

CMSA – Modified USSF Laws of the Game for Small Sided Play

CMSA Small Sided USSF Modified Laws of the Game for 7v7 Play

All games should be played in accordance with FIFA Laws, except as specifically modified by these rule clarifications, in this document

FOUL RESTARTS

- Foul restarts will be a direct or indirect Free Kick to the opposing team, based on the nature of the foul.

GOAL KICKS

- In 7v7 Play; all goal kicks are live once the ball is played and clearly moves. The opposing team can encroach the build out line once the ball is live.

NO HEAD BALLS ALLOWED

- For any intentional head ball, the restart will be an indirect free kick from the spot of the infraction to the non-offending team. If the infraction occurs in the penalty area by the defending team, the restart will be an indirect free kick from the top of the penalty area box parallel to the spot of the infraction.
- For any unintentional head ball, the restart will be an uncontested drop ball to the team last in possession of the ball, unless if in the penalty area, it then is an uncontested drop ball to the goalie regardless of who headed the ball.

CMSA Small Sided USSF Modified Laws of the Game for 9v9 Play

NO HEAD BALLS ALLOWED

- For any intentional head ball, the restart will be an indirect free kick from the spot of the infraction to the non-offending team. If the infraction occurs in the penalty area by the defending team, the restart will be an indirect free kick from the top of the penalty area box parallel to the spot of the infraction.
- For any unintentional head ball, the restart will be an uncontested drop ball to the team last in possession of the ball, unless if in the penalty area, it then is an uncontested drop ball to the goalie regardless of who headed the ball.