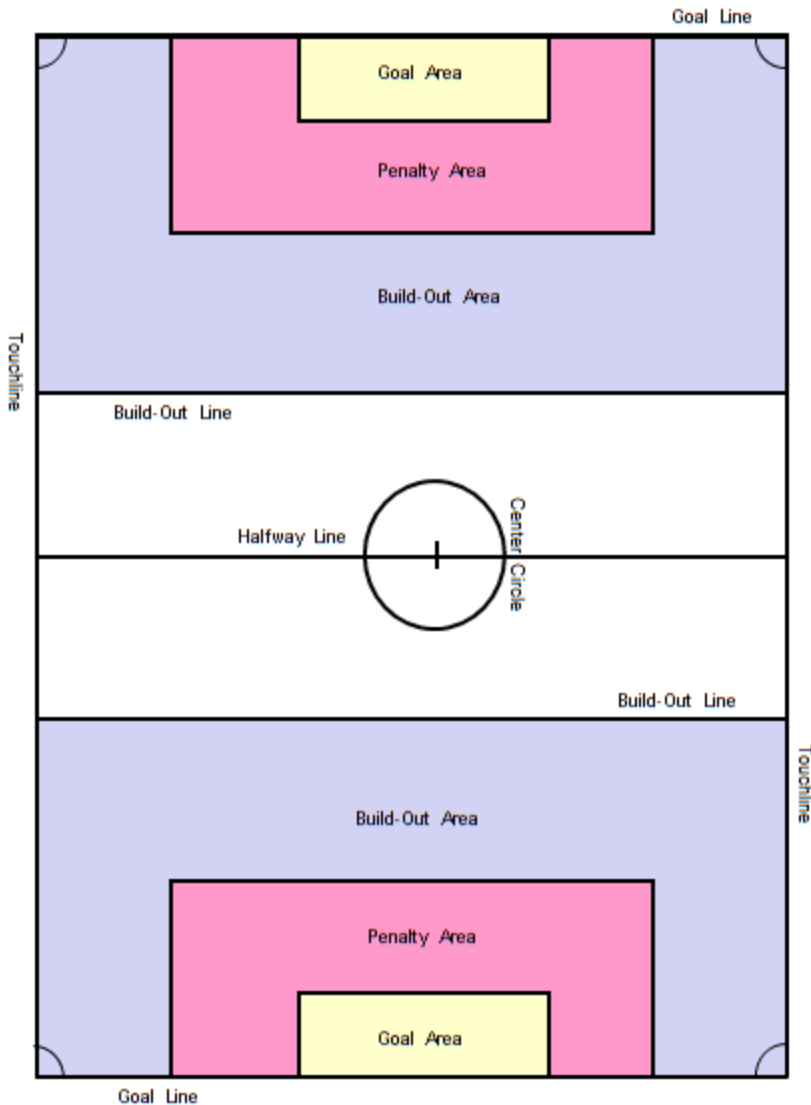


Build-Out Areas

Free kick (IFK or DFK) restarts taken from within a team's own **Build-Out Area** are subject to the following criteria, as defined in the *Laws of the Game*, Law 13 for small-sided (7v7) play:

- 1) all opponents must 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) for any free kick taken from within the penalty area, all opponents must move and remain outside the penalty area as well as being at least 8-yds. from the ball until it has been put back into play, i.e. when the ball completely leaves the penalty area into the field-of-play.

LAW 11 – SMALL-SIDED FIELDS (7 v 7)



Build-Out Areas

Offside

Attacking players can be 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 the touchline from goal line to **Build-Out-Line**.