

PAGS 7v7 Standards

PLAYER DEVELOPMENT PHILOSOPHY

Coaches should have the age appropriate license issued by U.S. Soccer

The training-to-game ratio should be 1-2 training sessions per game

Rosters should include no more than 12 players (the PAGS roster limit for 2016-17 is 14 for the U9 and U10 age groups)

Players should participate in no more than 1 game per day and no more than 20 games in a calendar year

Every player should play a minimum of 50% of the time in each game.

Results and score should not be recorded

Players should have a minimum of 2 rest days per week during the season, along with planned breaks from organized soccer during the calendar year.

Any travel should be limited to no more than one hour away

Events (tournaments, showcases, festivals, etc) should provide a pre-determined number of games with no advancement, placement games, or champions

CONCUSSION INITIATIVE

Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the referee is instructed to stop play to allow for treatment/evaluation as needed

If the player leaves the field of play for additional evaluation, a substitution can be made in that moment

The player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player

Any coach or player insisting on returning the player to the game without approved clearance will result in the referee ending the game

Deliberate heading is not allowed in 7v7 games (U9 and U10)

If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense

If the deliberate header occurs within the goal area the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to which the infringement occurred

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BUILD OUT LINE

See Attachment A for a description of the 7v7 field standards

The build out line promotes playing the ball out of the back in a less pressured setting

When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put in play

Once the opposing team is behind the build out line the goalkeeper can pass (put the ball on the ground and kick), throw or roll the ball into play (**punting is not allowed**)

After the ball is put into play by the goalkeeper the opposing team can cross the build out lined play resumes as normal

If the goalkeeper punts the ball an indirect free kick should be awarded to the opposing team from the spot of the offense

If the punt occurs within the goal area the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred

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 out line

Players can be penalized for an offside offense between the build out line and the goal line

MODIFIED LAWS OF THE GAME

Law 1 - Field of Play

- The field shall be between 55 and 65 yards long
- The field shall be between 35 and 45 yard wide
- Goals shall be no larger than 6' 6" high and 18' 6" wide. A 6' 6" high by 12' wide goal is recommended based upon the age and ability of the players
- Build out lines should be equidistant between the penalty area and halfway line
- Attachment A contains the recommended field markings and dimensions

Law 2 - Ball

- Size 4

Law 3 - Players

- 7v7 (6 field players and 1 goalkeeper)
- Game may not start or continue if there are less than 5 players on a team
- Substitutions are unlimited and can occur at any stoppage

Law 5 - Referee

- Minimum certification is a U.S. Soccer Grade 9 Referee

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Law 6 - Other Match Officials

- Used at the discretion of the competition

Law 7 - Duration of the Match

- Two twenty-five minute halves
- 10 minute halftime
- No added time

STANDARD LAWS OF THE GAME

Law 4 - Players' Equipment

Law 9 - Ball In and Out of Play

Law 11 - Offside

Law 13 - Free Kicks

Law 15 - Throw-in

Law 17 - Corner Kick

Law 8 - Start and Restart of Play

Law 10 - Method of Scoring

Law 12 - Fouls and Misconduct *

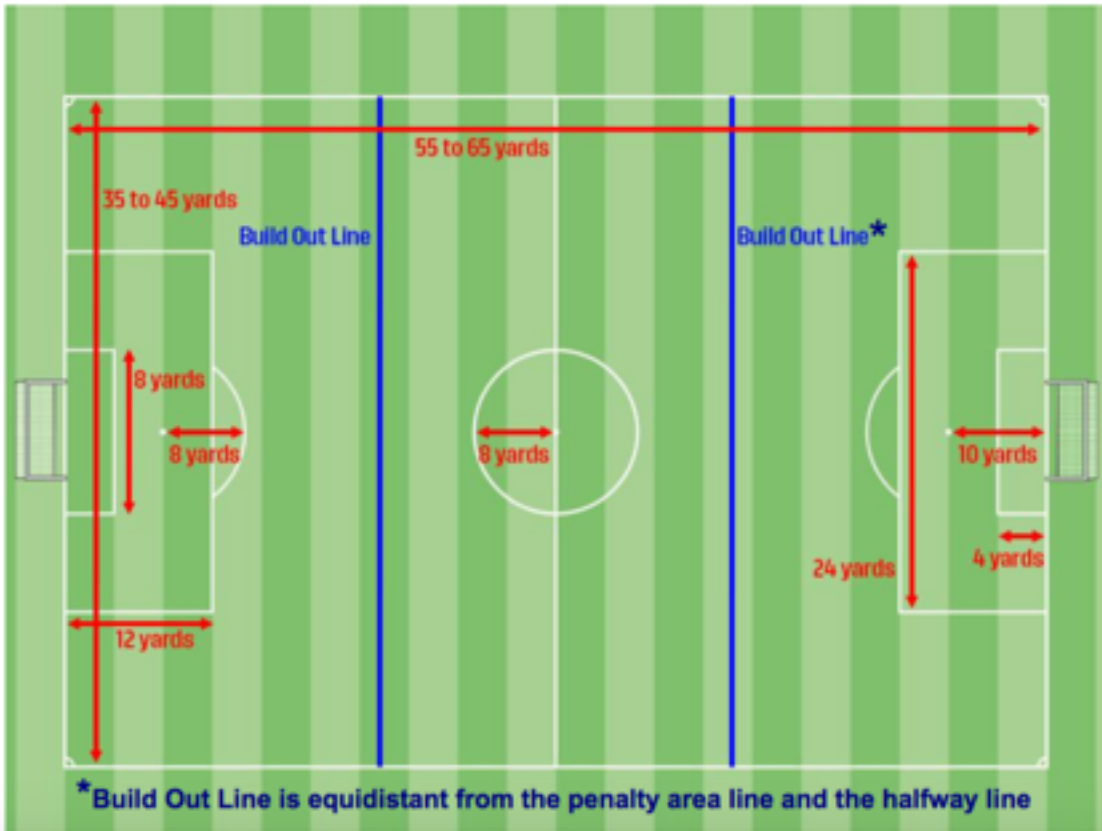
Law 14 - Penalty Kicks

Law 16 - Goal Kick

* With the exception of deliberate heading and punting by goalkeeper

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ATTACHMENT A



PAGS 7v7 Standards

PAGS RULE CHANGES NECESSITATED BY NEW U.S. SOCCER 7V7 STANDARDS

Every player must play 50% of each game

Scores and standings will not be recorded (We already have done away with standings at U9/U10)

If a player is suspected of having a head injury the referee **MUST** stop the game to allow for treatment/evaluation. If the injured player leaves the field she may be substituted and the opposing team may also substitute a player

A player with a suspected head injury may not return to the game unless she is cleared by a Health Care Professional (HCP) or Certified Athletic Trainer (ACT). We need to decide what constitutes an HCP. Also, we may need to require that each team indicate if they have an HCP or ACT present prior to the game.

If a coach or player insists on returning a player with a suspected head injury to the game without approved clearance the referee will end the game.

Heading is not permitted at U9 and U10.

A deliberate head ball results in an indirect free kick for the opposing team at the spot of the offense. If the deliberate head ball occurs within the goal area the indirect free kick should be taken from the goal area line parallel to goal line at the nearest point to which the infringement occurred.

When the goalkeeper has possession of the ball, the opposing team must move behind the build out line until the ball is put in play.

Goalkeepers may not punt the ball. If the goalkeeper punts the ball an indirect free kick shall be awarded to the opponent. If the punt occurs within the goal area the indirect free kick should be taken from the goal area line parallel to goal line at the nearest point to which the infringement occurred.

Players cannot be penalized for an offside offense between the halfway line and build out line.

The game cannot start or continue if there are less than 5 players on a team

Substitutions are unlimited and both teams can substitute at any stoppage

Field Dimensions:

- The field shall be between 55 and 65 yards long
- The field shall be between 35 and 45 yard wide
- Goals shall be no larger than 6' 6" high and 18' 6" wide. A 6' 6" high by 12' wide goal is recommended based upon the age and ability of the players
- Build out lines should be equidistant between the penalty area and halfway line
- Attachment A contains the recommended field markings and dimensions