

Laws of the Game

WSA/CSC modifications of the Laws of the Game for 10U – 7v7 Soccer Games



Law 1 – Field of play is rectangular. ** The dimensions are smaller to accommodate the 7v7 game and appropriate for the movement capabilities of children 10 and younger.

Field markings – Distinctive outline of the field with a **halfway line** across the field. The **center circle** gives the players a concert marking on where to be for kick-off. The **penalty area and goal area** are marked.

A **build out line*** is located between the center circle and the top of the arc.

Touch Line - Players, Coaches, parents and spectators need to stay at least 3 yards from the touch line. Teams will have a technical area and the coaches will coach from the technical area. Parents are not allowed in the technical area.

Goals 6'x18'

Law 2 – The Ball - Size 4.

Law 3 – Number of Players – 7v7– one of those being a goalkeeper. The number of players provides the opportunity for the children to further develop their physical and technical abilities and requires the players to make more decisions and experience repeating game situations more frequently.

Substitutions: At any stoppage of play and unlimited. When subbing a player, have them stand off the field about 1 yard at the center line for the referee to call them into the game.

Playing time: Every effort shall be made for each player to play a minimum of 50% of the game.

Law 4 – Player Equipment –

- team jersey and athlete shorts or sweats–
- Shin-guards are MANDATORY, socks covering the shin-guards
- Footwear – Tennis shoes or Soccer cleats- no toe cleat – cleats are recommended

Law 5 and 6 – Referee – 1 center referee, the center will call offside to the best of his ability.

Law 7 - Duration of the game - 2 – 25 minute halves with approximately a 5 min half time.

Law 8 – Start or restart of a game - per FIFA - Players line up on their defending half of the field. The distance of the opposing team must be the same as the radius of the center circle away from the ball until it is kicked. Ball may go in any direction.

Law 9 – Ball in and out of play – Must be over the line to be out of play.

Law 10 – Goal Scored – per FIFA-

Law 11 – Off-Side– The center referee will call offside to the best of his ability.

Law 12 – Fouls and Misconduct – per FIFA - Maintain safe playing conditions. Fouls may include slide tackling or kicking while on the ground. These may be determined as dangerous play by the referee.
No intentional heading of the Ball. Intentional heading will result in an in-direct free kick (IDK) to the opposing team.

Law 13 – Free Kicks – Per FIFA. A goal cannot be scored until the ball has been played or touched by a second player of either team.

Law 14 – Penalty Kicks – Any player from the team awarded the penalty kick may take the kick. - per FIFA

Law 15 – Throw-Ins - per FIFA - Over the head, both feet on the ground.

Law 16 – Goal Kick -Modified *- The opposing players must retreat behind the build out line until the ball is in play.
The ball is in play when it is kicked by the player taking the goal kick.

*The build out line is used to promote playing the ball out of the back in an un-pressured setting. When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move behind the build out line.

At any time, the goalkeeper may pass, throw or roll the ball to a teammate, but the goalkeeper does so accepting the positioning of the opponents and the consequences of how play resumes. Punts or drop-kicks are not allowed as this would defeat the purpose of the build out line and reduces the opportunity to play out of the defending third in an unpressured setting. After the ball is put into play, the opposing team can then cross the build out line and play resumes as normal.

Law 17- Corner Kick – per FIFA



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