

U7 Division Rules – Fall 2019

Points to remember for U7 play:

- In the event of poor weather, assume the games are on as scheduled unless notified by a league official. Games are **NOT** cancelled for rain.
- Play is 6 vs. 6.
 - The number of players fielded by both teams can be adjusted downward based on player attendance.
 - Coaches need to agree and the ref needs to be informed.
- Quarters are 10 minutes.
- Ball size is number 3.
- Line-up cards must be filled out and turned in prior to the game.
- No jewelry of any kind during games or practices. Earrings must be removed prior to the game. Earrings covered by tape or band aids will not be acceptable.
- Players must have shin guards and shin guards must be worn under the socks.
- There are no goalies.
- There can be penalty kicks.
 - The ball is placed at the “D” (half circle) above the “18” for a pk.
 - There is no goalie.
 - All players must be behind the player taking the pk.
 - The play starts on the referee’s whistle.
 - If the ball does not go into the goal, play is stopped and the defending team puts it back in play with a goal kick.
 - This is regardless if the ball is still on the pitch but doesn’t make it into the goal.
 - The kicker cannot kick it a second time.
- Goal scoring condition.
 - To score a goal, the offensive team must take the kick from their attacking side of the field. (The side furthest away from the goal they are defending.)
 - If a goal is scored from the defending side of the field, the goal doesn’t count.
 - The ball turns over to the defending team at midfield as an indirect kick.
- Corner kicks will be “short corners”. Taken from the intersection of the end line and penalty area.
- Goal kicks can be taken by any defender.
 - Defenders can be in the box.
 - **Build Out line (new)**
 - The line will be about 5 yards from the penalty box.
 - All offensive players must be behind it when the goal kick is taken.
 - They cannot go past it until the goal kick comes out of the box.
 - Defensive players can be in the box or in the area between the box and the build out line.
 - No one can touch the ball until it comes out of the box.
 - The intent of the build out line is to allow the defense a better chance to move the ball up the field.
- U7 is either youth or adult reffed.
 - **One coach from each team is permitted on the field during the first 4 games only.** Please refrain from over-coaching on the field. Save this for practices.
 - *If you believe a call is incorrect, either let it go in the spirit of good sportsmanship or speak privately to the ref at the quarter or half break. Constructive criticism is fine, but don’t make it abusive. Remember your behavior sets an example for your team.*
- If a throw in isn’t done correctly, the ref should show the player correct method and allow a re-throw. If the re-throw is still wrong, a second retry is allowed. If the second re-throw is wrong, the ball is awarded to the other team.
- Players cannot play if bleeding.
- There is no offside.
- No heading of the ball or slide tackling. These will be considered dangerous plays and play restarted with an indirect kick.
- A handball needs to be deliberate and affect the play in the opinion of the referee to be a penalty. Every touch by a hand isn’t necessarily a penalty.

- If the ball is intentionally passed back to the Goal Keeper by their own team and the Goal Keeper fields the ball with their hands, an indirect kick will be awarded where the goalkeeper fielded the ball.
- If a penalty occurs but it is to the fouled team's advantage to continue play the penalty is not called. This is referred to as advantage.
- Substitution: Every player has to play in at least half of the game. It is recommended players play equal time and also rotate positions. The games in AYSO are about PLAYER DEVELOPMENT and playing only one position limits the player's development.
 - No player should play a 2nd quarter until all players have played a 1st quarter and going forward. This rule is progressive for all four quarters of the game.
- Coaches should do what they can to avoid running up the scores.
 - Put the better players on the bench (assuming they've had their 2 quarters of play) or allow the other team to play with one additional player until there is only a 5 goal difference. Coaches should be able to agree on this at the quarter breaks.
 - Put the better players on defense.
 - Ask the players to pass "x" amount of times before shooting. Instruct your team at the quarter breaks.
- If you have the first game of the day, please get there early to help set up the nets.
- If you have the last game of the day, please help take down the nets and corner flags.

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