

WESTERN SUBURBAN SOCCER LEAGUE LAWS OF THE GAME

<http://wsslsoccer.org>

Revised September 5, 2019

Games shall be played in accordance with the Laws of the Game as published by FIFA, and the following WSSL modifications.

Law 1. The Field

General conditions. The field of play shall be reasonably flat, grass or artificial turf fields, free from structures that may endanger the players. **All fields used for WSSL games must be one surface type throughout and cannot be a hybrid split between the two surface types.** The field must be rectangular. The length of the touchline must be greater than the length of the goal line. The home team will be responsible for the condition of the grounds, the proper field markings and proper equipment. **Nets and corner flags are required. Goals are required to be properly installed. Moveable goals must be anchored. The game will not be permitted to start if the movable goals are not anchored.**

All games shall be played on age appropriate sized fields. If a field does not meet the minimum field size and the visiting coach doesn't agree to play on the field, the game will be replayed on the visiting team's home field and the original home team will pay the referees for the replayed game at the visiting team's pay rate.

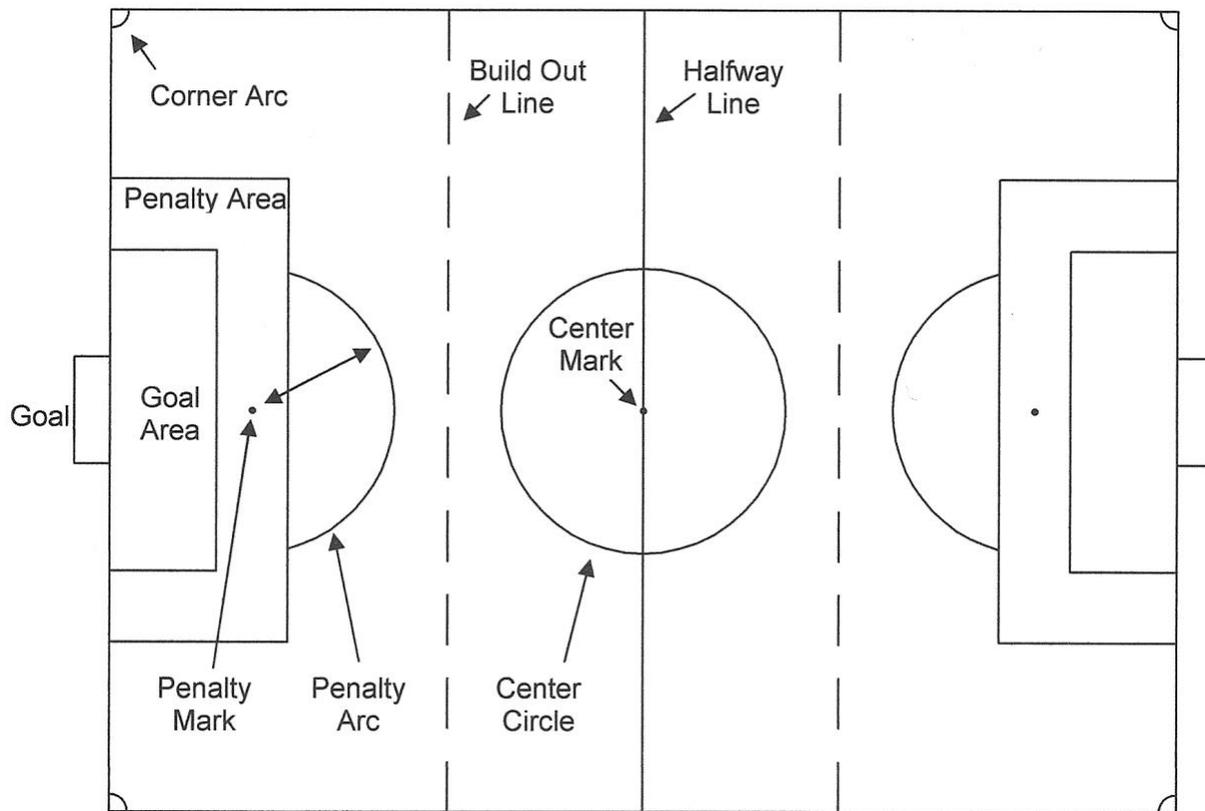
Technical area: along one touch line between the two 18-yard lines or, if sideline is shared, between the halfway line and 18-yard line on their half of the field.

Corner flags not required for U7-U8.

U9-U10 games will have "build-out" lines located midway between the top of the penalty area (not penalty arc) and half line. The build-out lines are not required to be painted on the field, but may alternatively be marked with four markers (such as disc cones) at both sidelines. Painted dashed lines are the preferred recommendation.

All field measurements are in yards, except goal sizes are in feet. One yard is equal to three feet.

Formation		4v4	7v7	9v9	11v11
Age Group		U7-U8	U9-U10	U11-U12; U13-U19 Small Sided	U13-U19
Field Size	Length	25-35	55-65	70-80	100-112
	Width	15-25	35-45	45-55	50-75
Center Circle	Radius	None	8	8	10
Corner Arc	Radius	None	1	1	1
Goal Area	Depth x Width	None	4x8	5x16	6x20
Penalty Area	Depth x Width	None	12x24	14x36	18x44
Penalty Mark	Yards Out	None	10	10	12
Penalty Arc	Radius from Penalty Mark	None	8	8	10
Goals	Height x Width	4x6	6x18 or 6.5x18.5 (recommended)	6.5x18.5 or 7x21	8x24
Build-Out Line	Location	None	Mid-way between half line & top of penalty area	None	None



Both motorized and non-motorized aircraft (drones, kites, toy airplanes, etc.) are not permitted immediately above the field of play or within 20 yards of either sideline during games or within 30 minutes of kickoff.

Law 2. The Ball

Size #3 for age groups under 8
 Size #4 for age groups U9-U12
 Size #5 for age groups U13-U19

Law 3. The Players

Age Group		U7-U8	U9-U10	U11-U12	U13-U19	U15-U19 Small Sided
Formation		4v4	7v7	9v9	11v11	7v7
Field Players	Maximum	4 (no GK)	6 + GK	8 + GK	10 + GK	6 + GK
	Minimum	3 (no GK)	4 + GK	5 + GK	6 + GK	3 + GK
Roster Size	Maximum	6	12	16	22, 18 per game	22, 18 per game
	Minimum	4	6 select, 7 rec	7 select, 9 rec	9 select, 11 rec	7

Substitution Procedure:

A player who has been replaced may return to the game at a later time. **WSSL does not limit the number of substitutions made per game.**

Substitutes shall be allowed in the following circumstances:

- a. U9-U19: Prior to a throw in by either team only if the team that has possession of the ball is making a substitution.
- b. U7-U8: Substitutions may occur at any out of bounds (regardless of possession), but not during free kicks.
- c. Prior to a goal kick by either team.
- d. Prior to the game being restarted after a goal (kick off) by either team.
- e. During the interval between periods by either team.
- f. For a player(s) that has received a caution (yellow card) – the opposing may substitute a like number of players.
- g. For an injured player(s) – opposing team may substitute a like number of players.
- h. For a player(s) who is ejected (red card) from the game – neither team shall substitute, and the offending team shall play the game less the number of player(s) ejected. If, however, the goalkeeper is ejected, a substitute may replace another player of the same team so as to play as the goalkeeper. The offending team must still play with a reduced number of players reflecting the ejection of the goalkeeper.

Law 4. The Players Equipment

The team color shall be the color of the shirt.

- a. Opposing teams shall wear shirts that are distinctively different in color.
- b. If opposing teams are the same color, the home team shall change to an alternate color of shirt.
- c. Each player reporting to a team shall have a number that is at least four inches high and permanently attached to the back of the shirt. For recreational teams, a number is not required on an alternate shirt. Players are not allowed to switch numbers after the team has been checked-in by the referees without notifying a referee of the change.
- d. Long pants may be worn in addition to the required uniform. Long-sleeve shirts may be worn underneath the required jersey. Neither needs to match the primary color of the jersey's shirt or shorts.
- e. Duplicate jersey numbers on the same team are allowed, but referees must be able to determine the different players for reporting purposes.
- f. Tape or material on/covering socks does not need to be the same color as the socks.
- g. If a player's shinguard comes out or other equipment malfunctions, they must fix it at the next stoppage. They do not need to leave the field of play in order to do so.

Law 5. The Referee

All referees will be registered with USSF through the State Referee Association. No person shall officiate as a referee or assistant referee in any match under the sanction or jurisdiction (direct or indirect) of the WSSL who is not registered.

Referee is appointed and paid by the home team's club and paid according to the club's pay schedule.

The referee's jurisdiction shall be empowered either on the field of play or in the vicinity of the field at all times, prior to, during and after the game.

A referee shall not officiate any game in which a relative is engaged as a team participant.

A three official diagonal system shall be utilized for U9-U19 games. In the event that less than three officials are present, the referee shall appoint club linesmen as required. U7-U8 games may be played with one referee.

The referee shall be at least one year older than the oldest player and be professionally dressed in full uniform.

Prior to the start of the match, the referee shall verify the identity of the players, coaches, managers and team officials; and shall make sure that each player's equipment is in proper order.

Prior to the start of the match, the referee shall make sure all goal nets and corner flags are properly installed, anchored and in proper repair, that the field has the proper markings and the ground is fit for play.

If the designated referee has not reported to the field within 15 minutes of the scheduled starting time, the opposing coaches may appoint a referee that is satisfactory to both coaches. In the event both coaches do not agree on an alternate referee, then the match shall be rescheduled (see pre-game rules #3). In the event the referee reports after the game has started, it shall be the discretion of both coaches to permit the referee to take charge of the game. However, the game shall in no event be restarted.

Law 6. The Assistant Referees

U7-U8 Assistant referees are not required (the offside rule is not enforced).

An assistant referee shall not officiate any game in which a relative is engaged as a player or coach, unless acting as a club linesman when duly appointed by the referee. Assistants should be professionally dressed in full uniform.

In the absence of the appropriate number of assistant referees, the center referee should appoint club linesmen who may be recruited from any spectators present. Club linesmen are only responsible for calling whether a ball crosses the sideline or goal line, not the direction of the restart or any fouls.

Law 7. The Duration of the Match

Periods of Play: Based on the division's age group, the match shall last for two equal periods of:

- 45 minutes for age groups U17-U19 full field
- 40 minutes for age groups U15, U16
- 35 minutes for age groups U13, U14 & U15-U19 small sided
- 30 minutes for age groups U11, U12
- 25 minutes for age groups U9, U10

Based on the division's age group, the match shall last for four equal periods of:

- 10 minutes for age groups U7, U8

Stoppage time will be added at the referee's discretion. No overtime periods are allowed. Games that end (regulation plus stoppage time) in a tied score are considered ties/draws for purposes of league game scoring (see Law 10. The Method of Scoring).

Law 8. The Start and Restart of Play

At the discretion of the referee, the scheduled start of the game may be delayed a maximum of 15 minutes if a team has less than the minimum number of players, including the goalkeeper, on the field. See Law 3 for the minimum number of players required on the field per team.

U7-U8 Kickoff: A goal may **not** be scored directly from the kickoff. No goalkeepers, so no kickoff goals.

Kickoffs can move in any direction off the first touch. Players cannot dribble off a kickoff.

Law 10. The Method of Scoring

Mercy rule (Recreation games only): When the goal differential becomes five (5), the losing team may add just one extra player (if subs are available and they choose to do so), regardless of whether any more goals are conceded. The extra player must be removed if the goal differential falls to four (4).

See Statute E for handling standings, forfeits and game cancelations.

Law 11. Offside

U7-U8 The offside rule shall not be enforced.

U9-U10 Offside offenses cannot be called in between the two build-out lines. They can be called between the build-out lines and goal lines.

Law 12. Fouls and Misconduct

U11 and younger players may NOT perform headers, deliberately or accidentally. This will result in an indirect free kick being awarded to the opposing team, at the spot of the offense. If a 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 where the infraction occurred. It is NOT a reason to issue a red or yellow card, and should not be set aside for advantage.

Law 13. Free Kicks

U7-U8 All free kicks shall be indirect.

U8-U12 All opponents must be at least 8 yards from the ball.

Law 14. The Penalty Kick

U9-U12 All opponents must be at least 8 yards from the ball.

An indirect kick is awarded to the defending team if a penalty kick is played backward, a second undedicated shooter runs up to take the kick or for illegal feigning. Backpass/feigning are yellow-card cautions. Goalkeeper infringement is a yellow-card caution regardless of the shot result.

Law 15. The Throw-in

U7-U8 Kick-ins and dribble-ins may take place during an inbound play that would typically be a throw-in for U9+.

Law 16. The Goal Kick

U7-U8 No Goal Kicks – game is restarted with defender possession. Defender kicks the ball back into play. Note: The ball is in play when it leaves the goal area. Players must remain 8 yards away from ball when kick is taken.

U9-U10 Goal kicks will be kicks taken on the ground only.

See Statute N for stipulations on build-out lines.

Law 17. The Corner Kick

U7-U12 All opponents must be at least 8 yards from the ball.

Statute A. Pre-Game Rules

1. For all select games, where possible, spectators for both teams must take opposite sides of the field from the teams. For all recreational games, where possible, teams along with their spectators must take opposite sides of the field, unless mutually agreed otherwise by both coaches. When both teams share one side of the field, each team shall limit their bench and sideline activities between the halfway line and one penalty area line. The home coach has first choice.
2. The home team shall be responsible for the condition of the field. Field marking and proper equipment such as goal nets and corner flags are considered necessary for a WSSL sponsored game. Home team shall provide the game ball.
3. In the event that the game must be canceled – because the designated referee does not arrive and an alternate referee cannot be agreed upon by both coaches, or that there are no appropriately sized fields available at the

location within 30 minutes of the originally scheduled game time – then the visiting team has the option to reschedule the game at their facilities with the original home team responsible for paying the referees' fees at the original visiting team's pay rate.

4. In the event a game is canceled less than 48 hours before kickoff for reasons not including field conditions, weather or those listed in Statute A3, a \$100 fine per game will be charged to the canceling club. Fines will increase \$50 per game within the same season (ie. \$150 second offense, \$200 third offense, etc.).
5. Each club shall provide each coach with copies of the team roster containing all required WSSL information. Two copies of the GotSoccer game card shall be provided by the home team for each scheduled game. Coaches or team officials shall submit completely filled out game cards to the referee prior to the game. It is the responsibility of the coach to document all players/team officials that are sitting out due to red/yellow cards, team discipline, injuries, etc. Also, to write-in any guest players that will be participating in the game. A WSSL game shall be deemed a forfeit if the game report is not given to the referee before the start of the second half. Should it be necessary, the referee may forward the game report to the Laws Coordinator for possible action.
6. Both teams, including coaches, shall be required to exchange handshakes in the middle of the field either before the game begins OR after the game is completed. The referee shall report any offending team, player or coach, to the Laws Coordinator. Failure to comply with this rule shall be interpreted as unsporting behavior.
7. Coaching from the sidelines shall be conducted in a constrained and reasonable manner, and shall only occur in the technical area between the penalty area lines, limited to own side of the field. No coach, substitute player or spectator shall be allowed beyond the penalty area line or at either end of the field while play is in progress.
8. Verbal criticism of the referee or assistant referees during the game by coaches, spectators or players will not be allowed. The coach shall be deemed responsible for the actions of their team, assistant coaches and spectators.
9. It is recommended each player reporting to a team, who is present at the start of the game, should play at least half of the game unless injured or suspended by the home club.
10. WSSL referee rates starting Fall 2018:

U7-U8:	\$20
U9-U10:	\$25/\$15/\$15
U11-U12:	\$30/\$20/\$20
U13-U14:	\$35/\$25/\$25
U15:	\$45/\$30/\$30
U16-U19:	\$50/\$35/\$35
U19 Small Sided:	\$35/\$25/\$25

Statute B. WSSL Passcards

All **select** team coaches, assistant coaches, managers, adult team officials and players must have a WSSL-approved passcard which shall have a current photograph of the named individual permanently affixed and which will be presented to the referee prior to each game.

Should any select team players' passcard not be available, they shall be permitted to play in the game after having provided to the referee, prior to the game, his/her name, signature and birth date. The referee shall note this information on the WSSL/GotSoccer Game Card and at the conclusion of the game, advise the coach of the opposing team of this information and make it available to him/her. The opposing team coach has a right to challenge such a player by contacting the WSSL Administrator for verification that the challenged player(s) is/are properly registered and eligible to play. If the WSSL Administrator records show that the player(s) is/are properly registered to play, the matter is finished. If the WSSL Administrator records show that the player(s) is/are not properly registered to play, the offending team shall automatically forfeit that game and the coach may face further disciplinary action.

Statute C. WSSL Club Guest Player Rules

Teams should primarily seek out guest players in situations where their team would otherwise play shorthanded or with 0-1 substitutes, not to supplement established rosters with 2+ substitutes. It is recommended to only seek guest players in those scenarios.

WSSL Club Guest Player Rules – Updated 8/23/2019

1. A guest player must be rostered on a current WSSL Administrator approved official team roster.

2. Only WSSL registered recreational or select team players may guest play onto other WSSL **select** teams within their same WSSL Club. Only WSSL registered **recreational** team players may guest play onto other WSSL **recreational** teams within their same WSSL Club. **Recreational** team guest players must receive club representative approval for guest playing prior to any game for U12 teams and younger.
3. A **select** team player's age for guest playing is determined by the **player's true** age. If a female player is rostered onto a boys team, the female player may guest play to a girls team as long as she is age appropriate for the girls team onto which she is guest playing.
4. A **recreational** team player may guest play to a select team as long as they are age appropriate to the select team they onto which they are guest playing.
5. A player younger than U14 may not play in the U19 age groups.
6. The maximum number of players that may guest play to a team at any single game is as follows:
 - a. U8, U9, U10 = 4
 - b. U11, U12 = 5
 - c. U13 and U14 = 6
 - d. U15 and U19 = unlimited
 - e. The total number of players per team, including guest players, cannot exceed the age group game day roster maximum as follows: U8 = 6, U9-U10 = 12, U11-U12 = 16 and U13Y-U19 = 18.
7. Prior to the start of the game, the coach using the guest player(s) must list the guest player(s) on the WSSL/GotSoccer Game Card. Select players must present a WSSL-approved player passcard to the referee. Recreational players should use a copy of the current WSSL-approved roster of the team onto which they are rostered in place of a passcard when guest playing.
8. Players are only eligible to guest play if free of suspensions.
 - a. A player's history of play is the responsibility of the coach using the guest player.
9. Violations of the above WSSL Club Guest Player Rules will result in a game forfeit and a possible one-game suspension for the coach.

Statute D. Postponed or Abandoned or Canceled Games

All games shall be played on the scheduled date, time and field. Refusal to play a scheduled game shall result in forfeiture by the offending team, unless the game is postponed or abandoned. Any canceled game is considered a game not played and will not be considered when calculating points. Any team leaving a match without permission from the Referee will automatically be disciplined by a one (1) game suspension to the coach and also be subject to additional disciplinary action by the WSSL Executive Board. The referee will be questioned on the circumstances of the game.

Each club determines the status of their fields and playing conditions, and reserves the right to postpone games. Only the referee, a city or club official, or a community leader may abandon or postpone a game.

If a game must be postponed because of a conflict or error, you must give at least 72 hours notice to the opposing team, plus notify the WSSL Administrator and the home club referee assignor. Reschedules must be limited, and the WSSL reserves the right to deny requests. When games are to be rescheduled, the rescheduling shall be completed promptly (within 48 hours before the originally scheduled game); and the date, time and place, must be agreed to by both teams or else the game will be played at the originally scheduled time. If a team does not attend a scheduled game, the absent team's coach may be disciplined by a one (1) game suspension and also be subject to additional disciplinary action or fines by the WSSL Executive Board.

If one hour or less before the scheduled game time, a tornado or severe weather warning is in effect, the game shall be canceled and rescheduled. Lightning and/or thunder in the local area shall be cause for stoppage of the game as determined by the referee. If after the minimum waiting period of 30 minutes, the weather conditions persist, the game may be abandoned.

The safety and welfare of the participants is of prime concern. The match may be abandoned if ordered by a public service official, if the game is stopped by the intrusion of irreconcilable forces, or because of flagrant misconduct of participants or spectators.

Unless otherwise notified by an authorized WSSL or Club Official, a team must arrive ready to play with the appropriate number of players no later than 15 minutes after the scheduled game time on the field assigned or will be subject to a forfeit of the game regardless of field or weather conditions.

If a game is abandoned prior to the start of the second half for recreation teams or prior to two-thirds being played for select teams, the game shall be void and not counted as a game played, although the penalties for misconduct shall not be voided. All cautions (yellow cards) and/or ejections (red cards) shall be recorded and penalties shall be enforced. If a game is abandoned after the start of the second half (recreation team games), the game is counted as a game played and the score at the time of the abandonment is the official score. Select teams must complete two-thirds of the game for it to be counted as a game played and the score to be official.

If a team is unable to compete or is disbanded prior to the completion of the season, no points or goals for or against shall be awarded to any team included in their schedule.

Statute E. Post-Game Rules

The referee shall record the score and all cautions and send-offs on the GotSoccer game cards after the game is completed. The referee shall include an explanation for all send-offs on the back of the GotSoccer game cards. A team official from each team shall review all information and sign confirming that the game card is correct. An official from the winning team (or the home team in the case of a tie) is responsible for reporting the score and any cautions and/or send-offs using the GotSoccer phone-in system and **emailing one copy of the game card to the WSSL Scorekeeper at wsslscore@gmail.com**. This must be completed within **24** hours of the game.

The following codes shall be used in the caution and send-off columns of the game card to indicate the type of misconduct.

Cautions: **UB** Unsporting Behavior, **DT** Dissent, **PI** Persistent Infringement, **DR** Delays the restart, **FRD** Failure to respect the required distance on a restart, **E** Enters or re-enters the field without the referees permission, **L** Deliberately leaves the field without the referees permission.

Send-off: **SFP** Serious Foul Play, **VC** Violent Conduct, **S** Spitting at an opponent or any other person, **DGH** Denying an obvious goal scoring opportunity by handling the ball, **DGF** Denying an obvious goal scoring opportunity by an offense punishable by a free kick or a penalty kick, **AL** Using Offensive, insulting or abusive language and/or gestures, **2CT** receiving a second caution in the same match.

For all WSSL seasonal league games, the following method of league game scoring will be used in order to determine league division winners:

3 points awarded for a win

1 point awarded for a tie

0 points awarded for a loss

WSSL awards division wins to ALL teams placing first in their division. There are no tiebreakers for first place; all teams tied for first place are considered division winners.

Forfeits: The score of any forfeit shall stand 2-0 against the forfeiting team. Any team which forfeits a game shall not be eligible for a division championship unless otherwise determined by the WSSL Scorekeeper. Any team with two (2) or more forfeits during a season may be subject to suspension and/or appropriate disciplinary action by the WSSL Executive Board.

Canceled Games: Any canceled game is considered a game not played and will not be considered when calculating points.

If a team is unable to compete or disbanded prior to the completion of the season, no points or goals for or against shall be awarded to any team included in their WSSL schedule.

Statute F. Protests

Protests will be entertained for rule violations only. Referee judgment is final and cannot be protested. All protests must be reported to the WSSL Laws Coordinator via email and pay a \$75 fee (payable to WSSL) within 48 hrs of the game. A club official must approve any potential protest before it is submitted to the WSSL. If you win the protest, your fee may be returned.

Statute G. Penalties for Ejections

The following are the penalties that have been established by the WSSL for a coach or player receiving an ejection (red card) in conjunction with any WSSL game. The following penalties may also be imposed on a coach or player based on the referee's report even though an ejection (red card) was not issued at the time of the incident.

All suspensions are in addition to the game in which the person was ejected. All suspensions shall apply to the next physically played WSSL game, whether or not such game is within the same season. A forfeited game, canceled game, or postponed game is not considered a played game. Suspensions that are not served do carry over to the following year.

In so far as a coach is responsible for teaching good sporting behavior to the players, and should set himself as an example, any misconduct on their part may be considered more than that of a player.

Serious Foul Play: 2 Games

Violent Conduct:

Player 2 Games
Coach/Team Official 4 Games

Spitting at an opponent or any other person:

Player 2 Games
Coach/Team Official 4 Games

Uses Offensive, insulting or abusive language or gestures: 2 Games

Denies an obvious goal scoring opportunity by handling the ball: 1 Game

Denies an obvious goal scoring opportunity by committing an offense punishable by a free kick or penalty kick: 1 Game

Receives a second caution in the same match: 1 Game

Misconduct on the part of a team's spectators:

Coach made a reasonable attempt to restrain the teams spectator(s) 1 Game
Coach made no attempt to control the teams spectator(s) 2 Games

Fighting:

See section on "Special Hearing"

Intentional foul play which results in serious bodily harm:

See section on "Special Hearing"

Any coach guilty of violent conduct toward a player:

See section on "Special Hearing"

Cautions are cumulative throughout the fall and spring seasons. If a player or coach receives three (3) cautions in a soccer year (fall/spring), they are disqualified from participating (or attending, if a team official) the next scheduled league contest.

A player or coach who has been sent off must leave the vicinity of the field of play and the technical area. The ejected individual shall physically retreat to an area designated by the referee. An ejected coach or player cannot return to the vicinity of the field at any time even after the game has ended.

Statute H. Special Hearing

In these situations, a special hearing will be conducted by an ad hoc committee as appointed by the WSSL Executive Board. If the assault charge is verified, a suspension will be recommended to the Board based upon the severity of the case with a minimum of an eight (8) game suspension to a maximum of a lifetime suspension. In addition to the suspension, the offending person will be reported to the MSYSA. Any suspension issued by the WSSL shall be considered a minimum suspension and will be subject only to additional suspensions awarded by higher authorities.

Statute I. Additional Suspensions

If a player or team official is suspended a second time in the same season for any reason, two (2) additional games shall be added to the suspension.

If a player is suspended a third time within a period of the current season plus the three preceding seasons, three (3) games shall be added to the suspension.

Statute J. Penalties for Cautions

Cautions (yellow cards) are issued at the discretion of the referee. If a player or team official receives numerous cautions throughout the soccer year (fall/spring), the following penalties (suspensions) shall apply.

Third caution in a soccer year, but not in the same game 1 Game

Fourth caution in a soccer year, but not in the same game 1 Game

If a caution results in an ejection (second caution in a game) and the player or coach has received one (1) or more cautions previously, then the suspension would be one (1) game for ejection, plus one (1) game for the third caution. Additional suspensions could also apply; see additional suspensions section.

Statute K. Playing Suspended or Ineligible Players

Any coach who allows a player to play in a game, during which that player was to serve a suspension or is ineligible, shall receive a two (2) game suspension. Repeat offenses by the same coach shall result in a disciplinary hearing. Any team allowing a player to play in a game during which that player was to serve a suspension or is ineligible, shall suffer a forfeit of that game and may be subject to a fine set by the WSSL board.

Statute L. Participation by Suspended Team Officials

Any coach who allows a team official (coach, asst. coach, manager, etc.) to participate in a game, during which that team official was to serve a suspension, shall receive a two (2) game suspension. Repeat offenses by the same coach shall result in a disciplinary hearing. Any team that allows a team official to participate in or attend a game, during which that team official was to serve a suspension, shall suffer a forfeit of that game and that team official and Club may be subject to a fine set by the WSSL Executive Board.

Statute M. Application of Suspensions

All suspensions and/or probations apply to the next physically played game, whether or not such game is within the same season or soccer year or within the same team.

A player serves a suspension by sitting out a game. The player may or may not be present at the game. If the player is at the game, the player must not be in uniform.

A coach or team official serving a suspension must not be present at the game. The team must be coached by a person listed as a coach or team official on the game report who is not the person serving the suspension.

The fact that a player or team official is serving a suspension must be reported to the referee prior to the start of the game. The referee will record this on the game report.

Statute N. Build-Out Lines & Goalkeeper Hand Distribution

U9-U10 games will have “build-out” lines located midway between the top of the penalty area (not penalty arc) and half line that opposing players must stay behind when the goalkeeper has ball possession or a goal kick is being taken (by any player). During goal kicks, opposing players have to wait until the ball leaves the penalty area before they can cross the build-out line. During goalkeeper hand possession, opposing players can cross the build-out line as soon as the ball leaves the goalkeeper’s hands, regardless of whether it is a throw or a drop to their own feet. If the opposing team is retreating toward the build-out line and not pressuring the goalkeeper, the goalkeeper may distribute the ball prior to the opposing team reaching the build-out line.

U9-U10 Goalkeepers cannot punt (direct hand-to-foot distribution) or dropkick (letting the ball hit the ground immediately before kicking it) the ball on goal kicks or during a standard save. They may distribute by throwing/rolling or dropping the ball to their feet to make a pass. Goalkeeper punts/dropkicks will result in an indirect kick for the opposing team on the edge of or outside the goal box (depending on the point of contact), but never inside the goal box.