Small-Sided 7v7 Build-Out Area
LAW 1 – SMALL-SIDED FIELDS (7 v 7)

Offside Lines (Build-Out Lines)

- Equidistant between the Halfway Line and the Penalty Area Line.
- Are used to define boundary of Build-Out Areas in 8-U (Passers) and 10-U (Wings) matches.

Build-Out Areas

- At each end of the field
- Located between the Offside Line (Build-Out Line) and the Goal Line and bounded by the two Touchlines.
**Offside Lines (Build-Out Lines)**

- Are also used in 10-U (Wings) matches to determine offside position and offside offense.

**Note:** The Offside rule does not apply to any 8-U (Passers) division games.

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

Portable goals may only be used if they satisfy this requirement.
The opposing team must **MOVE** and **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.
- Goal kicks may 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)

The opposing team must **MOVE** and **REMAIN** outside the **Build-Out Area** (and at least 8-yards from the ball) until it is put back into play.

- On defensive free kicks taken from anywhere within the **Build-Out Area** ... the ball is in-play when it is kicked and clearly moves.

- Free kicks (DFK or IFK) may 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.
The opposing team must MOVE and REMAIN outside the Build-Out Area until the ball is put back into play.

➢ 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.

3) Opponents may re-enter the Build-Out Area as soon as the keeper has either kicked or released the ball into play.
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. 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 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.

- Once the ball is back in-play, the opposing team can then move into the **Build-Out Area** and play resumes as normal.
LAW 11 – SMALL-SIDED FIELDS (7 v 7)

Build-Out Areas (Offside) 10-U (Wings) Only

➢ Attacking players are in an offside position only when they are in their opponent’s Build-Out Area.

➢ The Offside Lines (Build-Out Lines) are used instead of the Halfway Line to determine the position where an attacking player can be subject to being in an offside position.

➢ Therefore, no offside offense can occur between the two Offside Lines (Build-Out Lines). This in effect is an “offside free zone”.

➢ ARs’ run along the Touchline from Goal Line to Offside Line (Build-Out Line).
## SMALL-SIDED RULE COMPARISONS

<table>
<thead>
<tr>
<th>Build-Out Area</th>
<th>Full Sided (11v11)</th>
<th>Small-Sided (9v9)</th>
<th>Small-Sided (7v7)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Not Applicable</td>
<td>Not Applicable</td>
<td>Areas on the field between the Offside Lines (Build-Out Lines) and the Goal Lines bounded by the two Touchlines.</td>
</tr>
<tr>
<td>Offside Position</td>
<td>In opponent's (defender's) half of the field</td>
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<td>In opponent's (defender's) Build-Out Area 10-U (Wings) only</td>
</tr>
<tr>
<td>Penalty Kick Spot</td>
<td>12 yards</td>
<td>10 yards</td>
<td>10 yards</td>
</tr>
<tr>
<td>Free Kick Distance</td>
<td>10 yards</td>
<td>8 yards</td>
<td>8 yards</td>
</tr>
<tr>
<td>Goal Kicks</td>
<td>Opponents must move out of Penalty Area</td>
<td>Opponents must move out of Penalty Area</td>
<td>Opponents must move out of the Build-Out Area</td>
</tr>
<tr>
<td>DFK or IFK from within the Penalty Area</td>
<td>Opponents to move out of Penalty Area and 10 yards away until ball is put back into play</td>
<td>Opponents to move out of Penalty Area and 8 yards away until ball is put back into play</td>
<td>Opponents to move out of Build-Out Area and 8 yards away until the ball is put back into play</td>
</tr>
<tr>
<td>DFK or IFK from outside the Penalty Area</td>
<td>Opponents to move 10 yards away until ball is put back into play</td>
<td>Opponents to move 8 yards away until ball is put back into play</td>
<td>Opponents to move out of Build-Out Area and 8 yards away until the ball is put back into play</td>
</tr>
<tr>
<td>Goalkeeper Possession</td>
<td>Opponents to move away and not hinder GK from putting ball back into play</td>
<td>Opponents to move away and not hinder GK from putting ball back into play</td>
<td>Opponents to move out of Build-Out Area until the ball is put back into play</td>
</tr>
<tr>
<td>Goalkeeper Release of the Ball</td>
<td>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.</td>
<td>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.</td>
<td>GK may not punt or drop-kick the ball. The ball is in-play as soon as the GK releases the ball by throwing or rolling the ball. When the GK places the ball on the ground it is not in-play until the ball is kicked and clearly moves.</td>
</tr>
</tbody>
</table>
8-U & 10-U / 7 v 7 Field

- Goal Line
- 6-11 yds.
- 8 yds.
- 4 yds.
- 12 yds.
- 20-22 yds.
- 24 yds.
- 8-10 yds.
- Touchline
- Offside Line
- Penalty Area
- Goal Area
- Build-Out Area
- Center Circle
- 8 yds.
- 8-10 yds.
- 8-10 yds.
- 8 yds.
- 55-65 yds.
Areas highlighted in YELLOW represent the locations where opponents must remain outside until the ball is put back into play.
Areas highlighted in **YELLOW** represent the locations where opponents must remain outside until the ball is put back into play.
DFK or IFK from within PENALTY AREA

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