



**MIAMI VALLEY EAST LEAGUE**

**OF**



**OHIO SOUTH YOUTH SOCCER ASSOCIATION**

**MODIFICATIONS TO THE LAWS OF THE GAME**

**July 10, 2021**

This document is based upon a presentation developed by the Ohio South State Referee Committee (OSSRC) to help the members of the Ohio South Youth Soccer Association (players, parents, coaches, and referees) understand its modifications to the Laws of the Game (LOTG) for Small-Sided 8U-10U 7v7 and 12U 9v9 matches. These modifications have been in effect since the 2017-18 playing year and have undergone several subsequent rewrites. Current modifications to the LOTG are explained here and also include further adjustments to the FIFA soccer rules set forth by the Miami Valley East (MVE) League for its Recreational Soccer Program.



Small-Sided Rules Comparison	Full-Sided 11v11 14U & above	Small-Sided 9v9 12U	Small-Sided 7v7 8U & 10U
<b>Build-Out Area</b>	None	None	Areas on the field bounded by the end lines, touchlines, and dashed lines marked half way between the between the Half-Line and <b>Penalty Area</b> lines
<b>Goal Kicks</b>	Opponents are to move out of the <b>Penalty Area</b>	Opponents are to move out of the <b>Penalty Area</b>	Opponents are to move outside the <b>Build-Out Area</b> until ball is put back into play
<b>Free Kick Distance if inside the Penalty Area</b>	Opponents are to move out of the <b>Penalty Area</b> and <b>10 yds</b> away from the ball until it is put back into play	Opponents are to move out of the <b>Penalty Area</b> and <b>8 yds</b> away from the ball until it is put back into play	Opponents are to move outside the <b>Build-Out Area</b> until ball is put back into play
<b>Free Kick Distance if inside the Build-Out Area</b>	Not Applicable	Not Applicable	Opponents must move outside the <b>Build-Out Area</b> and <b>8 yds</b> away until ball is put back into play
<b>Free Kick Distance if outside the Build-Out Area</b>	Not Applicable	Not Applicable	<b>8 yds</b>
<b>Goalkeeper Possession</b>	Opponents are to move away and not hinder the GK from putting ball back into play	Opponents are to move away and not hinder the GK from putting ball back into play	Opponents are to move outside the <b>Build-Out Area</b> until ball is put back into play
<b>Goalkeeper Release of the ball</b>	After having gained control of the ball, GK has 6 sec. to put ball back into play. GK may punt, kick, roll or throw the ball back into play. Ball is in play as soon as the GK releases possession of the ball	After having gained control of the ball, GK has 6 sec. to put ball back into play. GK may punt, kick, roll or throw the ball back into play. Ball is in play as soon as the GK releases possession of the ball	Opponents are to move outside the <b>Build-Out Area</b> until ball is put back into play. GK may not punt or drop-kick the ball. The ball is in play as soon as the GK releases possession by throwing it, rolling it, or simply placing it on the ground
<b>Offside Position (not actual infraction)</b>	In the opponent's (defender's) half of the field	In the opponent's (defender's) half of the field	Only if in the Opponent's (defender's) <b>Build-Out Area</b>
<b>Penalty Kick Spot distance</b>	12 yds	10 yds	8U Passers > <b>NO Penalty Kicks</b> 10U Wings > <b>10 YDS</b>

## Law 01 – The Field of Play

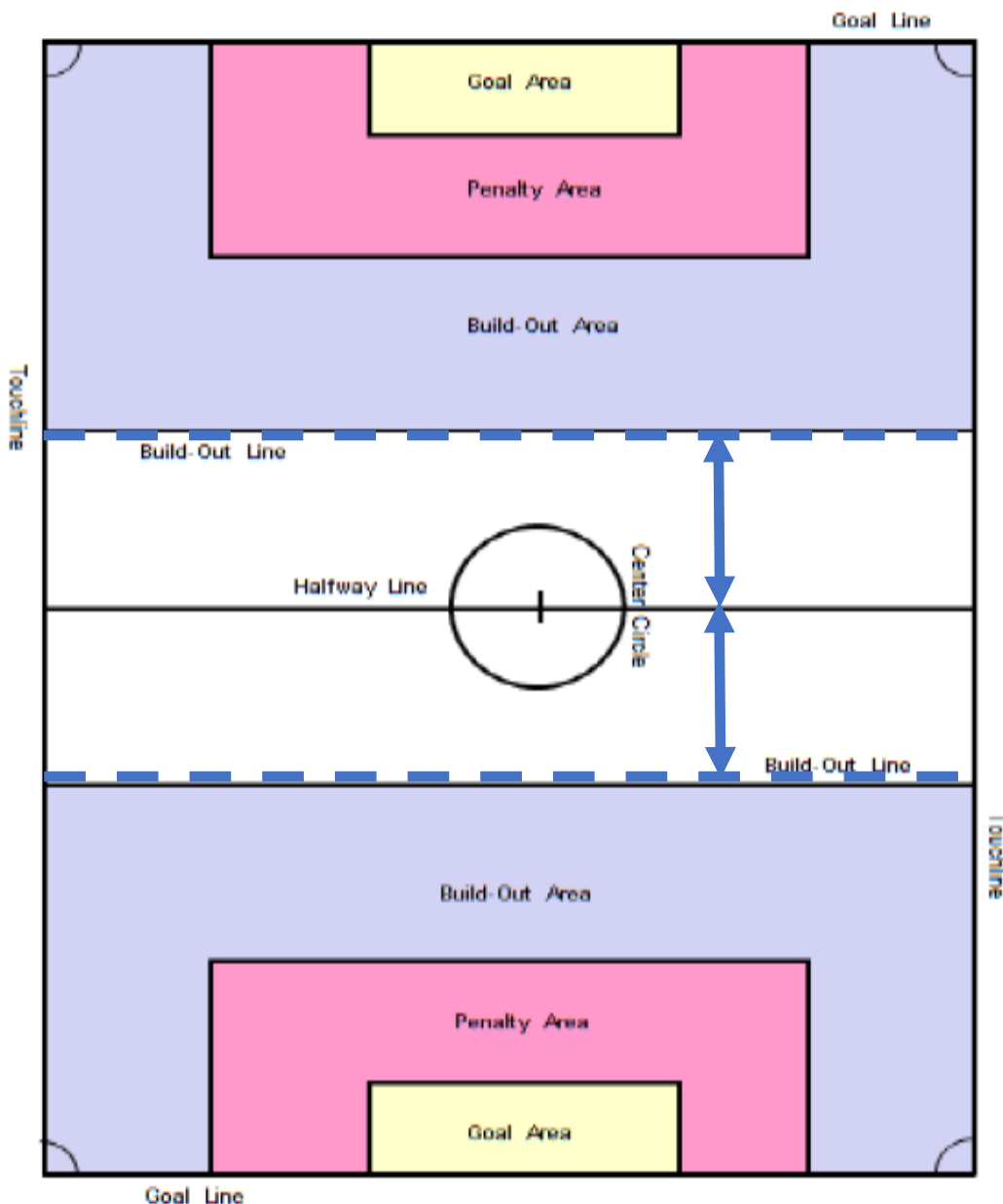
The Field of Play has been reduced for 8U and 10U age groups. Participants will find that the external dimensions and internal areas, as well as the sizes of the goals, may vary somewhat from club to club, but they will all meet the range of size criteria set forth by the OSYSA.

### Build-Out Lines

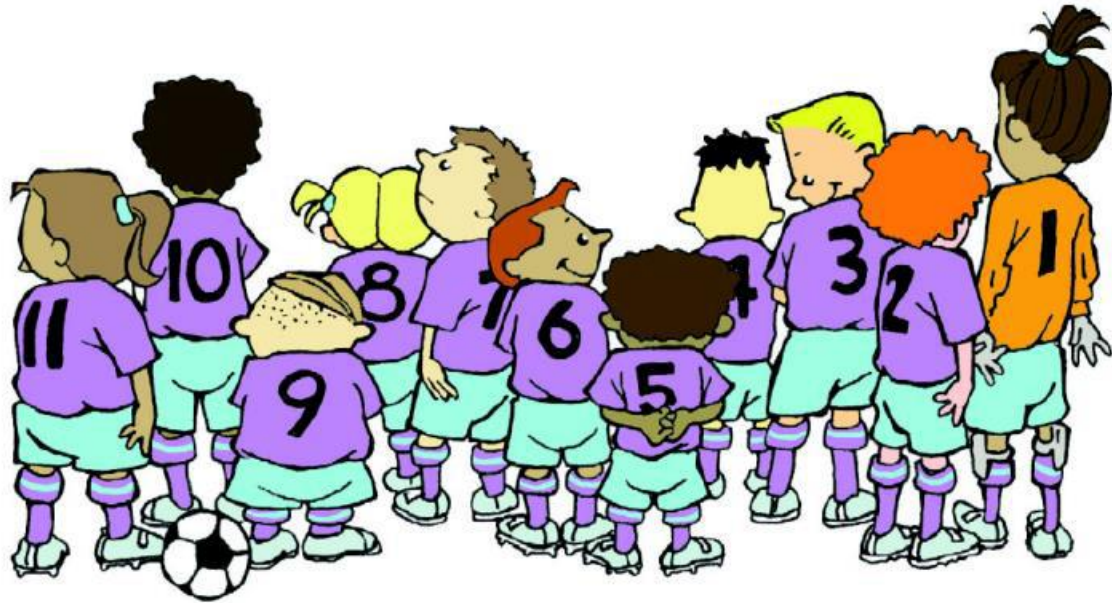
- Used in 8U Passers & 10U Wings Divisions (7v7) matches
- Equidistant between the Half-Line and the **Penalty Area Line**

### Build-Out Areas

- At each end of the field
- Located between the **Build-Out Line** and the Goal Line and bounded by the two touchlines



## Law 03 – The Players



### Full-Sided Matches

#### 14U Kickers

- 11 v 11 players, one of whom must be the goalkeeper...(minimum of 7 players to continue)

### Small-Sided Matches (Two different levels)

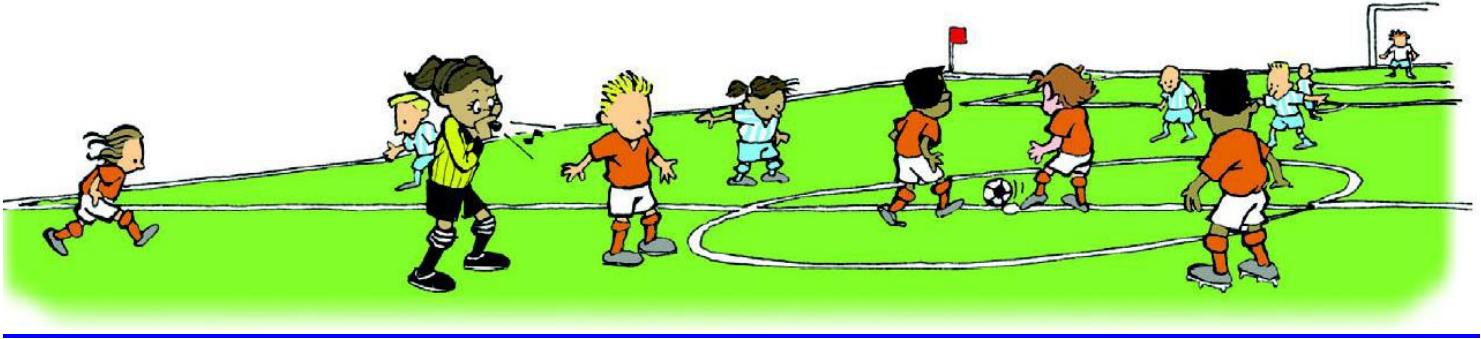
#### 12U Strikers

- 9 v 9 players, one of whom must be the goalkeeper...(minimum of 6 players to continue)

#### 8U Passers & 10U Wings

- 7 v 7 players, one of whom must be the goalkeeper...(minimum of 5 players to continue)

# Law 08 – The Start and Restart of Play



## Start of the match and after a goal

- Distance from the ball at the Center Circle (Until the ball is in play)
  - Age Group > 8U & 10U 12U 14U
  - Opponents > 8 yds 8 yds 10 yds

## Restarts in Small-Sided Matches (7 v 7)

- The opposing team must **MOVE** and **REMAIN** outside the **Build-Out Area**...
  - Until the ball is in play
  - On all Goal Kicks
  - AND, on all Free Kicks (IFK & DFK) taken from within the **Penalty Area** & **Build-Out Area**
- The opposing team may re-enter the **Build-Out-Area** as soon as the ball is kicked and clearly moves (per the LOTG)

# Goalkeeper Possession

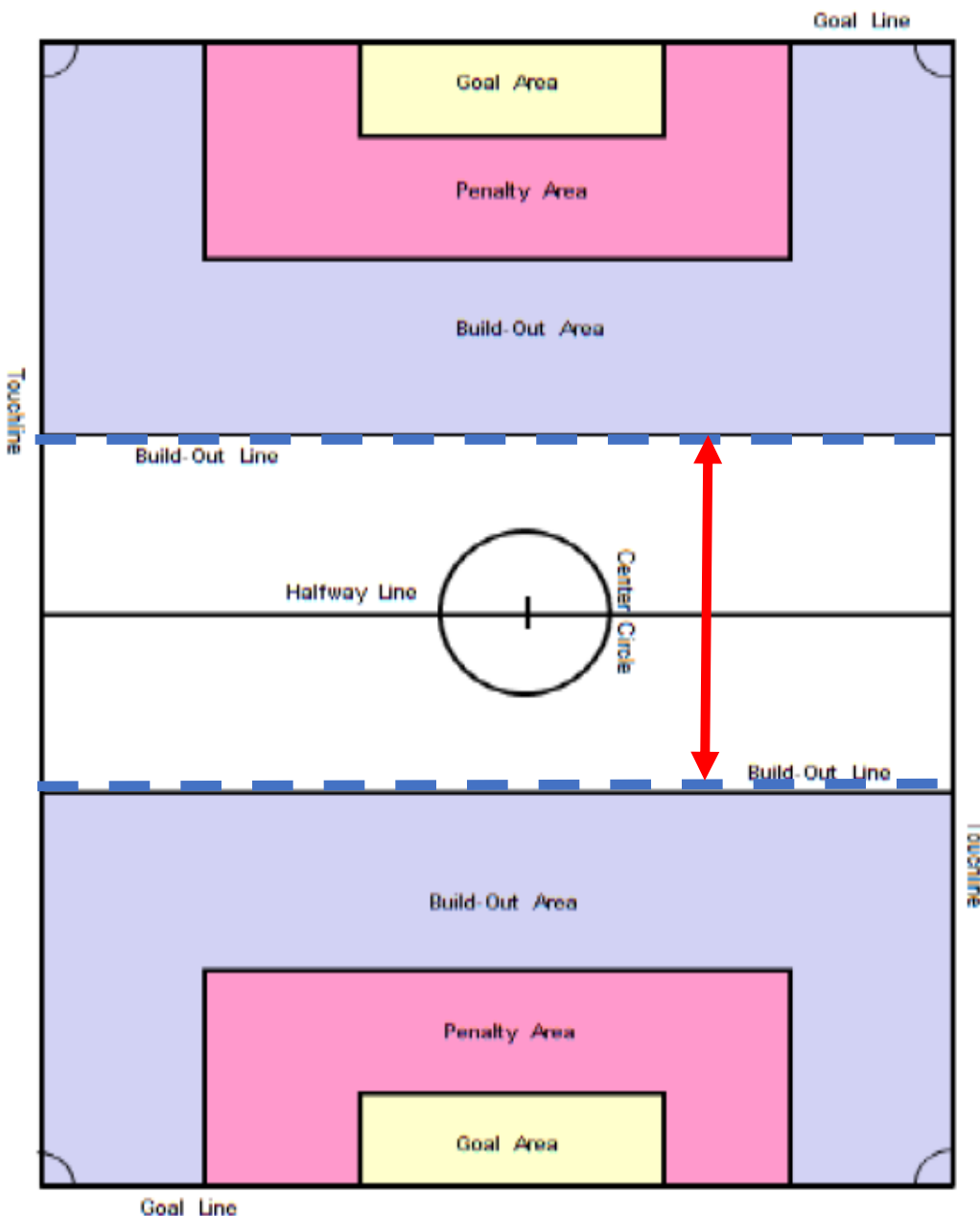
## in Small-Sided 8U & 10U (7 v 7) Matches

- The opposing team must remain outside the **Build-Out-Area** until...
  - 1) The goalkeeper places the ball on the ground.
  - 2) The goalkeeper releases the ball by either throwing or rolling it into play.
- The opposing team may re-enter the **Build-Out-Area** as soon as the goalkeeper releases the ball.
- Goalkeepers are **not allowed** to punt or drop-kick the ball...  
...if the goalkeeper punts or drop-kicks the ball, an IFK is awarded to the opposing team at the spot of the punt/drop-kick (or pulled back out to the Goal Area Line)
- Goalkeepers have six (6) seconds to put the ball back in play once the ball is in their possession (*per* the LOTG). But.....The counting of the time of possession should only begin when all opponents have moved outside the **Build-Out-Area**.
- Goalkeepers in these two age groups **CAN DO NO WRONG**..., i.e. they **may handle** the ball multiple times while attempting to release the ball into play without penalty.
- They may also handle a ball thrown or kicked by a teammate in the **PENALTY AREA**.

## Encroachment in the Build-Out Areas

- Opponents who enter into the **Build-Out Area** before the ball is put back into play are guilty of **ENCROACHMENT**.
- If play is stopped for encroachment, it is restarted with an IFK taken at the spot of the encroachment on the **Penalty Area Line**.
- At any time the goalkeeper may put the ball back into play before all opponents have moved outside the **Build-Out-Area**. However, if he does, he accepts the positioning of the opponents and the consequences of how play resumes.

# Law 11 - Offside



## LAW 11 - OFFSIDE

Attacking players are in an...

**OFFSIDE POSITION**

...only when they are in their opponent's **Build-Out Area**.

The **Build-Out Lines** are used as...

**OFFSIDE LINES**.

Therefore, no...

**OFFSIDE OFFENCE**

can occur between the two **Build-Out Lines**. This in effect is an... **"OFFSIDE-FREE ZONE"**.

In 8U & 10U 7v7 matches, an attacker is **not OFFSIDE**, unless the offence is blatant, leads directly to a goal, or interferes with the GK

## Clarifications

- 1) There is **no OFFSIDE** in 8U Passers or 10U Wings Divisions.
- 2) This means that the **OFFSIDE OFFENCE** will not be whistled strictly.
- 3) Exceptions may arise if a player is more than a couple of steps ahead of the 2<sup>nd</sup> to last defender, receives the ball, and immediately scores, or interferes with the goalkeeper or another defender in playing the ball, or gains an advantage that leads to a quick score.
- 4) "Cherry picking" in the **PENALTY AREA** or verbal instruction by a coach to purposely violate the Offside law and spirit of its relaxed enforcement in these younger age groups may be punished with an IFK to the opposing team.

# Law 12 – Fouls & Misconduct

## Intentional Heading

### • Restrictions

- 1) **No deliberate heading of the ball** is allowed in 12U Strikers, 10U Wings, or 8U Passers.
- 2) Violation results in an **IFK** from the point of the offence.
- 3) If the ball makes contact with a player's head and the player has **not deliberately** played or attempted to play the ball, then play should continue, as no infraction has occurred.
- 4) A player **shall not** be cautioned nor sent-off for persistent infringement as a result of heading.
- 5) A player **shall not** be cautioned nor sent-off for denying an obvious goal scoring opportunity (DOGSO) as a result of a heading infraction.
- 6) This is **not** like a **HANDLING** offence in which DOGSO could be considered, but it is similar in that intentional heading is not an offence committed against an **OPPONENT** ... therefore criteria for committing a DOGSO offence does not exist.

### • Clarifications

- 1) Intentional Heading of the ball **is allowed** in 14U and older age group matches (11 v 11) without limitations.
- 2) Referees are to enforce the heading restrictions by age group of the team in accordance with these specified rules.
- 3) Referees will not be assessing the age of individual players on the field ... they will only enforce the rules for the age group.
- 4) The **Advantage Rule** **shall not** be implemented when a heading infraction occurs, which would normally allow play to continue. **Exception: When a defending player deliberately heads the ball directly into his own goal (e.g. with no subsequent play on the ball), the goal should be awarded to the opposing team. This is the only time the ADVANTAGE RULE should be applied.**
- 5) This rule is primarily a SAFETY issue, which needs to be addressed immediately, such that it does not occur again.
- 6) This is **not** an infraction where the player needs to be punished, i.e. with a caution or send-off. Again, it is a self-inflicted safety issue.
- 7) It may be acceptable to have the player leave the game (much like an injury) such that the coach can talk to the player.
  - a. This is **not** a mandate ... solely at the discretion of the referee.
  - b. Temporarily removing a player is likely indicated if deliberate heading is repeated.
  - c. The player would be allowed back in the game at the team's next substitution opportunity.
  - d. Again, this is not intended to be a punishment, but rather a teaching moment.

### • Explanations

- 1) The Referee must determine if ball and head contact was a **deliberate** act by the player.
  - a. Ball to head ... not deliberate...player had no other real options
  - b. Head to ball ... deliberate...player leaned into or targeted the ball
- 2) Similar to determining a handling foul ... expect to hear "Headball, Ref!", as an added complaint from the sidelines.



## Fouls Committed by the Goalkeeper

- **Small-sided 12U Strikers (9 v 9) matches**
  - 1) The goalkeeper **MAY** punt or drop-kick the ball in this age group, but not into the opposing team's **PENALTY AREA** in the air from his own **PENALTY AREA**.
  - 2) Punishment is an **IFK** for the opposing team from the Kick-Off spot in the Center Circle.
- **Small-sided 8U Passers & 10U Wings (7 v 7) matches**
  - 1) Goalkeepers **may not** punt or drop-kick the ball in this age group. Punishment is an **IFK** from the spot of the punt/drop-kick or is pulled back out to the Goal Area Line.
  - 2) Goalkeepers **"CAN DO NO WRONG..."**, i.e. they may handle the ball multiple times while attempting to release the ball into play without penalty, providing there is no excessive delay.
  - 3) They **may also handle** a ball in the **PENALTY AREA** that is thrown or kicked by a teammate.

## Other Fouls

- **All Age Divisions**
  - 1) **SLIDE TACKLING** of the ball or player from beyond the periphery rearward is not allowed.
  - 2) This is the sole judgement of the Referee who may punish such offences with...
    - a. **IFK** – if the defender does not make contact with either the player or ball.
    - b. **DFK** – if the defender makes contact with either the player or ball.
    - c. In either case the Referee may apply **Advantage** or consider the action 'trifling' and may just verbally warn the defender at the next opportunity.

## **Law 13 – Free Kicks**

### Free Kicks taken outside the Build-Out Areas

- **Special circumstances for Restarts within the Build-Out Areas** have been described.
- **During all other Free Kicks outside the Build-Out Areas** defenders must move and remain these distances from the ball...

➤ Age Group >	8U & 10U	12U	14U
➤ Opponents >	8 yds	8 yds	10 yds
- See the LOTG for how infractions are dealt with by the Referee.

### Small-sided 8U Passers (7 v 7) matches

- All Free Kicks in this Age Group are **INDIRECT (IFK)**...there are no **DIRECT KICKS (DFK)**.

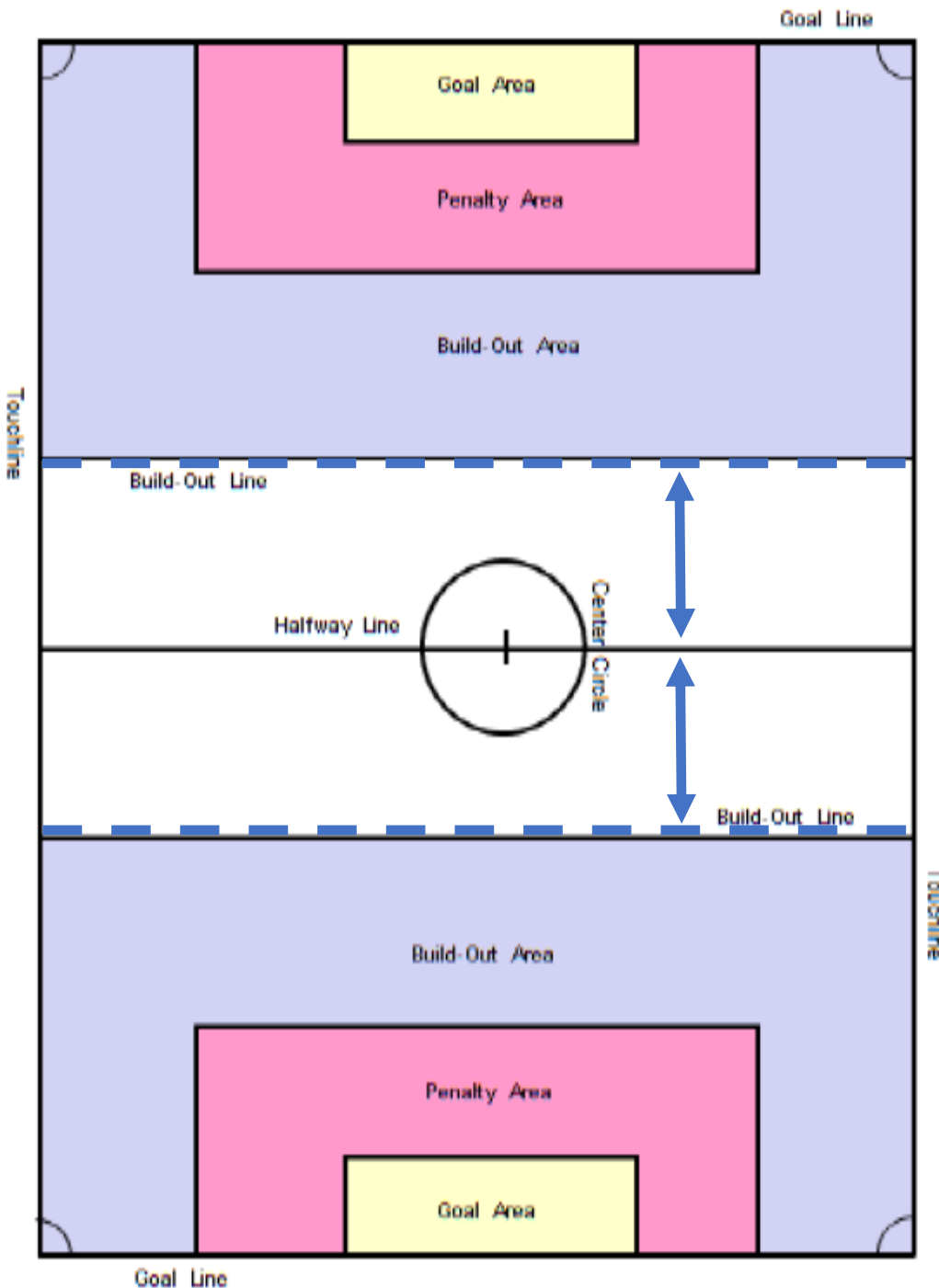
## **Law 14 – The Penalty Kick**

### Small-sided 8U Passers (7 v 7) matches

- There are **no PENALTY KICKS (PK)** in this age group.
- All **DIRECT** and **INDIRECT KICK FOULS** committed by the defenders and attackers within the **Penalty Area** will result in an **IFK** to be taken from the spot of the foul
- The Penalty Spot distances from the Goal Line...

➤ Age Group >	<b>8U</b>	10U	12U	14U
➤ Spot >	<b>NONE</b>	10 yds	10 yds	12 yds

# Law 16 – The Goal Kick



## LAW 16 – THE GOAL KICK

8U Passers (7 v 7)  
The Goal Kick may be taken from any point on the **Penalty Area Line**.

8U Passers &  
10U Wings >

Opponents must move and remain behind the dashed **Build-Out Line** until the ball is kicked and clearly moves.

12U Strikers (9 v 9) &  
14U Kickers (11 v 11) >

Opponents must move and remain outside the **Penalty Area** and... **8 or 10 yds** away respectively until the ball is kicked and clearly moves.

# Law 17 – The Corner Kick

## Distance from the Corner Arc that defenders must move to...

➤ Age Group >	8U	10U	12U	14U
➤ Distance >	8 yds	8 yds	8 yds	10 yds