Below are the rules for 7v7 and 9v9 competitions:

**2018 – 2017 – 2016 Build-Out Line Playing Rules (7 v 7)**

The build out line is used to promote playing the ball out of the back in an unpressured setting.

When the goalkeeper has the ball, in hand during play from the opponent, 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 to a teammate (**punting and drop kicks are not allowed**) (*placing the ball ON THE GROUND WITH MINIMAL “BOUNCE” is ALLOWED*).

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.

If a goalkeeper punts or drop-kicks the ball within the penalty area, an indirect free kick will be awarded to the opponent to be taken from the penalty area line parallel to the goal line at the nearest point to where the offense occurred.

If a goalkeeper punts or drop-kicks the ball outside the penalty area a direct free kick will be awarded for handling to the opponent from the location of the offense. (This punishment will only be considered by the referee if the goalkeeper steps outside the penalty area holding the ball on his/her on hands before punting or drop-kicking the ball).

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 OUTLINE, PLAYERS CAN BE PENALIZED FOR AN OFFSIDE OFFENSE BETWEEN THE BUILD OUT LINE AND THE GOAL LINE

**Build Out Line Applications**

Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line

However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes

Referee can manage the situation with misconduct if deemed appropriate

Referees should be flexible when enforcing the 6 second rule and counting time of possession should only begin when all opponents have moved behind the build out line

**Heading**

Playing the ball intentionally with the head. STOP THE GAME

            INDIRECT FREE KICK where contact was made.

If the player plays the ball with the head inside the penalty area, the restart is an INDIRECT FREE KICK TAKEN FROM THE NEAREST POINT OUTSIDE THE PENALTY AREA  WHICH RUNS PARALLEL WITH THE GOAL LINE

Incidental or accidental head contact, STOP THE GAME.

If it happened on any place on the field of play, except the penalty area the RESTART IS A DROPPED BALL WHERE CONTACT WAS MADE

If it happened INSIDE THE PENALTY AREA, the restart is a DROPPED BALL TAKEN FROM THE NEAREST POINT OUTSIDE THE PENALTY AREA  WHICH RUNS PARALLEL WITH THE GOAL LINE

If a player plays the ball deliberately with the head to prevent a goal, the player is not guilty of DOGSO, no red card should be given.

If a player keeps playing the ball deliberately with the head, the player is NOT guilty of persistent infringement, no yellow card should be given.

**2015 and 2014 Rules (9 v 9)**

2015 play 9 v 9 with none of the rules for 7 v 7 – EXCEPT there is no heading (section about heading from above apples)

2014 play 9 v 9 and may head the ball – no restrictions. Same as 11 v 11 games.

ADDED FORMAT For EMAILS

7v7 Rules (2018 / 2017 / 2016)

|  |  |  |  |
| --- | --- | --- | --- |
| **Birth Year Age Group** | **20188U** | **20179U** | **201610U** |
| Field Size | **Length 25-35Width 15-25** | **Length 55-65Width 35-45** | **Length 55-65Width 35-45** |
| Number of Players on the Field | **4v4** | **7v7** | **7v7** |
| Goalkeeper | **NO** | **YES** | **YES** |
| Heading | **NO** | **NO** | **NO** |
| Build out Line | **NO** | **YES** | **YES** |
| Match Time | **4x10 Min** | **2x25 Mins** | **2x25 Mins** |
| Break Period | **5 Min** | **5 Min** | **10 Min** |
| Ball Size | **3** | **4** | **4** |
| Goal Size | **Height 4 Width6** | **6.5x12 to 6.5x18.5** | **6.5x12 to 6.5x18.5** |
| Offside | **NO** | **YES** | **YES** |
| Minimum Registration RosterSize | **4** | **4** | **4** |
| Maximum Registration RosterSize | **12** | **12** | **12** |
| Maximum State & National CupRoser Size | **N/A** | **12** | **12** |
| Maximum Game Time RosterSize | **12** | **12** | **12** |
| US Youth Regional and NationalRoster Size | **N/A** | **N/A** | **N/A** |
| US Soccer PDIs | **6** | **12** | **12** |

2018 – 2017 – 2016 Build-Out Line Playing Rules (7 v 7)

The build out line is used to promote playing the ball out of the back in an unpressured setting.

When the goalkeeper has the ball, in hand during play from the opponent, 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 to a teammate (punting and drop kicks are not allowed) (placing the ball ON THE GROUND WITH MINIMAL “BOUNCE” is ALLOWED).

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.

If a goalkeeper punts or drop-kicks the ball within the penalty area, an indirect free kick will be awarded to the opponent to be taken from the penalty area line parallel to the goal line at the nearest point to where the offense occurred.

If a goalkeeper punts or drop-kicks the ball outside the penalty area a direct free kick will be awarded for handling to the opponent from the location of the offense. (This punishment will only be considered by the referee if the goalkeeper steps outside the penalty area holding the ball on his/her on hands before punting or drop-kicking the ball).

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 OUTLINE, PLAYERS CAN BE PENALIZED FOR AN OFFSIDE OFFENSE BETWEEN THE BUILD OUT LINE AND THE GOAL LINE

Build Out Line Applications

Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line

However, the goalkeeper can put the ball into play sooner but he or she does so accepts the positioning of the opponents and the consequences of how play resumes

Referee can manage the situation with misconduct if deemed appropriate

Referees should be flexible when enforcing the 6 second rule and counting time of possession should only begin when all opponents have moved behind the build out line

Heading

Playing the ball intentionally with the head. STOP THE GAME

 INDIRECT FREE KICK where contact was made.

If the player plays the ball with the head inside the penalty area, the restart is an INDIRECT FREE KICK TAKEN FROM THE NEAREST POINT OUTSIDE THE PENALTY AREA WHICH RUNS PARALLEL WITH THE GOAL LINE

Incidental or accidental head contact, WATCH THE PLAYER AND STOP THE GAME IF THEY LOOK SICK OR DIZZY

If it happened on any place on the field of play, except the penalty area the RESTART IS A DROPPED BALL WHERE CONTACT WAS MADE

If it happened INSIDE THE PENALTY AREA, the restart is a DROPPED BALL TAKEN FROM THE NEAREST POINT OUTSIDE THE PENALTY AREA WHICH RUNS PARALLEL WITH THE GOAL LINE

If a player plays the ball deliberately with the head to prevent a goal, the player is not guilty of DOGSO, no red card should be given.

If a player keeps playing the ball deliberately with the head, the player is NOT guilty of persistent infringement, no yellow card should be given.

9v9 Rules (2018 and 2017)

|  |  |  |
| --- | --- | --- |
| **Birth Year Age Group** | **201511U** | **201412U** |
| Field Size | **Length 70-80Width 45-55** | **Length 70-80Width 45-55** |
| Number of Players on the Field | **9v9** | **9v9** |
| Goalkeeper | **YES** | **YES** |
| Heading | **NO** | **YES** |
| Build out Line | **NO** | **NO** |
| Match Time | **2x30 Mins** | **2x30 Mins** |
| Break Period | **10 Min** | **10 Min** |
| Ball Size | **4** | **4** |
| Goal Size | **6.5x18.5 to 7x21** | **6.5x18.5 to 7x21** |
| Offside | **YES** | **YES** |
| Minimum Registration RosterSize | **7** | **7** |
| Maximum Registration RosterSize | **16** | **16** |
| Maximum State & National CupRoser Size | **16** | **16** |
| Maximum Game Time RosterSize | **16** | **16** |
| US Youth Regional and NationalRoster Size | **N/A** |   |
| US Soccer PDIs | **16** | **16** |

2014 play “normal” soccer including HEADING the ball and playing 9v9

2015 Play “normal soccer with the exception of NO HEADING and playing 9v9