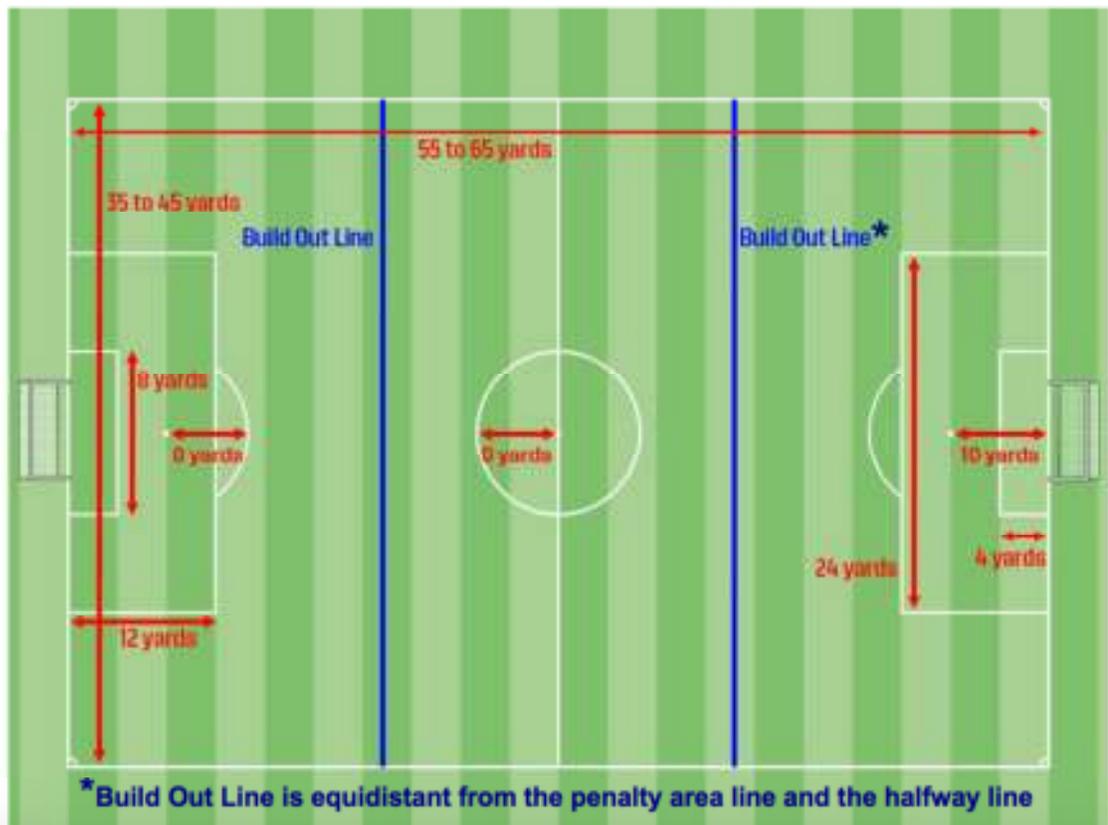


## PAGS and Delco SL Modified Playing Rules

Each game will be played in accordance with FIFA Laws of the Game, with modifications prescribed by USYS, EPYS, and/or PAGS/Delco SL:

### A. 7v7 (U9 and U10)

1. It is recommended all players on each team play 50% of the game. Member Clubs are responsible for enforcing this recommendation.
2. PAGS will not record scores or track standings for 7v7 games
3. Field Dimensions:
  - The field shall be between 55 and 65 yards long
  - The field shall be between 35 and 45 yards wide
  - Goals shall be no larger than 6'6" high and 18'6" wide (A 6'6" high by 12' wide goal is recommend) Goals must be securely anchored to the ground
  - Build out lines shall be equidistant between the penalty area and halfway line. **7v7 fields MUST have build out lines**
  - Teams must be on the same side of the field,  $\frac{1}{2}$  of the field for each team. Spectators must be on the other side of the field from the teams and must be across the field from their team. Spectators may not cross the mid-field line.
  - There shall be a spectator buffer line a minimum of one yard from the touch line. There shall be a line at the middle of the field perpendicular to the spectator buffer line to separate the spectators of each team. Spectators shall not be permitted to stand from the top of the goal area to the goal line.
  - The technical area shall be one yard from the touch line and shall extend 10 yards from a point beginning one yard from the center of the field (2 yards apart)
  - The spectator buffer line and technical area are to be dashed lines to avoid confusion with field markings



## PAGS and Delco SL Modified Playing Rules

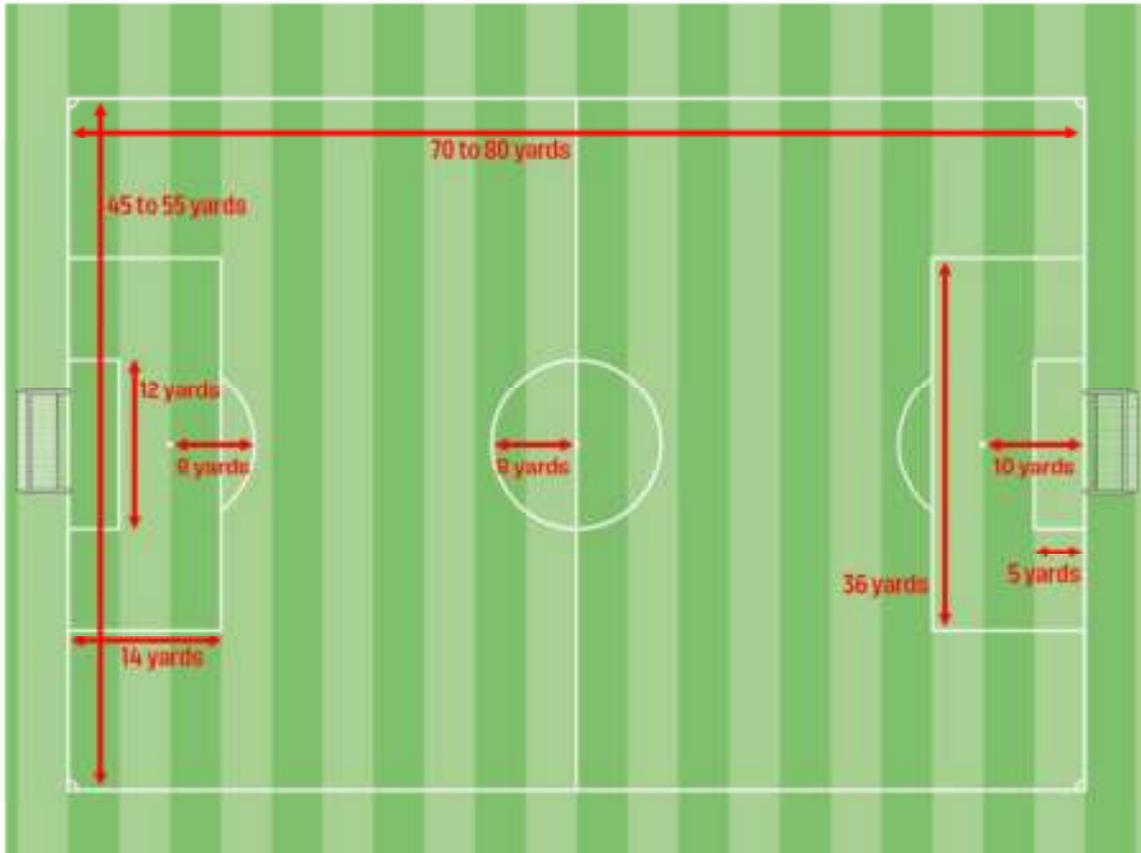
- See the figure below for recommended field markings and dimensions
4. The ball is size 4. The home team will supply game balls.
  5. Duration of the game - Two 25 minute halves, 10 minute halftime, no added time
  6. Teams play 7v7 (6 field players and a goalkeeper)
  7. A team must have at least 5 players to start or continue a game
  8. Substitutions are unlimited and both teams can substitute on any stoppage
  9. Heading is **not permitted** in 7v7 games
  10. 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
  11. 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
  12. 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 by the goalkeeper is not allowed**)
  13. If the goalkeeper punts the ball an indirect free kick should be awarded to the opposing team. 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
  14. Players cannot be penalized for an offside offense between the halfway line and the build out line
  15. Goal kicks are taken on the line of the penalty area or from anywhere within the penalty area
  16. Corner kicks are taken from the corner of the field
  17. Penalty kicks are taken from the penalty mark
  18. Defenders must be at least 8 yards from the ball on all free kicks
  19. If a player is suspected to have a head injury the referee **MUST** stop play to allow for treatment/evaluation as needed. If the player leaves the field of play for additional evaluation the player may be substituted for and the opposing team may also substitute a player
  20. A 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
  21. If a coach insists on returning the player to the game without approved clearance by either a HCP or ACT the referee will end the game

### A. 9v9 (U11 and U12)

1. It is recommended all players on each team play 50% of the game. Member Clubs are responsible for enforcing this recommendation.
2. Field Dimensions:
  - The field shall be between 70 and 80 yards long
  - The field shall be between 45 and 55 yards wide
  - Goals shall be no larger than 7' high and 21' wide (A 6.5' high by 18' wide goal is recommend) Goals must be securely anchored to the ground
  - Teams must be on the same side of the field, ½ of the field for each team. Spectators must be on the other side of the field from the teams and must be across the field from their team. Spectators may not cross the mid-field line.
  - There shall be a spectator buffer line a minimum of one yard from the touch line. There shall be a line at the middle of the field perpendicular to the spectator buffer line to separate the spectators of each team. Spectators shall not be permitted to stand from the top of the goal area to the goal line.
  - The technical area shall be one yard from the touch line and shall extend 10 yards from a point beginning one yard from the center of the field (2 yards apart)

## PAGS and Delco SL Modified Playing Rules

- The spectator buffer line and technical area are to be dashed lines to avoid confusion with field markings
- See the figure below for recommended field markings and dimensions



3. The ball is size 4. The home team will supply game balls.
4. Duration of the game - Two 30 minute halves, 10 minute halftime, no added time
5. Teams play 9v9 (8 field players and a goalkeeper)
6. A team must have at least 6 players to start or continue a game
7. Substitutions are unlimited and both teams can substitute on any stoppage
8. Heading is **not permitted** at U11. Heading is allowed at U12 without limitations
9. If a U11 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
10. Goal kicks are taken on the 5-yard line
11. Corner kicks are taken from the corner of the field
12. Penalty kicks are taken from the penalty mark
13. Defenders must be at least 8 yards from the ball on all free kicks
14. If a player is suspected to have a head injury the referee **MUST** stop play to allow for treatment/evaluation as needed. If the player leaves the field of play for additional evaluation the player may be substituted for and the opposing team may also substitute a player

## **PAGS and Delco SL Modified Playing Rules**

15. A 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
16. If a coach insists on returning the player to the game without approved clearance by either a HCP or ACT the referee will end the game