

## 7v7 and 9v9 Small Sided Games

### Concussion Initiatives:

#### NO Deliberate Heading of the Ball in 7v7 or 9v9 games.

- If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- US Soccer does not deem a deliberate header a FOUL and instead lists it as a technical offense. Referees are not to penalize players for persistently infringing this law and may not be penalized with any degree of misconduct for denying a goal or goal scoring opportunity. If this occurs, only award an Indirect Free Kick to the opponent.
- Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the referee is instructed to stop play to allow for treatment/evaluation as needed.
- If the player leaves the field of play for additional evaluation, a substitution can be made in that moment.
- The player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player.
- Any coach or parent insisting on returning the player to the game without approved clearance will result in the referee ending the game.

	U09-U10 (7v7)	U11-U12 (9v9)
Field Size (yards)	55-65 x 35-45	70-80 x 45-55
Penalty Area (yards)	12 x 24	14 x 36
Goal Size	6.5 ft. x 18.5 ft.	7 ft. x 21 ft.
Ball Size	4	4
Game Time	2x25min.	2x30min.
Offside	Yes	Yes
GK Punt	No	Yes
IFK/DFK	8 yards	8 yards
Penalty Kicks	Yes(10 yards)	Yes(10 yards)
Free Kicks	IFK/DFK	IFK/DFK

### 7v7 Specifics:

- Game day rosters should include no more than 12 players.

#### BUILD OUT LINE

- When the goalkeeper has the ball in his or her hands during play, the opposing team must move behind the build out line until the ball is put into play.
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play.
- At the taking of a goal kick the opposing team must move behind the build out line until the ball has been put into play.
- Ideally, the goalkeeper during dynamic play or the kicker of the goal kick will wait to put the ball into play once all opponents are past the build out line, however, they can put the ball into play sooner but they do so accepting the positioning of the opponents and the consequences of how play resumes.

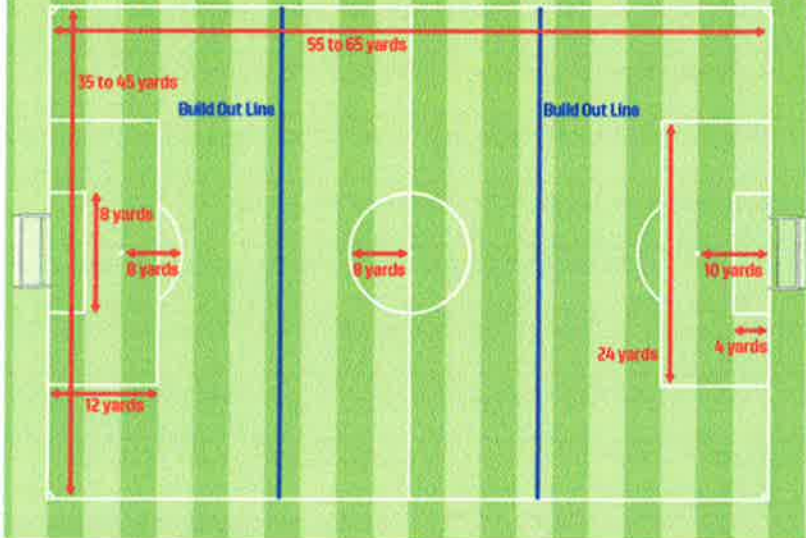
#### OFFSIDE

- The build out line will also be used to denote where offside offenses can be called.
- Players cannot be penalized for an offside offense between the halfway line and the build out line.
- Players can be penalized for an offside offense between the build out line and goal line.
- GK Punts/DropKicks are NOT allowed.
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred
- Referees should not caution goal keepers for persistent infringement when repeating this offense. (Similar to offside and deliberately heading offenses) However, if the referee deems it is a tactic to delay the game, they may caution the goal keeper for this misconduct.
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play.

### 9v9 Specifics:

- Game day rosters should include no more than 16 players.

### 7v7 Field of Play



### 9v9 Field of Play

