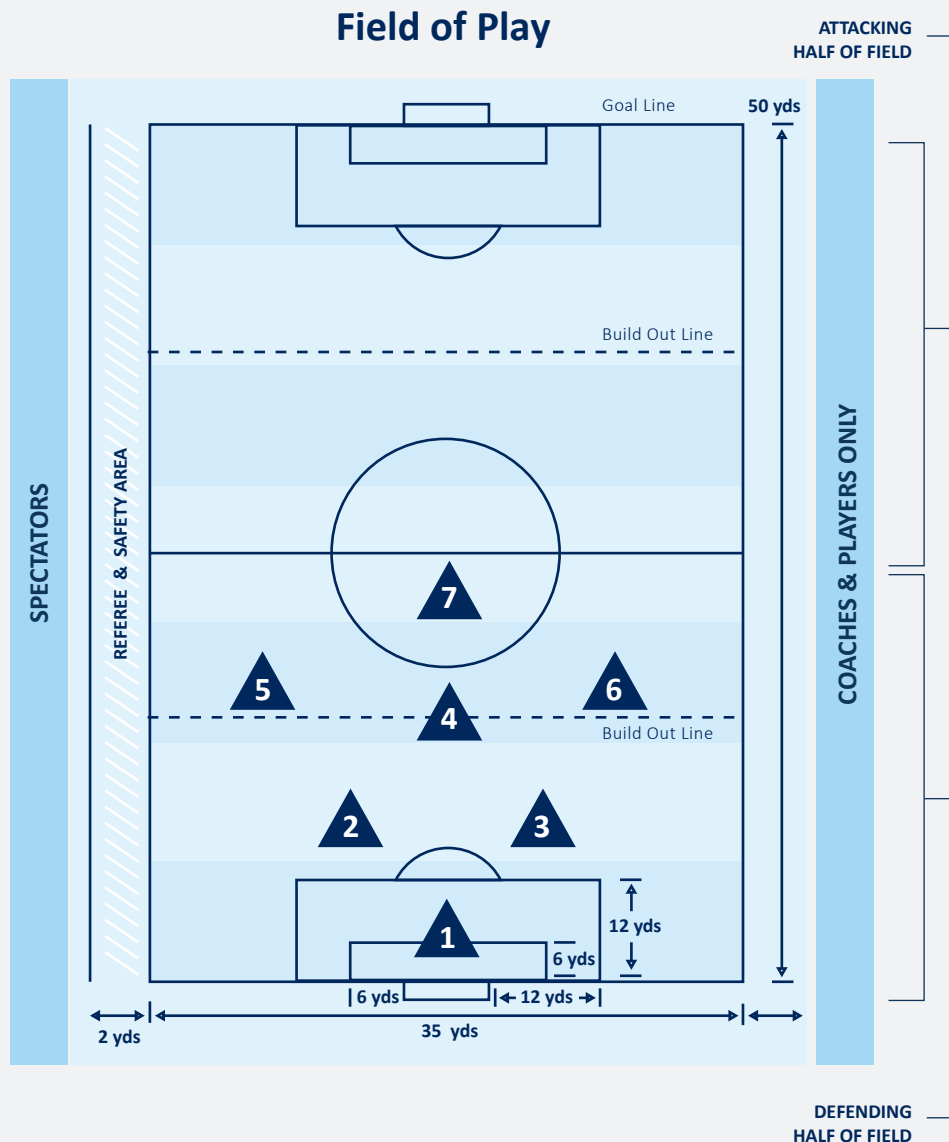


7v7 Playing Format



FIFA rules apply with the exception of the rule changes below.

When the goalkeeper has the ball in his or her hands 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 into play (punts and drop kicks are not allowed).

After the second touch, the opposing team can cross the build out line and play resumes as normal. The first touch is taken by the goalkeeper and the second touch is taken by a field player before the build out line.

If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.

If the punt or drop kick 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 opposing team must move behind the build out line during a goal kick.

After the second touch, the opposing team can cross the build out line and play resumes as normal. The first touch is taken by the goalkeeper and the second touch is taken by a field player before the build out line.

The build out line will also be used to denote where offside offenses can be called.

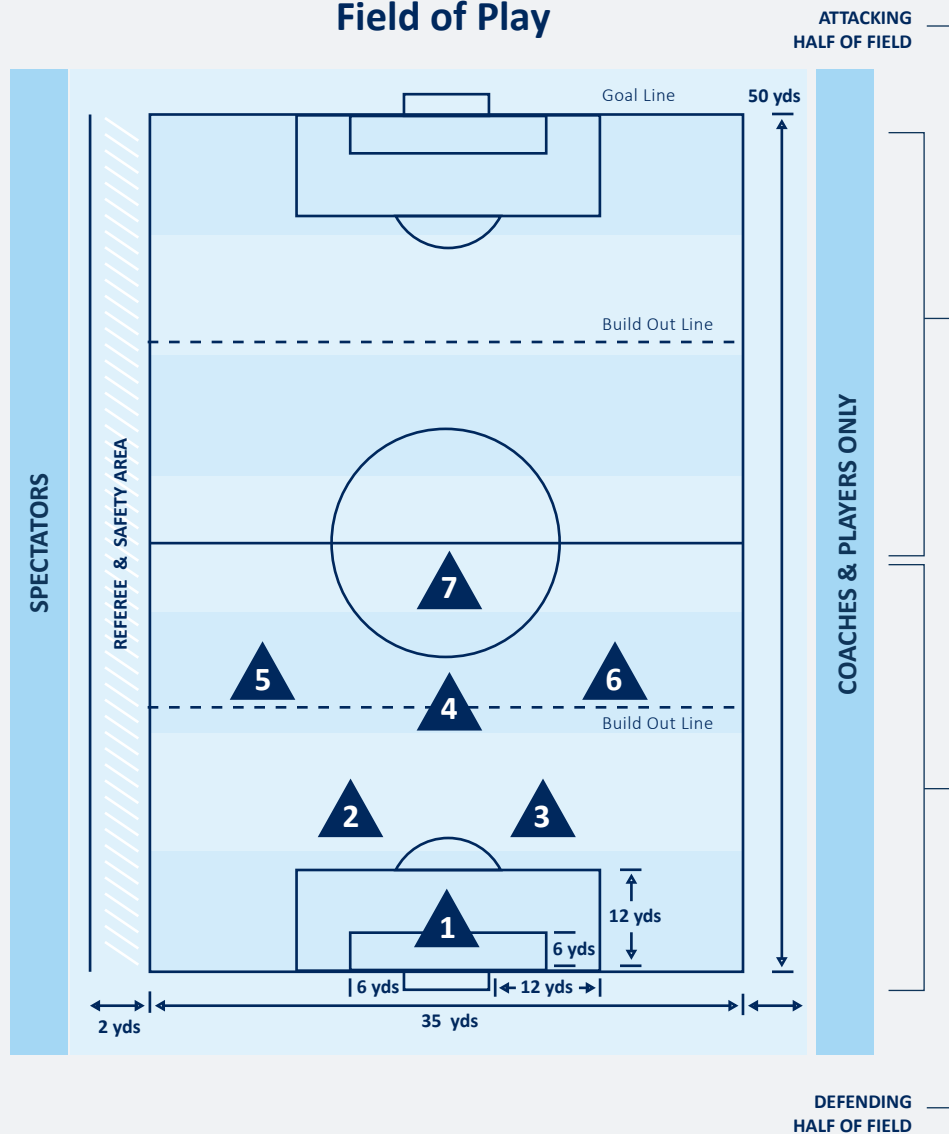
Players cannot be penalized for an offside offense between the halfway line and the build out line.

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

RULES OF PLAY

7v7 Playing Format

Field of Play



Rules of Play *(continued)*

Throw-in

Throw-ins are taken.

If a player incorrectly performs a throw-in, the player should try again until it has been performed correctly.

Teams Trailing by 4 Goals

Teams trailing by a 4 goal margin can place an additional player on the field.

The referee must be made aware of this prior to placing this player on field.

The additional player may remain on the field until the score is level.