



## Alternative Game Models for limited field space or design

As players get older, commitments and availability can be a challenge; therefore, with older ages to help create or maintain the program you can modify matches from 11 vs. 11 to 5 vs. 5, 7 vs. 7, etc. Just play! The duration of the game does not need to change, just the size of the field of play. Some “suggested” modifications:

### 8v8, 9v9, 10v10

**Field Dimensions: 70-80 yds long x 45-55 yds wide.**

**Markings: Distinctive lines recommended.**

- Halfway line the width of the field, marked equidistant between the goal lines.
- Center circle with an eight-yard radius in the center of the field.
- Corner arcs with a one-yard radius at each corner of the field.
- Goal area in front of each goal measuring 5 x 16 yards.
- Penalty area in front of each goal measuring 14 x 36 yards.
- Penalty mark ten yards from the goal line.
- Penalty arc extending in an eight-yard radius from the penalty mark.
- Goals: Maximum 7' high x 21' wide.

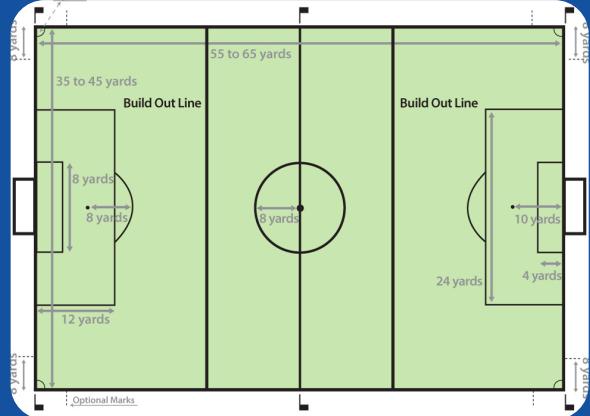


### 5v5, 6v6, 7v7

**Field Dimensions: 55-65 yds long x 35-45 yds wide.**

**Markings: Distinctive lines recommended.**

- Halfway line the width of the field, marked equidistant between the goal lines.
- Center circle with an six-yard radius in the center of the field.
- Corner arcs with a one-yard radius at each corner of the field.
- Goals: Maximum 6.5' high and 18.5' wide.



### 3v3, 4v4

**Field Dimensions: 25-35 yds long x 15-25 yds wide.**

**Markings: Distinctive lines can be used but are not required. Field can be marked using 20 disc cones to mark all four sides.**

- Goals: Maximum 4' high and 6' wide OR four tall cones, two each set 6' apart.

