



SOUTH JERSEY SOCCER LEAGUE 7V7 RULE MODIFICATIONS (revised 2/10/20)

The following modifications for 7v7 play are to be used for all SJSL 7v7 matches. They trump all other league or national polices outside of SJSL. If you have any questions, contact Larry Young SJSL President at Lyoung218@comcast.net.

Field:

- Dimensions. 35-45 yds x 55-65 yds max. (guidelines)
- The build out line should be halfway between the midway line and the top of the penalty area. Line must be clearly marked. NO CONES may be used to mark the line. The build out line in a team's attacking half is used as the offside line.
- If the build out line is not marked on the field, cones may be used outside the touch line for reference to allow the match to be played. NO CONES may be on the playing field. Please inform the league if this occurs. The league will handle.
- Goals must be 7 x21 or 6x18. NO full sided goals may be used.
- The goal area should be 4 yds out from the goal and 4 yds out from the goal line.
- The penalty area should be 12 yds from the goal and 12 yds out from the goal line.
- The penalty mark is 10 yds from the goal line.
- If any discrepancies are found, play the game and report to SJSL on the GDR.

Playing rules:

- Goal keepers may NOT PUNT or DROP KICK the ball.
Infraction results in an Indirect free kick for the opponent at the spot of the infraction.
Note: Goalkeeper may place the ball flat on the ground and play the ball by kicking. GK may not pick up the ball after releasing it.
- Goal Kick and restart.
ALL opponents MUST retreat beyond the build out line and may not encroach until the ball is in "PLAY". **Note: Ball is in play when it leaves the penalty area after a goal kick or restart or it is touched by a second player on the kicking team.** Encroachment results in an indirect free kick for the team putting the ball in play. Repeated encroachment may result in a caution for "Delay Restart". Use only as last alternative.
After a save, opponents must retreat beyond the build out line. 6 second rule starts then. A goal keeper may put the ball in play legally by throwing the ball to a team mate immediately or placing the ball on the ground and kicking it before opponent moves beyond the build out line but does so at own risk. **Note:** "Ball in play" when it leaves the keepers hands.
The attacking team does not have to retreat beyond the buildout line. Only the defending team must retreat.

All other rules apply. Enjoy the game.

Larry Young
SJSL President