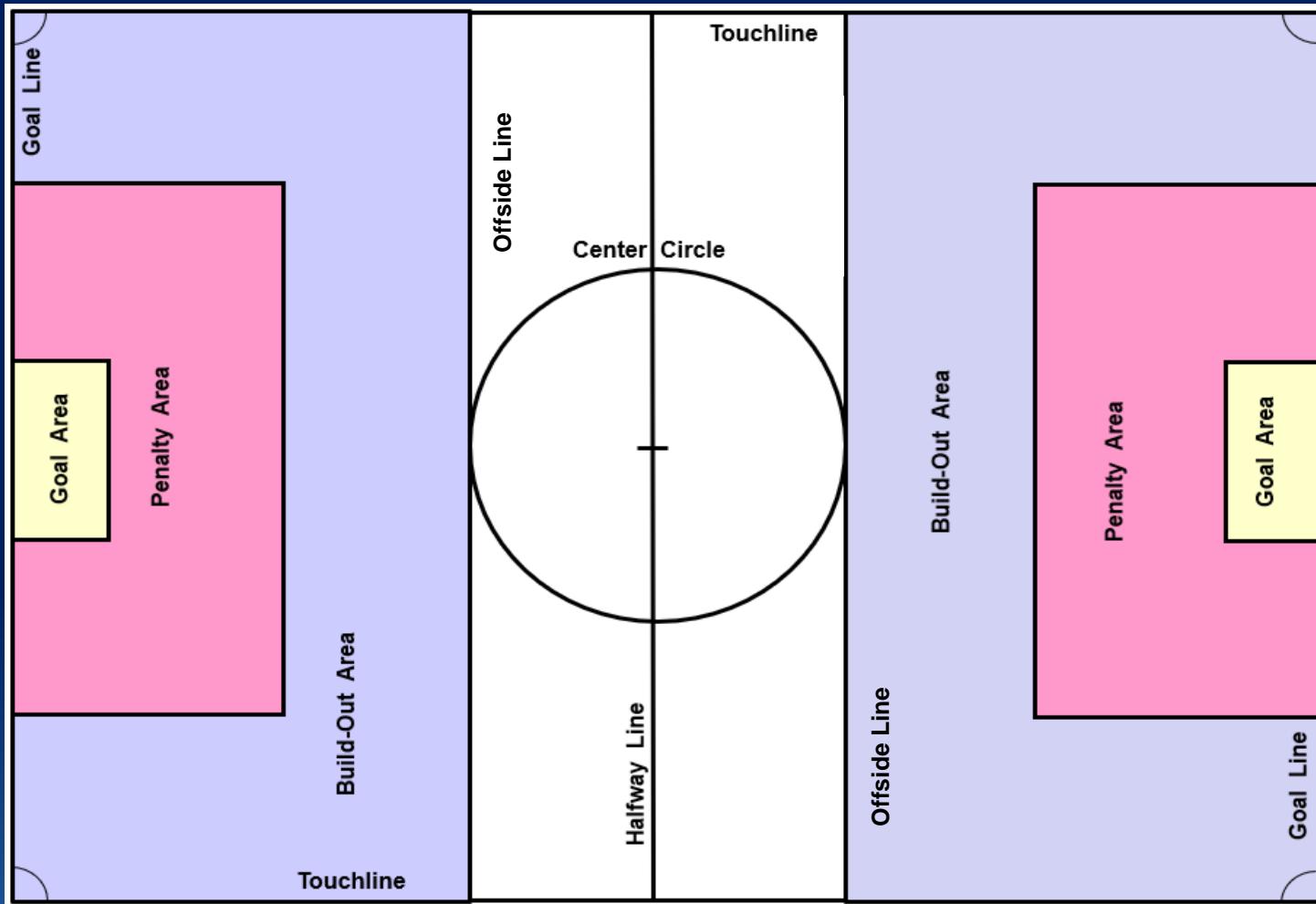


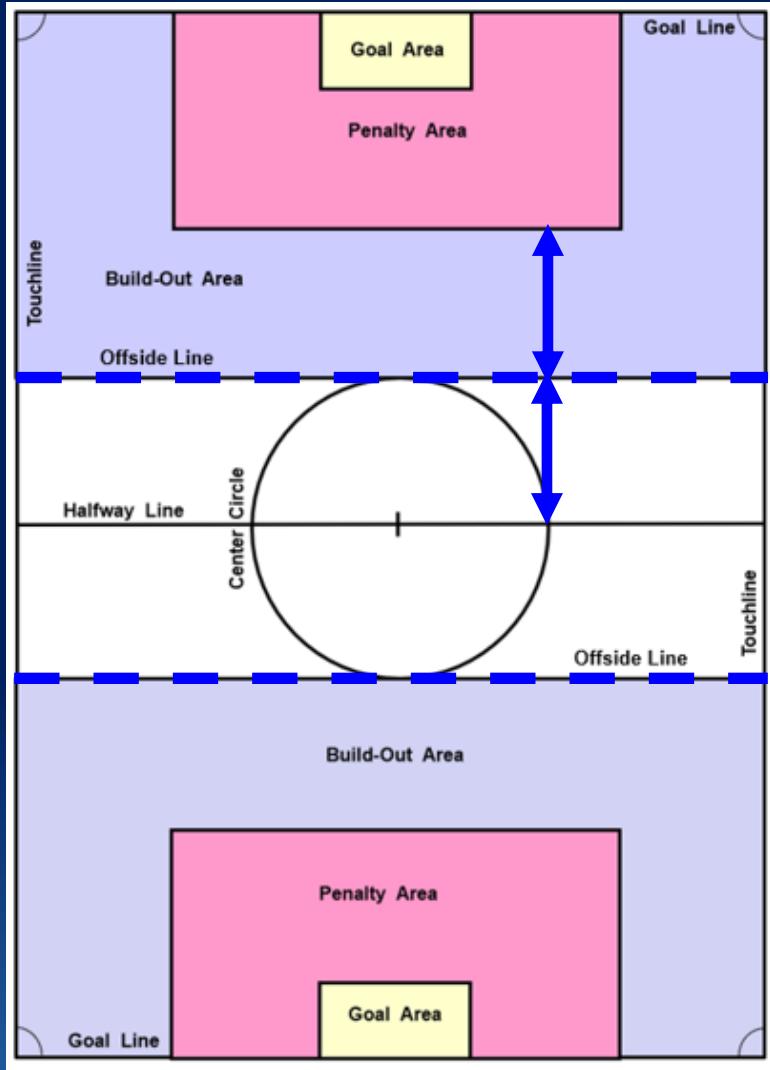


Small-Sided 7v7
Build-Out Area

LAW 1 – SMALL-SIDED FIELDS (7 v 7)



LAW 1 – SMALL-SIDED FIELDS (7 v 7)



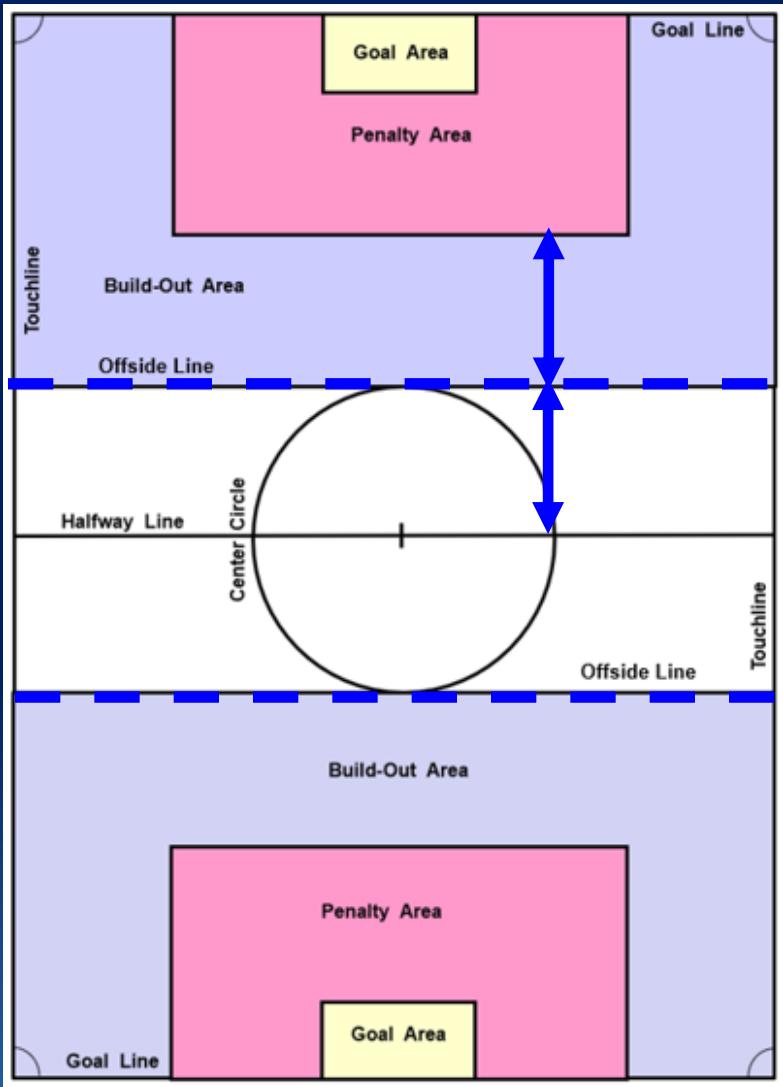
Offside Lines (Build-Out Lines)

- 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.

LAW 1 – SMALL-SIDED FIELDS (7 v 7)



Offside Lines (Build-Out Lines)

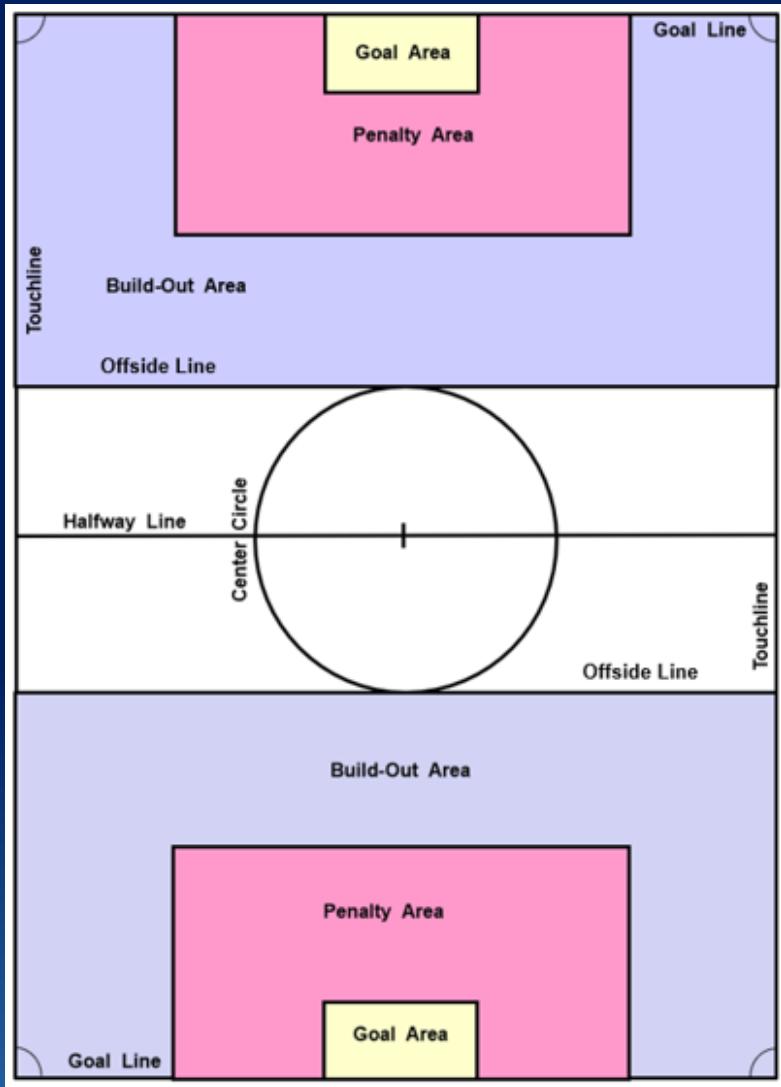
- Are also used in 10-U (Wings) matches to determine offside position and offside offense.

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.

RESTARTS – SMALL-SIDED FIELDS (7 v 7)

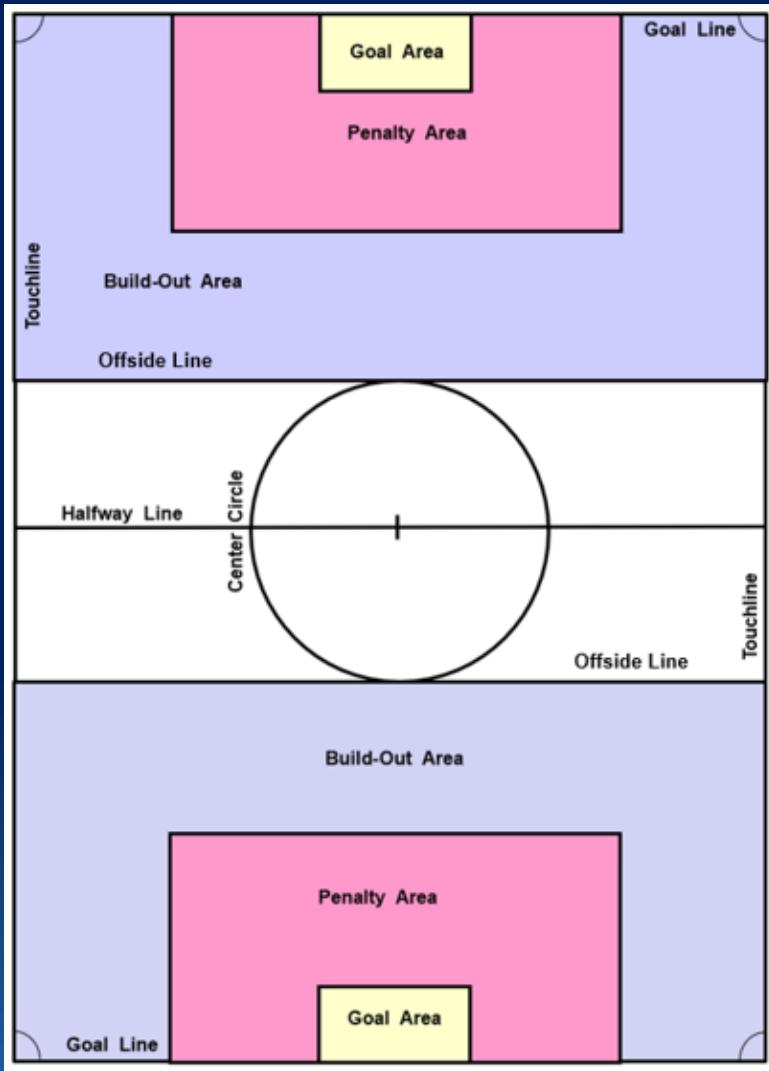


Build-Out Areas (Goal Kicks)

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)

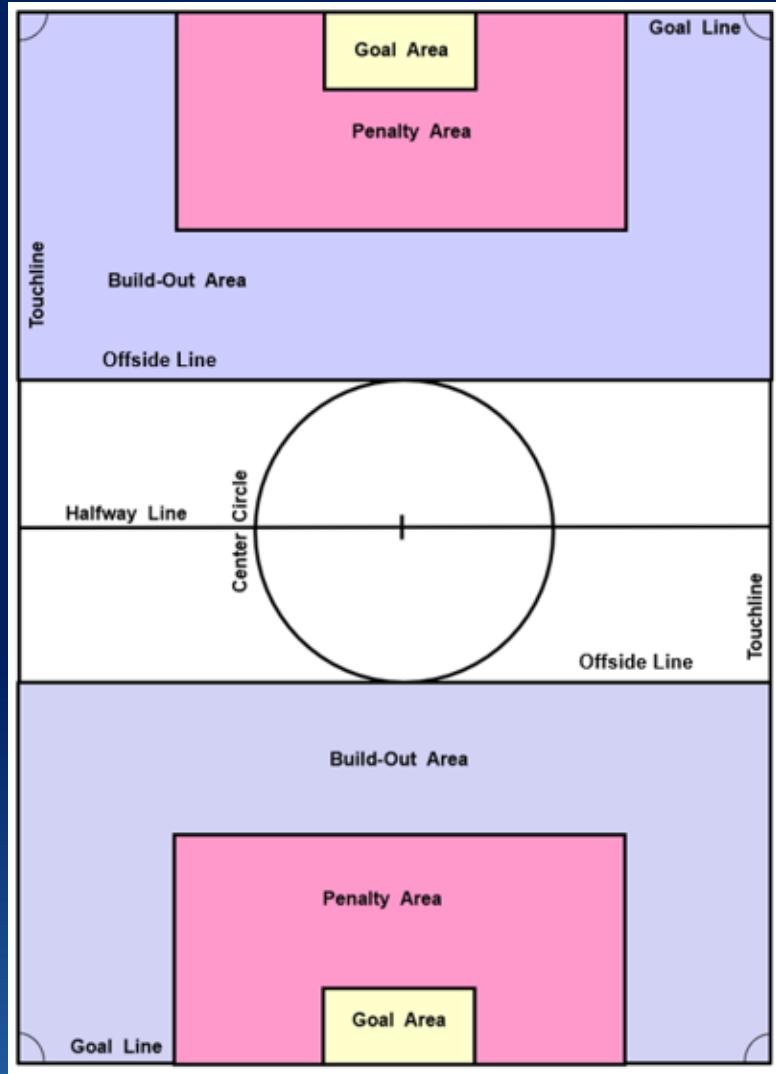


Build-Out Areas (DFK & IFK Kicks)

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.

RESTARTS – SMALL-SIDED FIELDS (7 v 7)

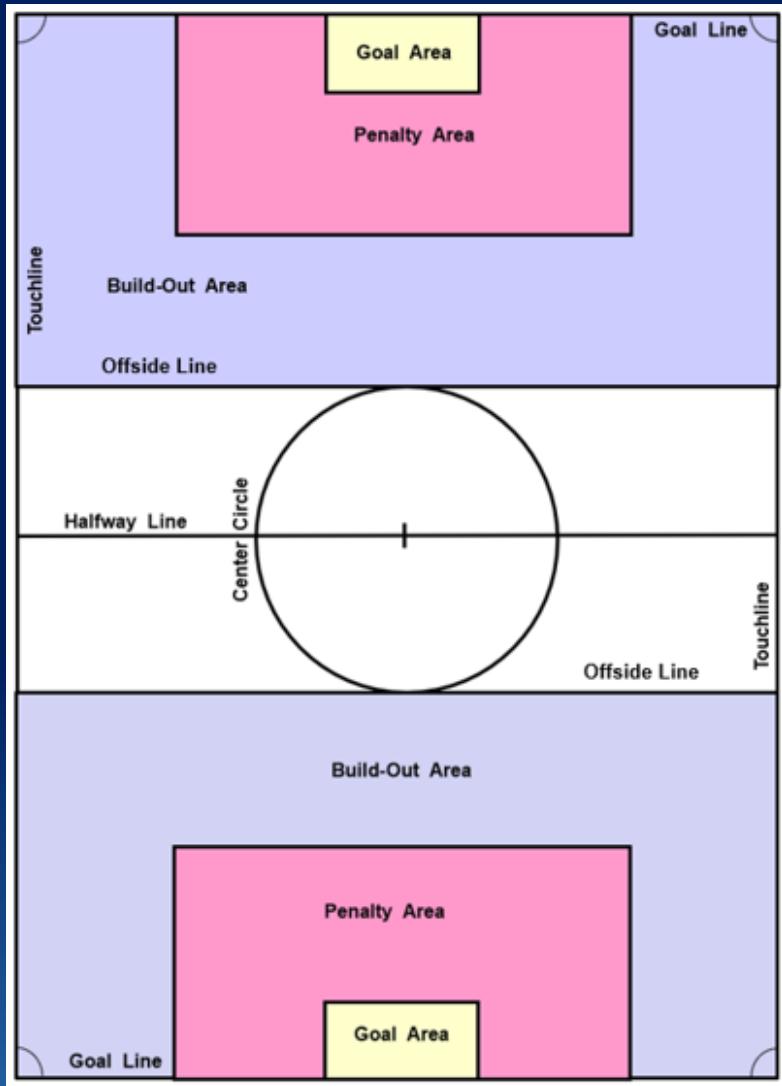


Build-Out Areas (Goalkeeper Possession)

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.

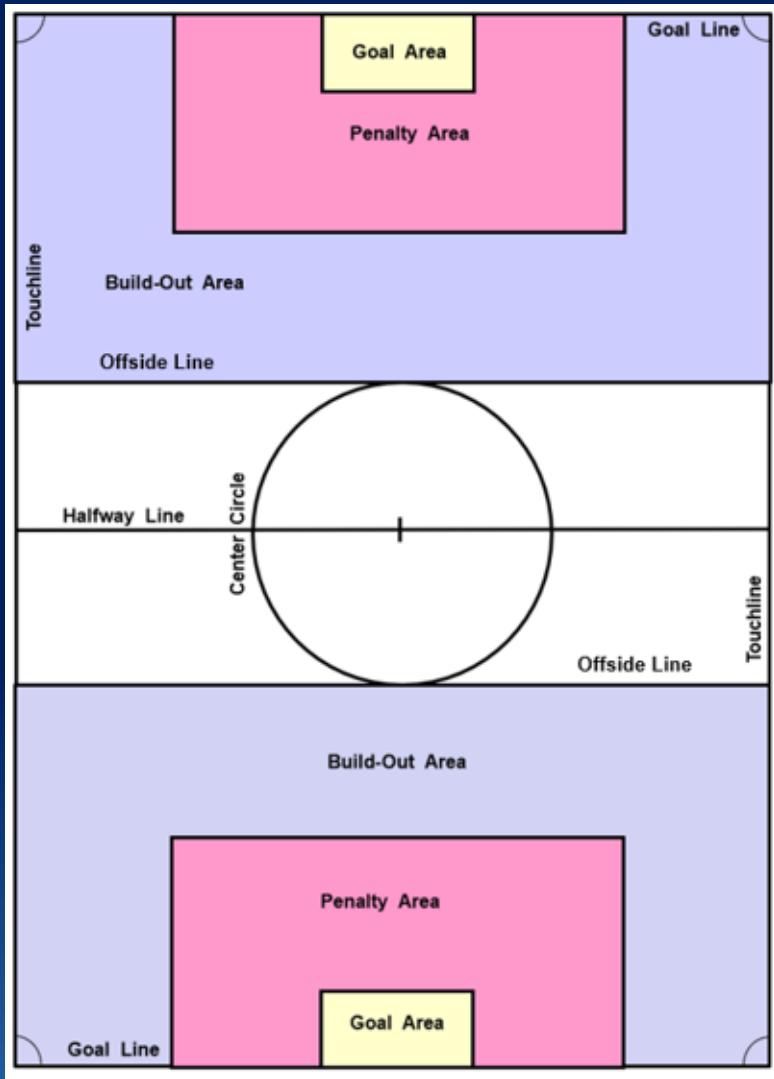
RESTARTS – SMALL-SIDED FIELDS (7 v 7)



Build-Out Areas (Goalkeeper 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. But
- The counting of the time of possession should only begin when all opponents have moved outside the *Build-Out Area*.

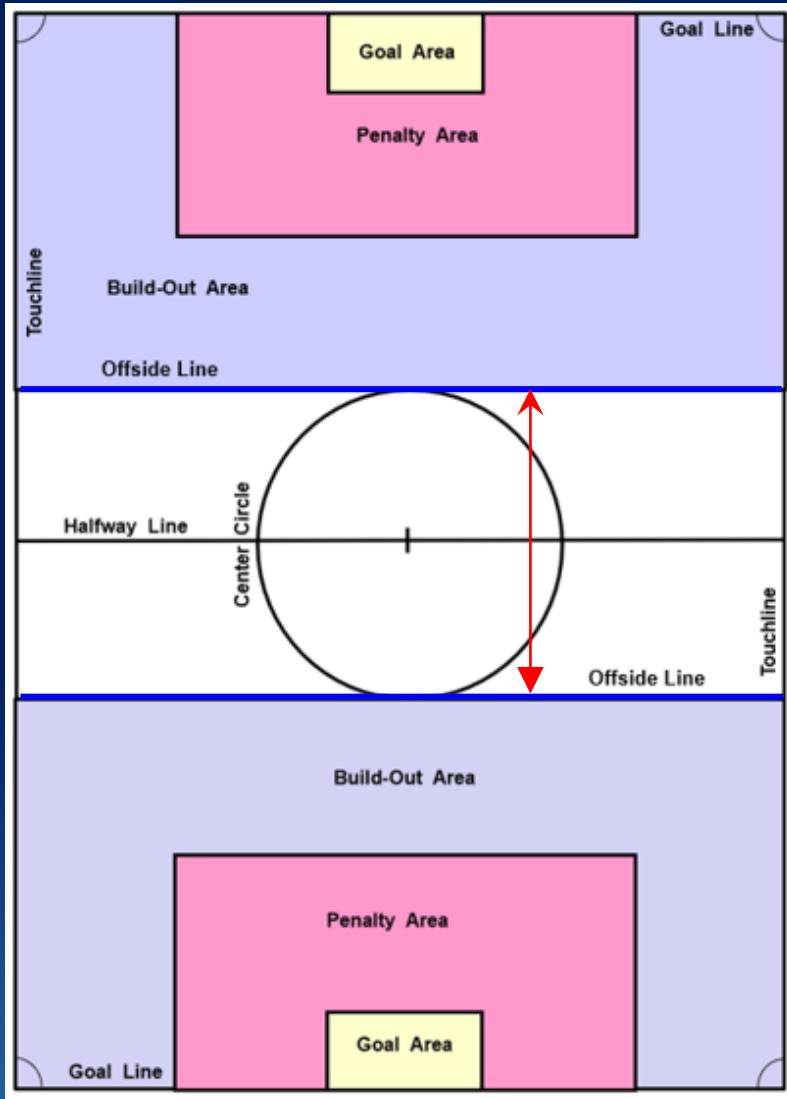
RESTARTS – SMALL-SIDED FIELDS (7 v 7)



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)



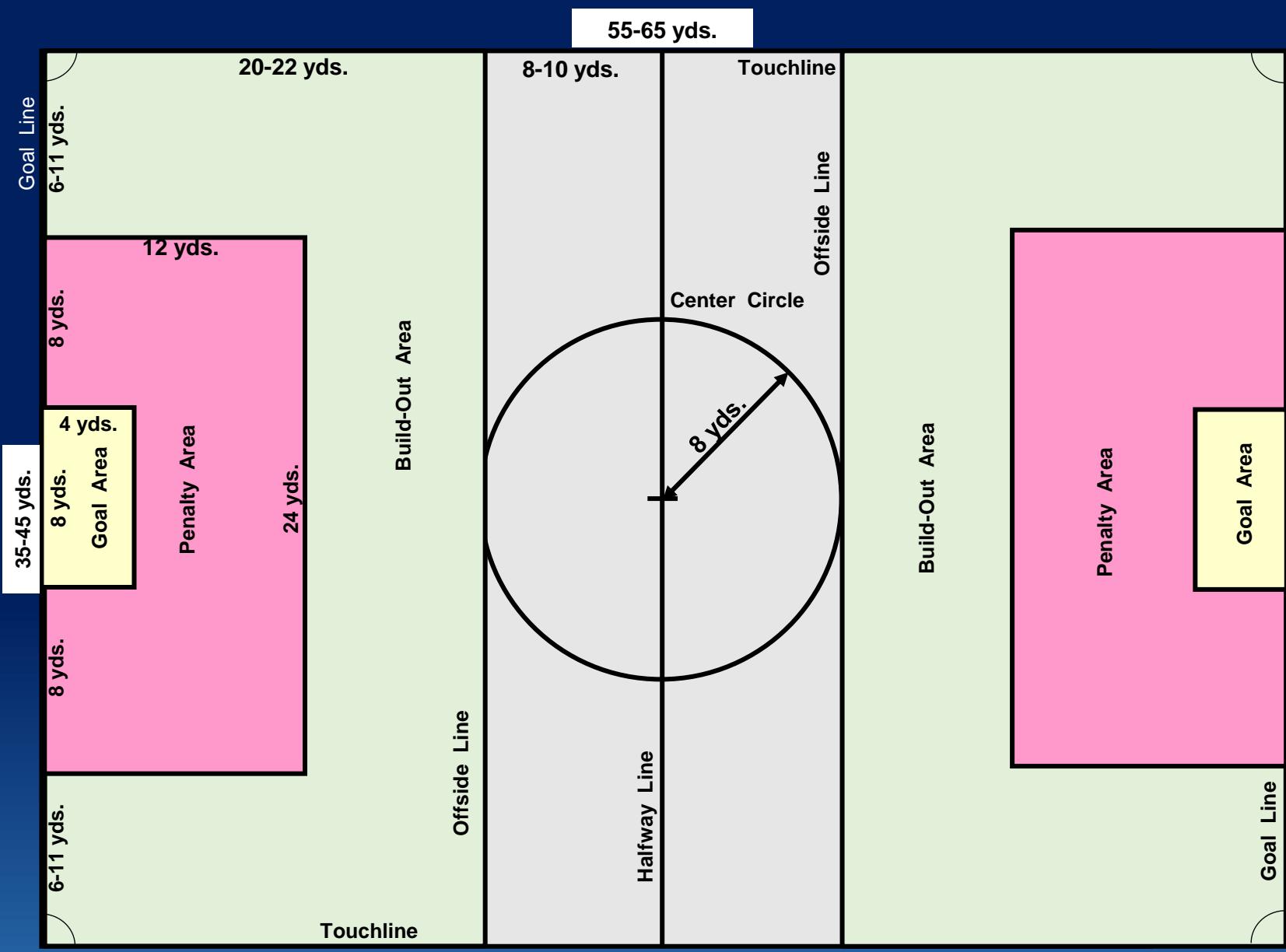
Build-Out Areas (Offside) 10-U (Wings) Only

- 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

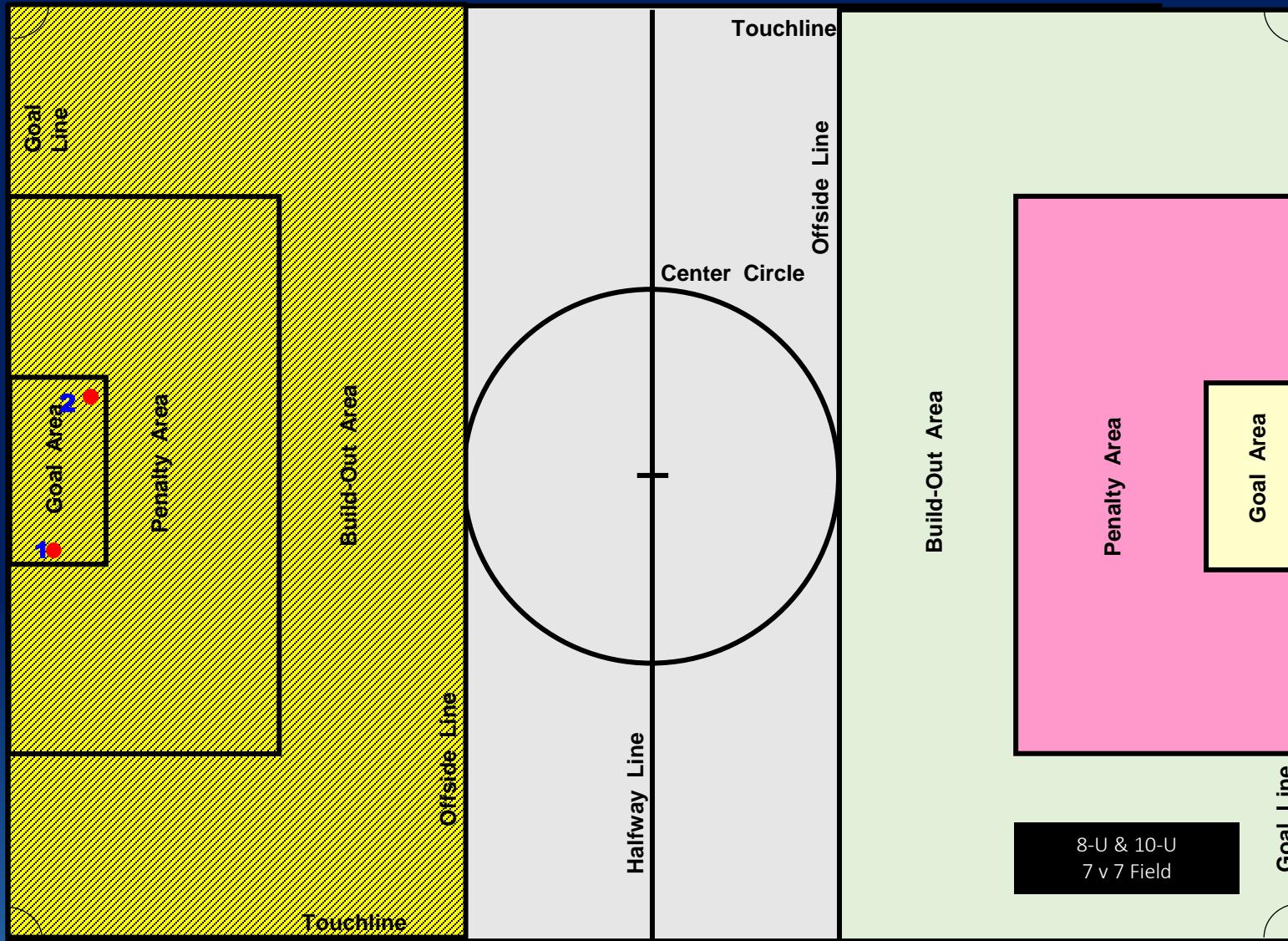
	Full Sided (11v11)	Small-Sided (9v9)	Small-Sided (7v7)
Build-Out Area	Not Applicable	Not Applicable	Areas on the field between the Offside Lines (Build-Out Lines) and the Goal Lines bounded by the two Touchlines.
Offside Position	In opponent's (defender's) half of the field	In opponent's (defender's) half of the field	In opponent's (defender's) Build-Out Area 10-U (Wings) only
Penalty Kick Spot	12 yards	10 yards	10 yards
Free Kick Distance	10 yards	8 yards	8 yards
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 the 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 Build-Out Area and 8 yards away until the ball is put back into play
DFK or IFK from outside the Penalty Area	Opponents to move 10 yards away until ball is put back into play	Opponents to move 8 yards away until ball is put back into play	Opponents to move out of Build-Out Area and 8 yards away until the 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	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.	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.	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.

8-U & 10-U / 7 v 7 Field



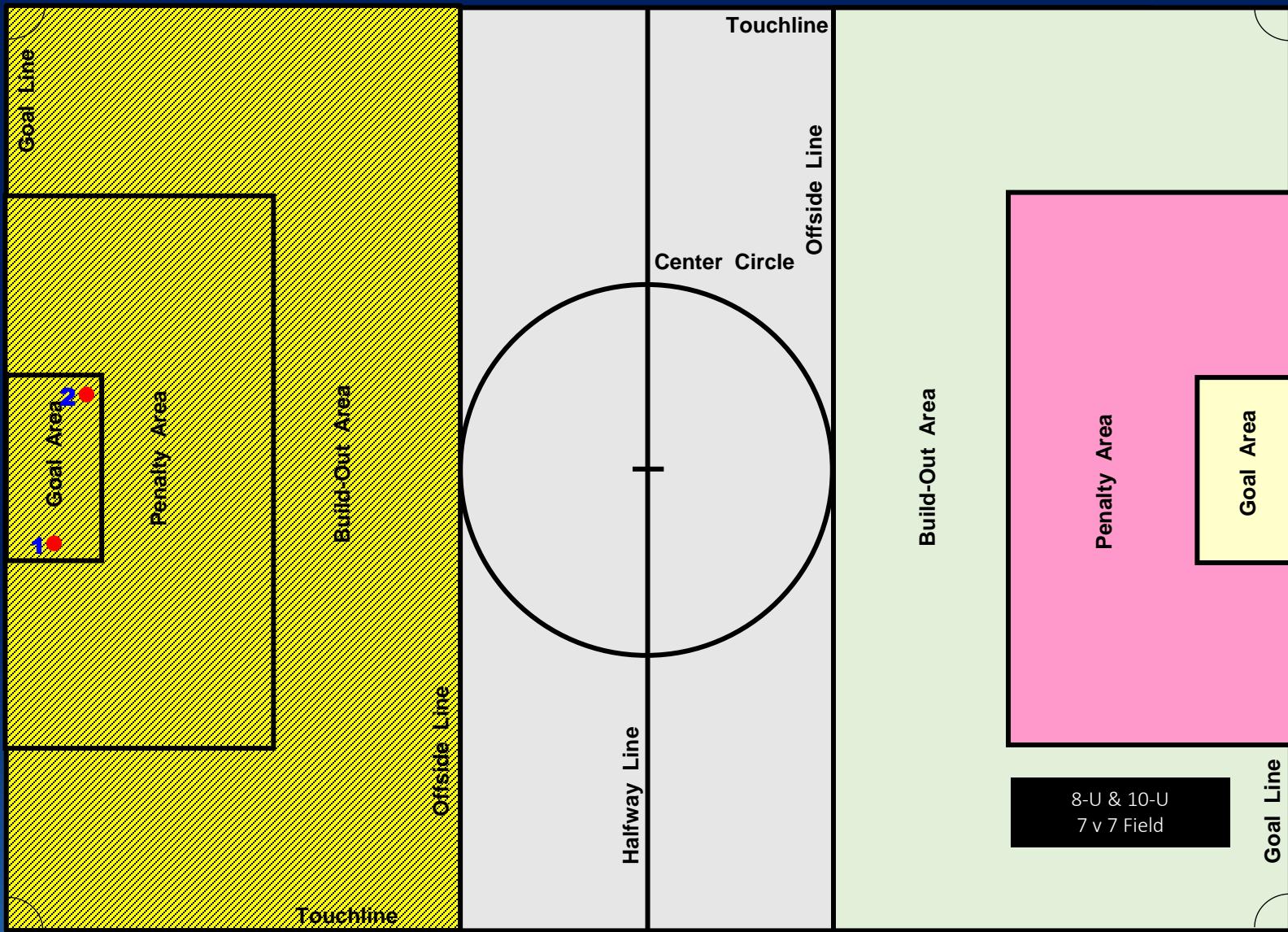
GOAL KICKS

Areas highlighted in **YELLOW** represent the locations where opponents must remain outside until the ball is put back into play.



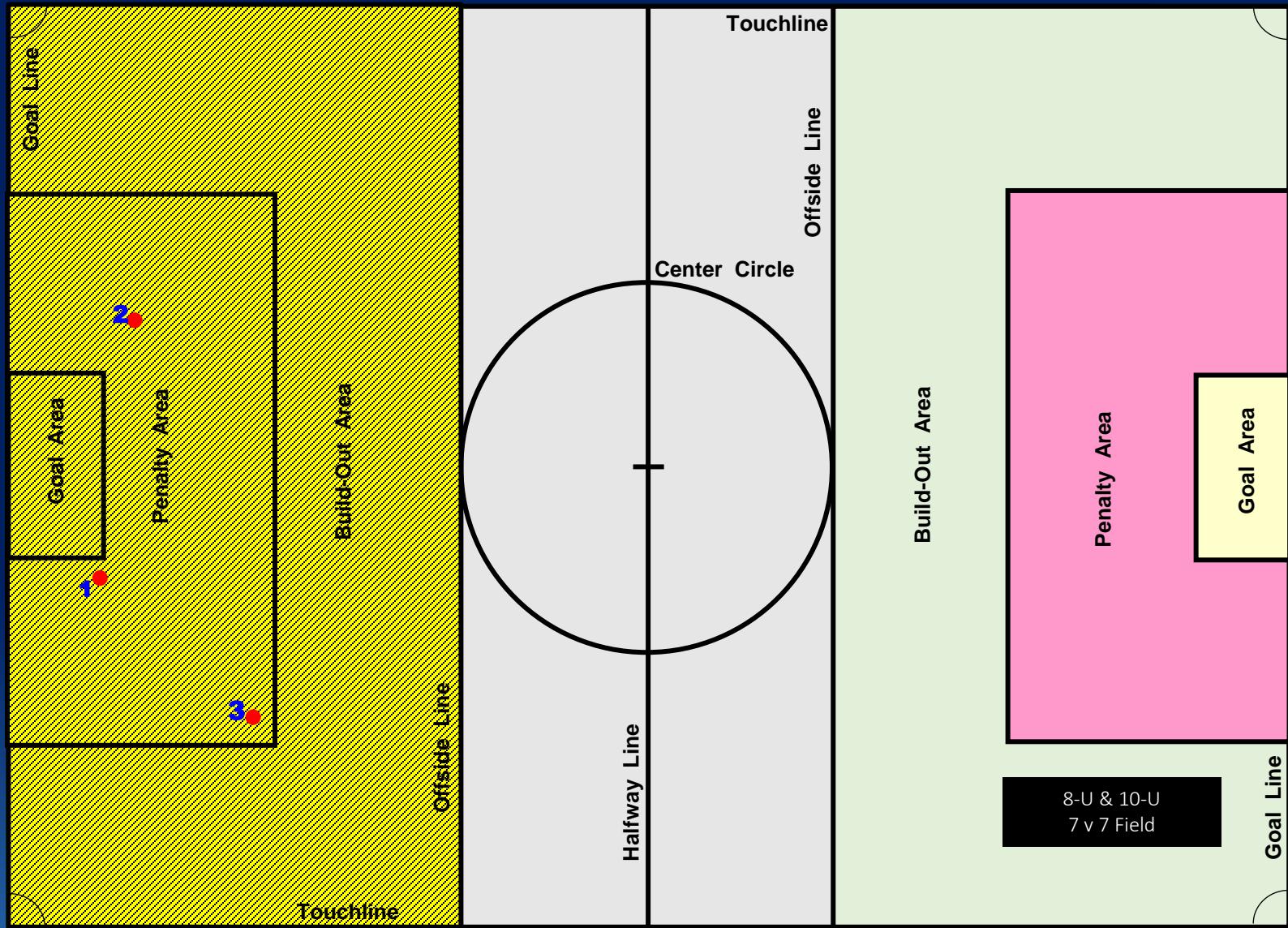
DFK or IFK from within GOAL AREA

Areas highlighted in **YELLOW** represent the locations where opponents must remain outside until the ball is put back into play.



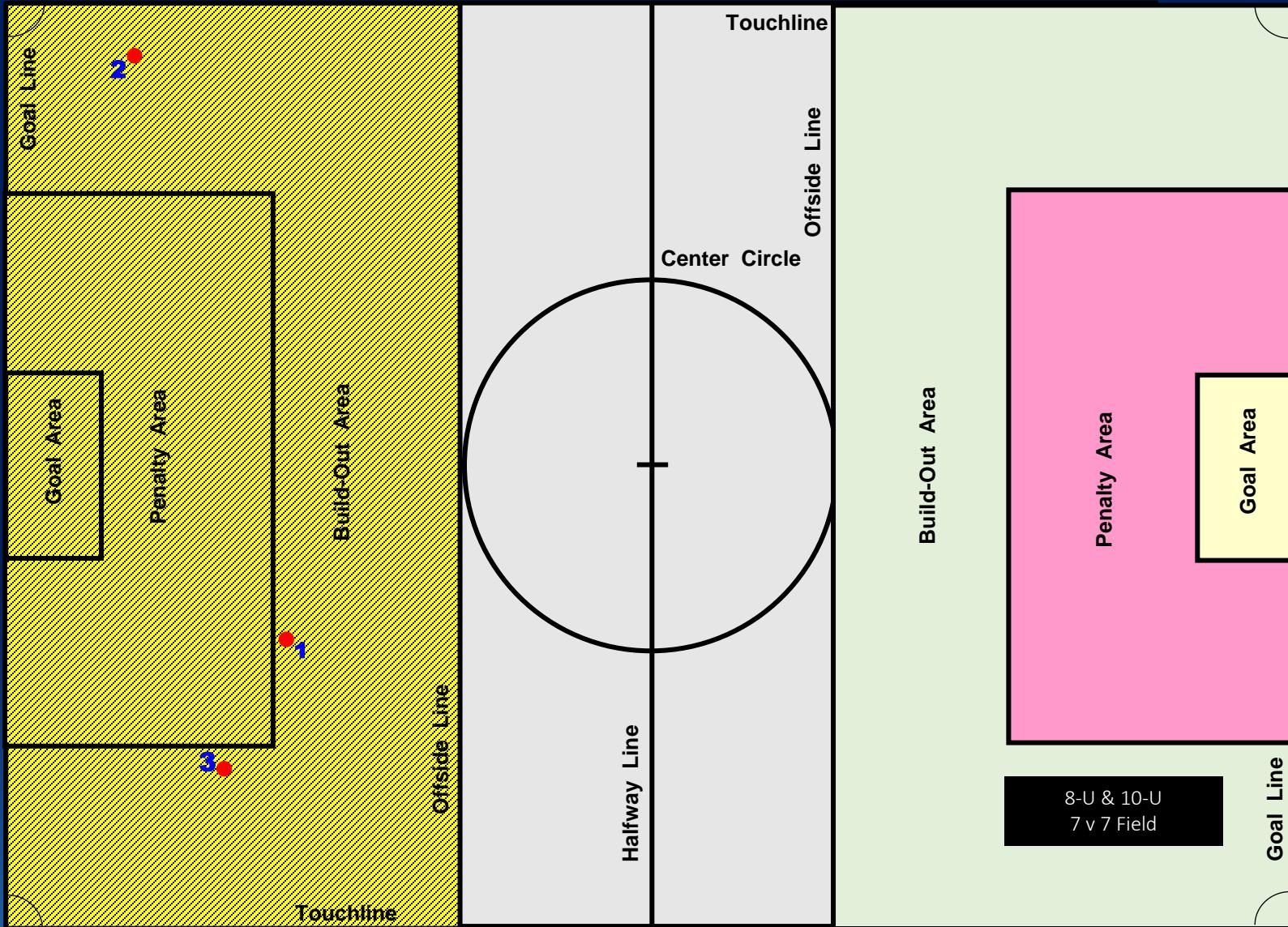
DFK or IFK from within PENALTY AREA

Areas highlighted in **YELLOW** represent the locations where opponents must remain outside until the ball is put back into play.



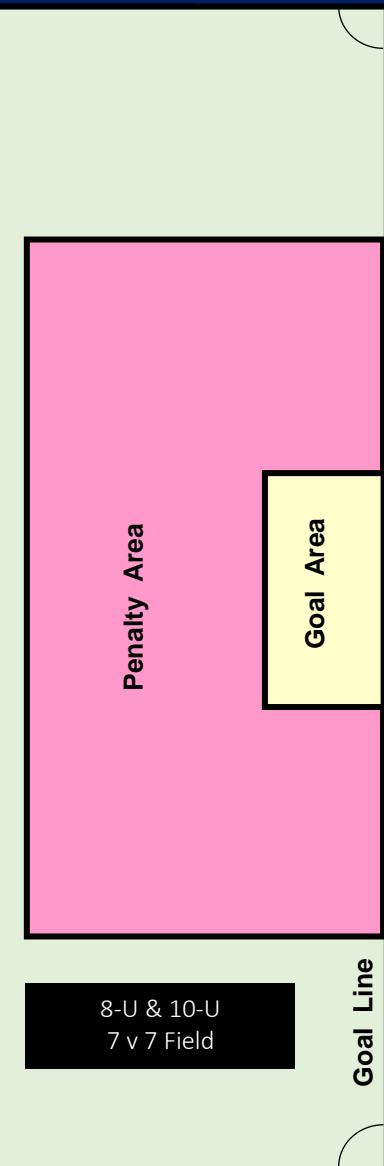
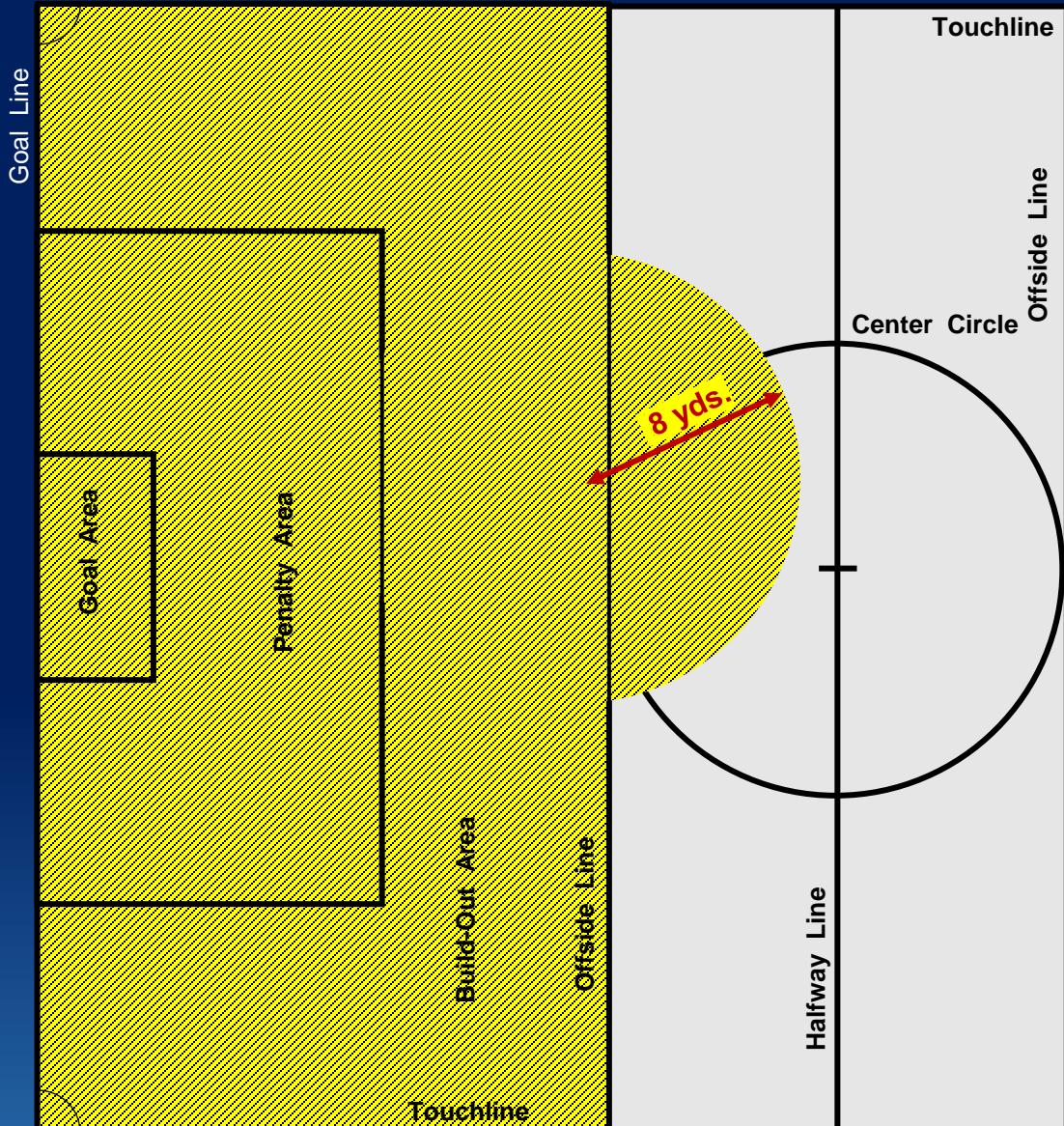
DFK or IFK from outside PENALTY AREA

Areas highlighted in **YELLOW** represent the locations where opponents must remain outside until the ball is put back into play.



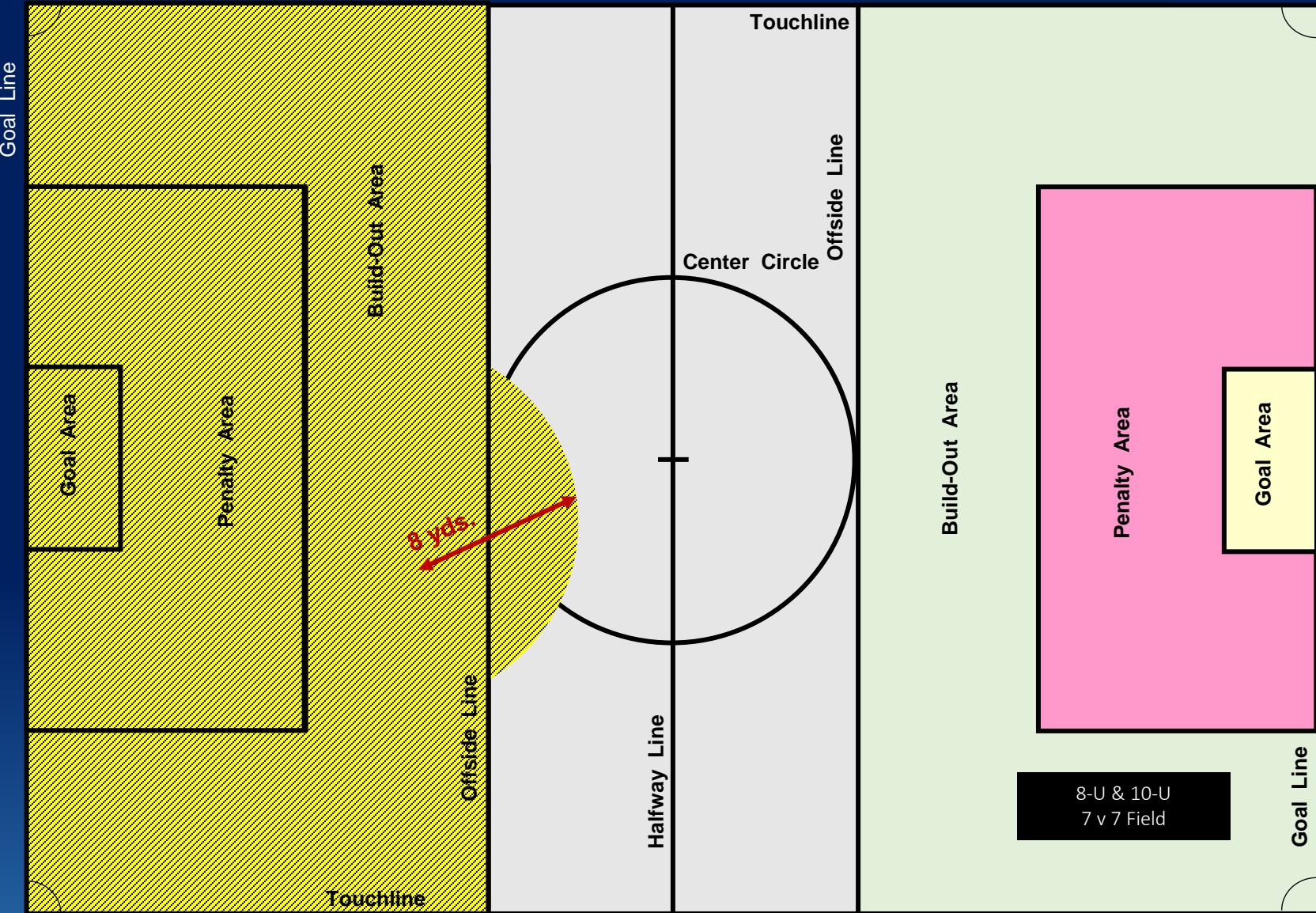
DFK or IFK from within BUILD-OUT AREA

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 BUILD-OUT AREA

Areas highlighted in **YELLOW** represent the locations where opponents must remain outside until the ball is put back into play.



GOALKEEPER POSSESSION

Areas highlighted in **YELLOW** represent the locations where opponents must remain outside until the ball is put back into play.

