



“7v7 Questions and Answers”

Policy

(Revised 2/10/2020)

With all of the changes instituted by US Soccer, including changing field sizes and roster sizes, many excellent questions have been raised regarding how to handle specific game situations. Listed below are some common questions and the way that they will be addressed for SJSJL play. **These apply to 7v7 (U8-U10) games only!** It should be noted that SJSJL is permitting U8 teams to play 7v7 following the same rules as U9 games. The league will provide all of our coaches with the same answers to these questions below.

Field Markings- You may run into different field markings – ie. size of goal and penalty area, build out line, field and goal sizes. This is due to the mixed messages coming from US Soccer. Regardless of what you see or hear elsewhere, for play in SJSJL: 7v7 fields must be 35-45 yds long by 55-65 yds wide; goals may be 7x21 or 6.5x18.5 (8x24 goals are not permitted). Free kicks require 8 yds of space (not 10). The build out line should be half way between the top of the penalty area and midfield. Because some fields were already completed, aka new turf fields, before US Soccer again changed the rules, some fields may have the build out line at 14 yds. Regardless, play the game wherever the line is marked and indicate any discrepancies on the game day roster. You should review any noted issues with both coaches before each match. **The most important thing is to play the game.** If something looks very wrong, inform your assigner and make note on your game report. The league will handle the issue. You may also email the league president at lyoung218@comcast.net with these findings.

Off side- The build out line on the attacking half of the mid-way line for each team will be used to determine offside.

FIFA Rule Changes- SJSJL will be following the FIFA LOTG changes adopted June 1, 2019, with some modifications.

7v7 Build Out Line-

- **Build Out** - Q. Are both teams required to move beyond the build out line? A. NO. Only the opposing team.
- **6 Secs** - Q. When does the 6 seconds for GKs to put the ball in play start? A. When all of the opponents have moved beyond the build out line.
- **Delay** - Q. Is there a time limit for an opponent to move beyond the build out line? A. NO. But a caution may be issued for “Delay of restart”. This should be a last resort decision.
- **In Play** - Q. When is the ball put “in play” by the GK after making a save? A. When the ball leaves the keeper’s hands.
- **Punt/Drop Kick** - Q. Can the GK drop kick or punt the ball? A. NO. The GK may put the ball in play by throwing or rolling the ball to a teammate or putting the ball on the ground and then kicking it. If a GK punts or drop kicks the ball, an indirect free kick shall be awarded to the opponent at the spot of the infraction. Placement of the ball inside the goal area conforms to the FIFA laws of the game.
- **Early Play** - Q. May GKs release the ball before all of the opponents move beyond the build out line? A. YES. However, play on, there is no penalty if an opponent touches the ball inside the area in that case.
- **Throws** - Q. May the GK throw the ball beyond the build out line? A. Yes.
- **Goal Kicks** - Q. Is the build out line used for goal kicks? A. Yes, the opponents must be beyond the build out line for goal kicks and cannot cross the line until the ball clears the penalty area or is touched by a second player on the kicking team. Encroachment by the opponents (8yd) should be called if touched early, unless the GK plays the ball early. The ball can be kicked beyond the build out line.
- **Encroachment** - Q. What if an opponent crosses the build out line before ball is put in play? A. Re-take kick.

- **Kicking** - Q. May a keeper release the ball to the ground and then kick the ball? A. Yes, after a save only. If the keeper releases the ball after a save, he/she may not pick it up again as usual.