



2017

AMERICAN YOUTH SOCCER ORGANIZATION

AYSO National Coaching Program

US Soccer | AYSO

PLAYER DEVELOPMENT INITIATIVE (PDI)

EVERYONE PLAYS® BALANCED TEAMS OPEN REGISTRATION POSITIVE COACHING GOOD SPORTSMANSHIP PLAYER DEVELOPMENT



Purpose

- Provide brief explanation of PDI
- General understanding of the directives received by the referees

PDI: Focus On Player Development

- Development over winning
- Create environment for player success
- Program uniform across US
- Reduce advantage of strongest/fastest
- Increase technical skills
- Keep ball on ground...

PDI Impact on Game

- Use small-sided games in 6U through 12U
(AYSO has done this for several years)
- Move to birth year registration
- Modify 9U - 12U to promote **build up** of play and enhance technical skills...

PDI Captured In AYSO National Rules & Regulations*

Section I

- Part H. Small-sided matches
- Part I. Heading the ball
- Part J. Throw-ins (6U – 8U)
- Part K. Goalkeeper punts (9U – 12U)
- Part L. Build-out line (9U – 10U)...

PDI's: 6U THROUGH 8U

PDIs: 6U through 8U

- No Goalkeepers
- No throw-ins Use **Kick-Ins...**



PDIs: 9U THROUGH 12U

(8U – 10U - 12U)

PDIs: 9U through 12U

- Goalkeeper **punts** are now **NOT** allowed in 9U - 12U (10U + 12U)
- In addition 9U - 10U (10U + 12U) has a **Build-out Line** (BOL) to promote development of technical skills...

BOL: BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME



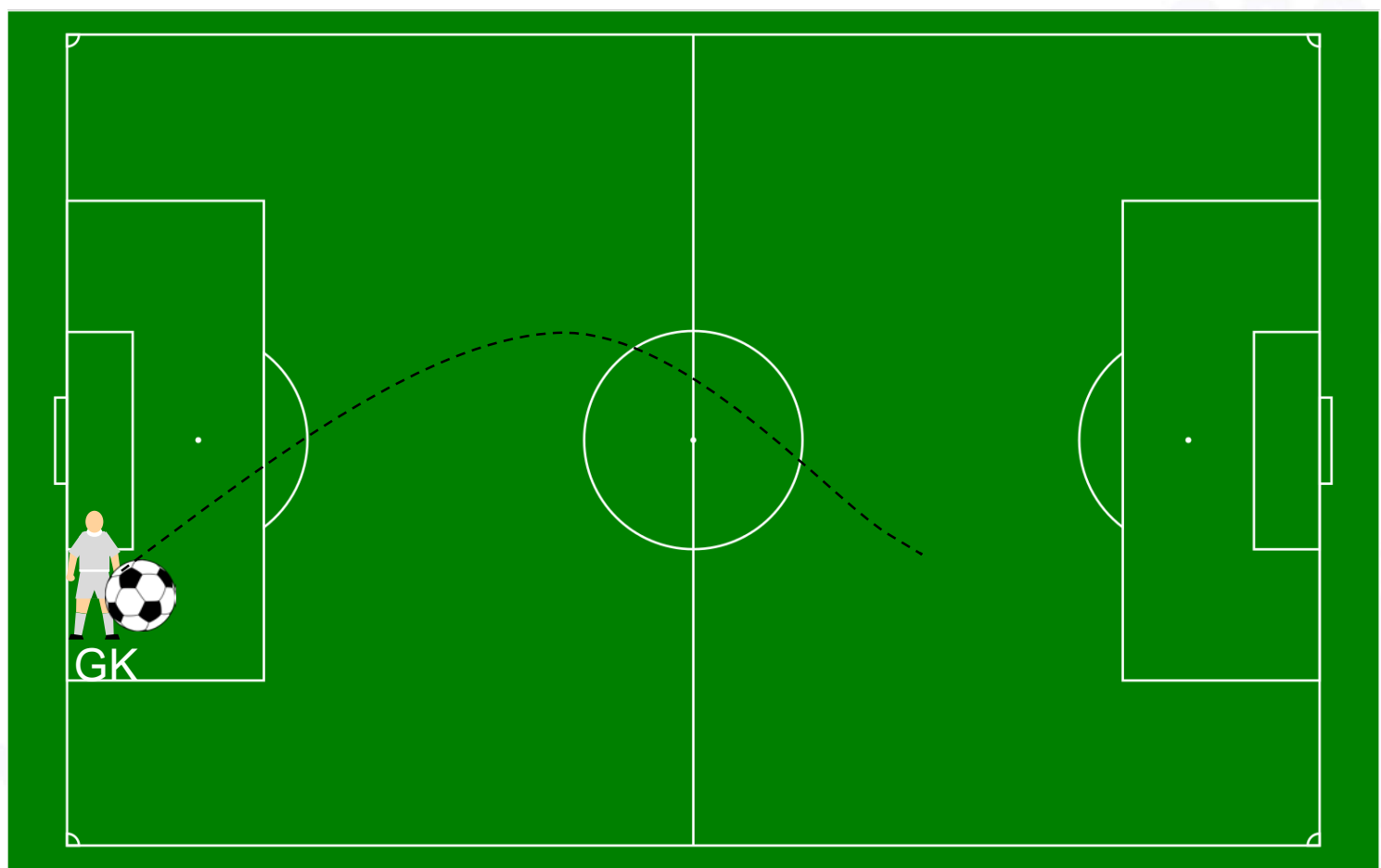
PDIs: **9U** THROUGH **12U**

(10U - 12U)

PUNTING

GK Punts Are Prohibited in 9U - 12U

Punts, Drop Kicks and Half-Volleys are **not permitted**



How Does The GK Put The Ball Into Play? (9U - 12U)

With ball in possession (in hands), the GK must put ball into play by a **throw, roll, or pass**

- Punts (drop kicks, etc.) are not permitted
- Per LOTG the GK may **not** be challenged when ball in his/her hands
- Ball is “in play” when released from GK hands...

BOL: BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME | **GK:** GOAL KICKER

WHAT IF:

Goalkeeper Punts (9U - 12U)

- Referee stops play and awards IFK to opponents at location where GK punted ball
- If GK was inside Goal Area, the ball is placed on the Goal Area Line (6yd.), parallel to the Goal Line, closest to the punt location
- Repeated Infractions should not be considered as part of *Persistent Infringement* misconduct...

BOL: BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME | **GK:** GOAL KICKER | **IFK:** INDIRECT FREE KICK

WHAT ABOUT:

Other saves by GK? (9U - 12U)

GK may:

- Collect the ball with their **hands**
- **Kick** the ball, or
- **Punch** the ball...

BOL: BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME | **GK:** GOAL KICKER



PDIs: 9U THROUGH 12U

(10U - 12U)

BUILD-OUT LINE

Build-Out Line (BOL) 9U - 10U

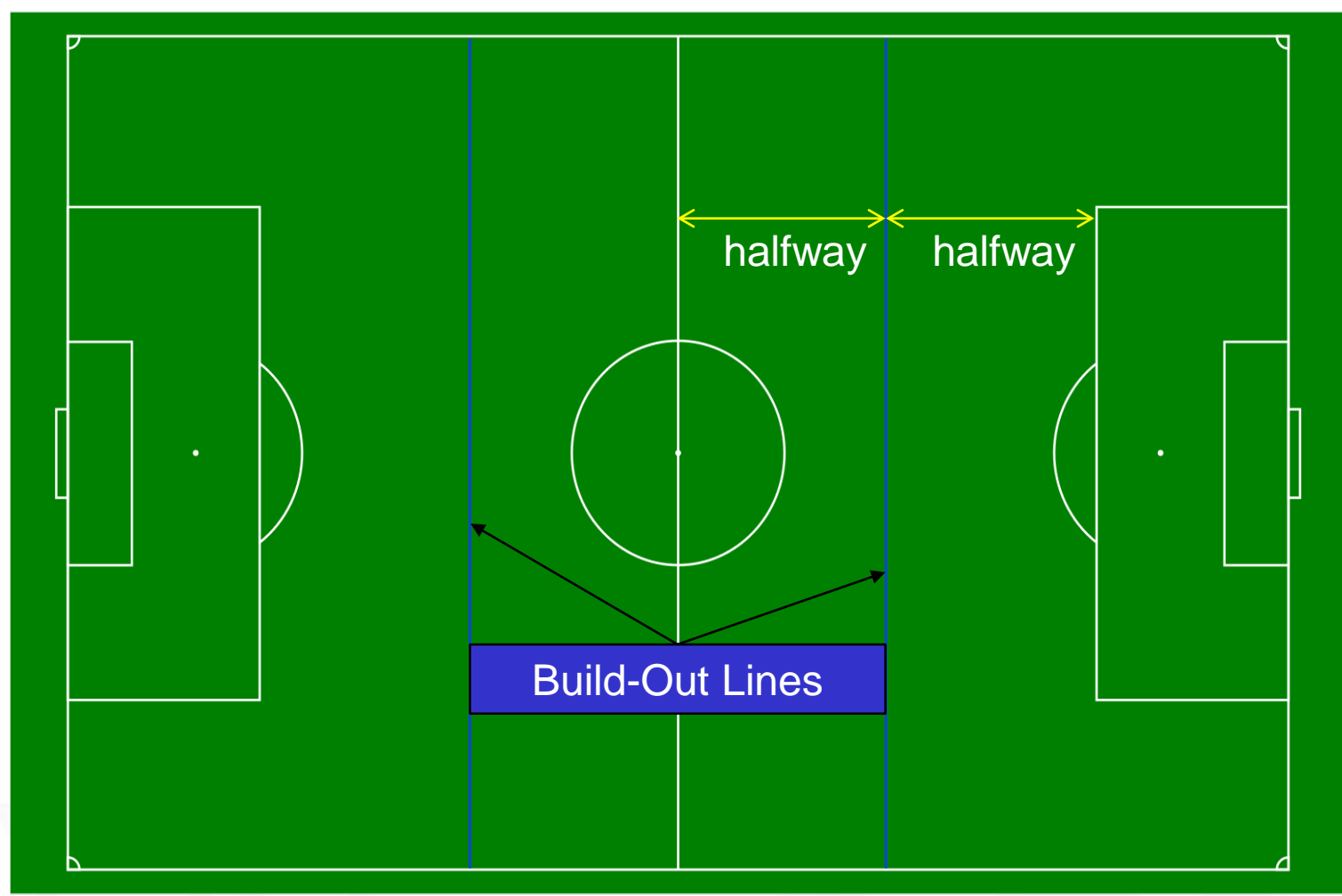
9U - 10U matches now include BOL to help promote development of player skills

BOL only impacts **three** situations:

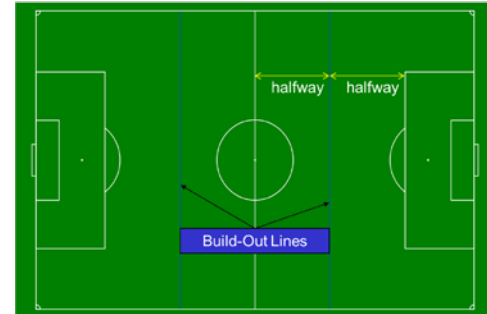
1. **Goalkeeper putting ball into play after possessing in hands**
2. **Offside**
3. **Goal Kicks**

BOL: BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME | **GK:** GOAL KICKER |

Build-Out Line 9U - 10U



Build-Out Line 9U - 10U



- Located halfway between the halfway line and penalty area line parallel to the goal line
- Line may be solid, dashed, or simply marked by cones (or flags) off the field

COACHES: Good practice to remind players prior to the match

BASIC CONCEPT

Build-Out Line

- Putting the ball into play from a Goal Kick or from the Goalkeeper's hands requires that the player putting the ball into play attempt to pass the ball to a teammate on the same side (goal-side) of the BOL

PROMOTES DEVELOPMENT OF SKILLS

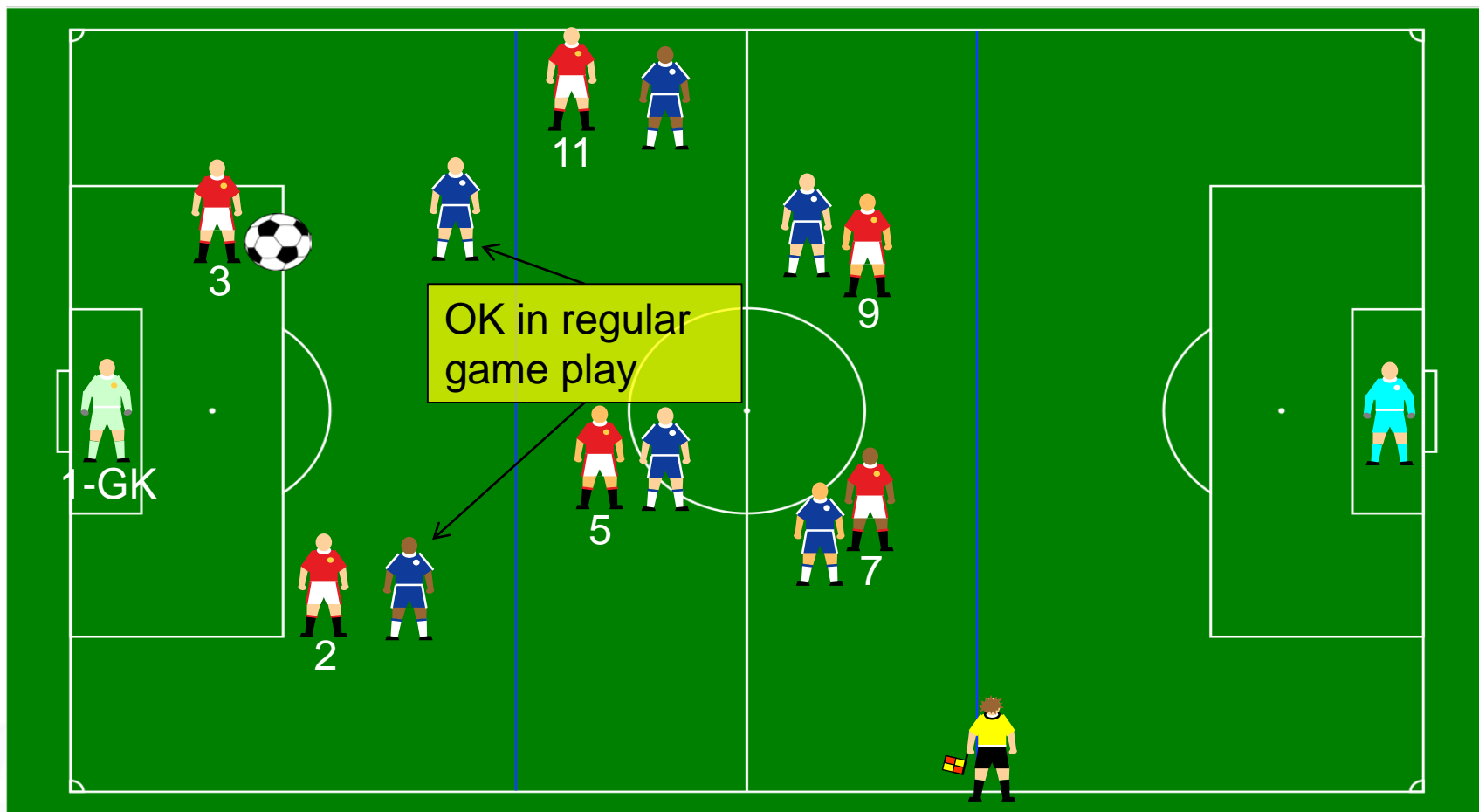
- In the same vein the BOL replaces the halfway line in the judgement of offside infractions

ALLOWS ATTACKING TEAM MORE ROOM TO DEVELOP ATTACK

BOL: BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME | **GK:** GOAL KICKER |

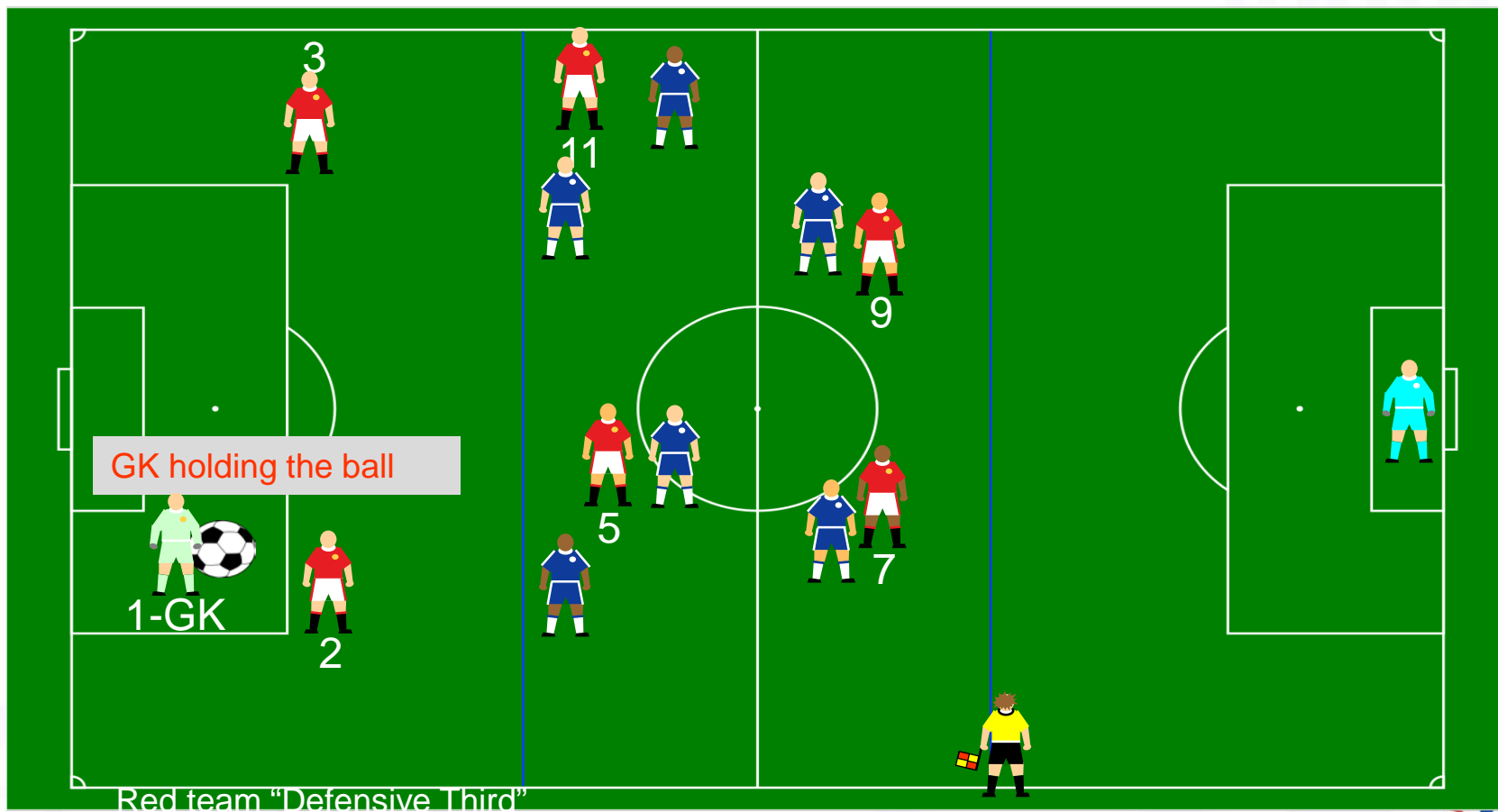
BOL

Does Not Restrict Player Location During Normal Play



GK POSSESSION

Opponents MUST Move Behind BOL When GK Gets Possession



BOL and Goalkeeper Possession

During normal play there is no restriction on player location

When GK gains possession of ball with hands:

- Opponents must retreat behind BOL
- GK has option to put ball into play without waiting for opponents to retreat

BOL: BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME | **GK:** GOAL KICKER |



PDIs: 9U THROUGH 12U

(10U - 12U)

**GK PUTTING THE BALL
INTO PLAY**

Goalkeeper Putting Ball into Play

GK must **throw, roll, or pass** ball to teammate standing on goal-side of BOL

- GK may not punt the ball
- GK is allowed to dribble the ball before passing it to teammate
- Infraction: Ball deliberately thrown, rolled, or passed beyond BOL

Play should be stopped.

The restart: IFK for opponents at the location where the Goalkeeper released the ball

- If, in the opinion of the Referee, the infraction was not deliberate then play continues
- Repeated infractions should **not** be considered as part of Persistent Infringement misconduct

BOL: BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME | **GK:** GOAL KICKER | **IFK:** INDIRECT FREE KICK

PUTTING BALL INTO PLAY:

Other Considerations

- GK does not need to wait for opponents to retreat;
TAKES RISK OF INTERCEPTION
- Referee should encourage opponents to retreat
GK has “6-seconds” to put ball into play after opponents have retreated across BOL (Not commonly enforced in 9U/10U)
- If ball goes directly out of play without crossing BOL, then restart with TI or CK as appropriate
- If GK dribbles ball beyond BOL let play continue

BOL: BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME | **GK:** GOAL KICKER | **IFK:** INDIRECT FREE KICK | **TI:** THROW-IN
| **KI:** KICK-IN

PUTTING BALL INTO PLAY:

Opponent Considerations

- Opponents may cross the BOL as soon as the ball is released from the GK's hands

DO NOT HAVE TO WAIT FOR IT TO REACH INTENDED TARGET PLAYER

Infraction: Opponents cross BOL before GK releases ball

Hold up play, ask opponent to retreat, and then continue play
(REFEREE:

- If necessary to stop play, then restart with Dropped ball to Goalkeeper
- Use judgement and don't interfere for trifling infraction)

Repeated infractions **should not** be considered as part of Persistent Infringement misconduct

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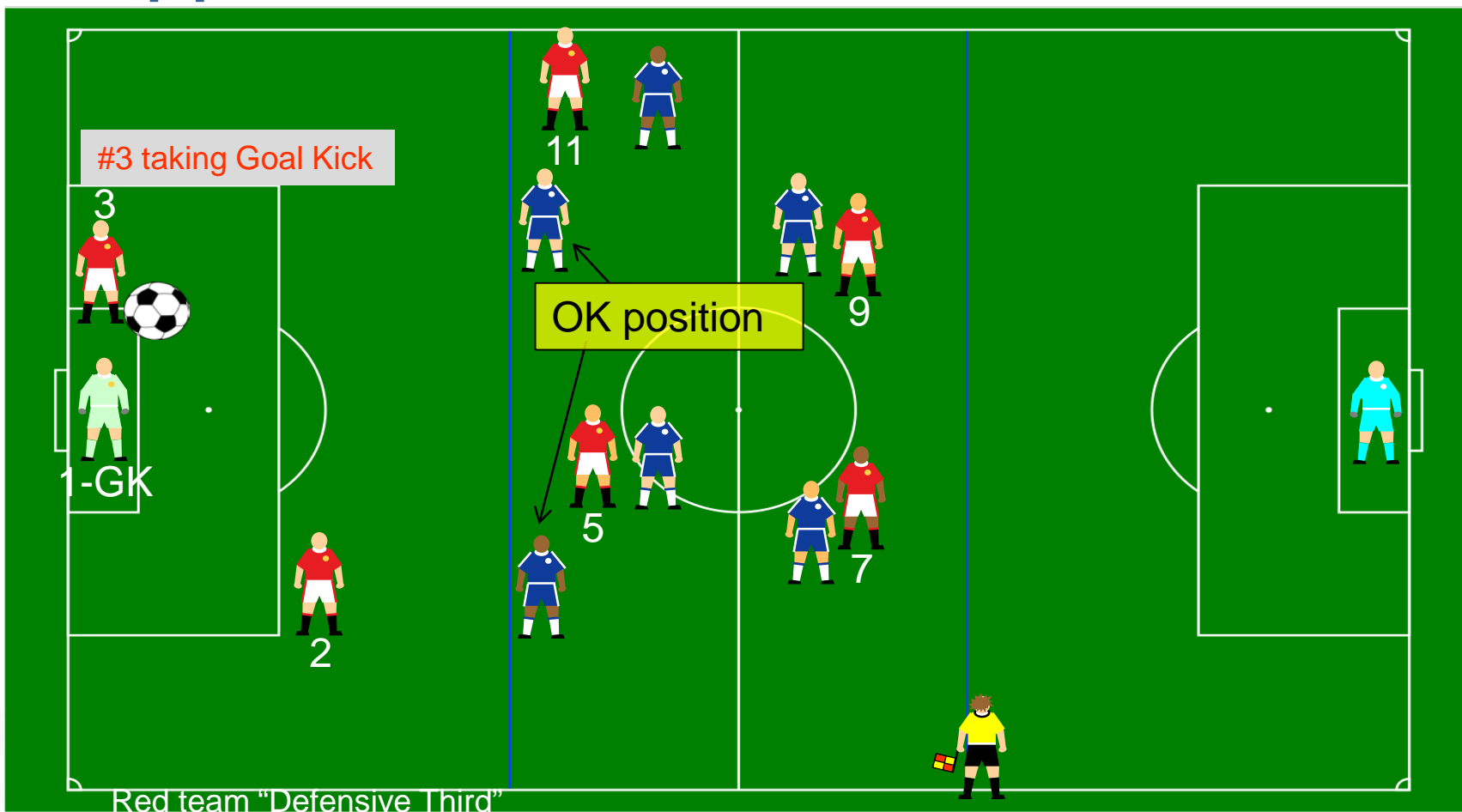
PDIs: 9U THROUGH 12U

(10U - 12U)

GOAL KICKS

GOAL KICK

Opponents MUST Move Behind BOL



GOAL KICK

Putting Ball Into Play Kick

- **Player taking Goal Kick must attempt to pass ball to teammate standing on goal side of BOL**

Infraction: Ball deliberately kicked beyond BOL

- Referee stops play and awards IFK to opponents on Goal Area Line, parallel to Goal Line, closest to where the Goal Kick was initially taken
- If, in Referee's opinion, the infraction was not deliberate then play continues
- Repeated infractions should not be considered as part of Persistent Infringement misconduct

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GOAL KICK

Putting Ball into Play: Other Considerations

- Referee should encourage opponents to retreat
- Player taking Goal Kick does not need to wait for opponents to retreat; takes risk of interception
- If ball kicked directly out of play without crossing BOL then restart with TI or CK as appropriate

BOL: BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME | **GK:** GOAL KICKER | **IFK:** INDIRECT FREE KICK | **TI:** THROW-IN
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GOAL KICK

Putting Ball into Play: Opponent Considerations

- Opponents may cross BOL as soon as ball is kicked
Per LOTG ball is not in play until it exits penalty area
Infraction: Opponents cross BOL before kick is taken

REFEREE

- Stops play; asks opponents to retreat, then Goal Kick is retaken
- Repeated infractions **should not** be considered as part of Persistent Infringement misconduct

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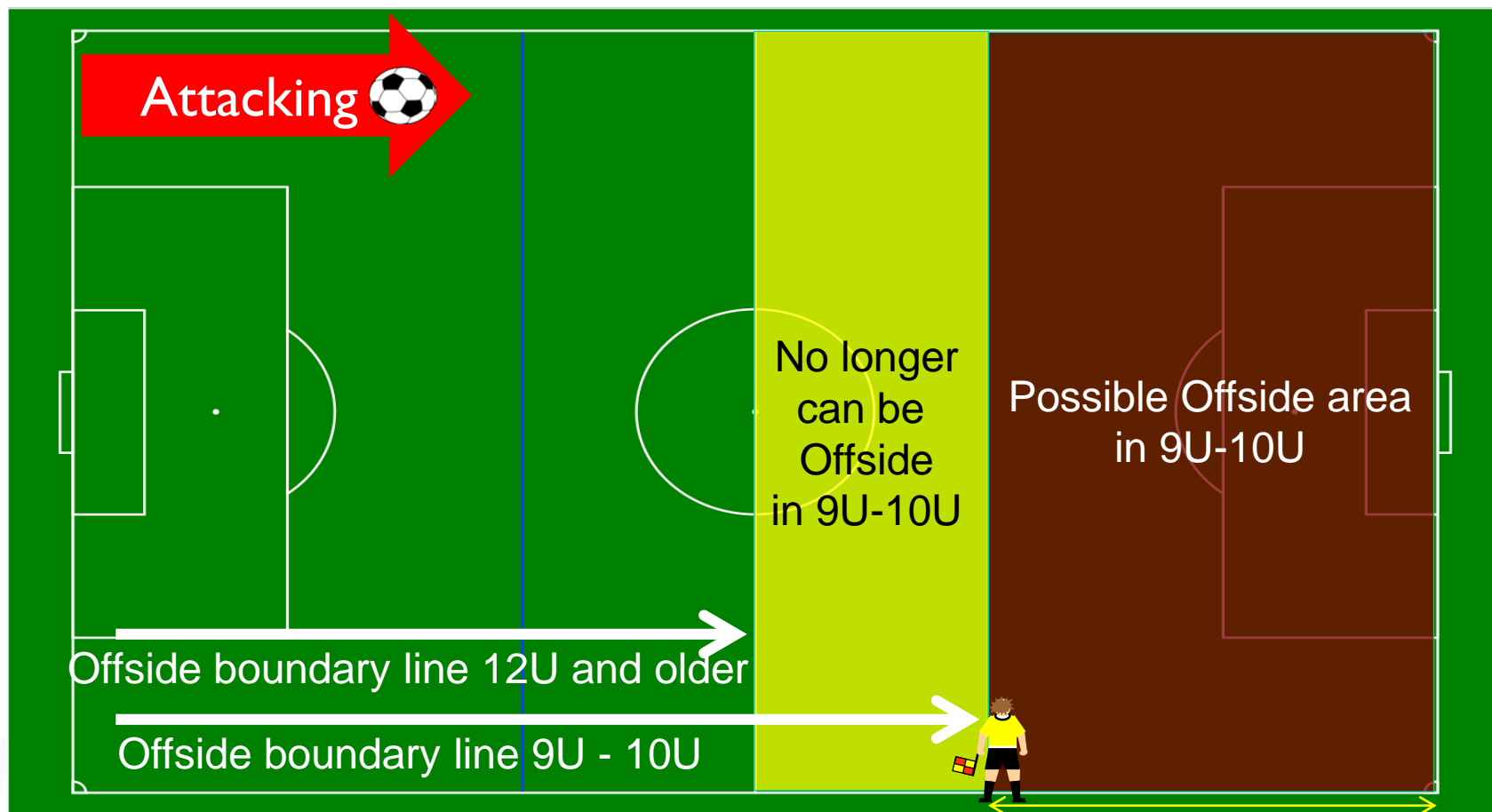
PDIs: 9U THROUGH 12U

(10U - 12U)

OFFSIDE

OFFSIDE POSITION (OFF TEAM)

BOL Limits Location of Offside Position



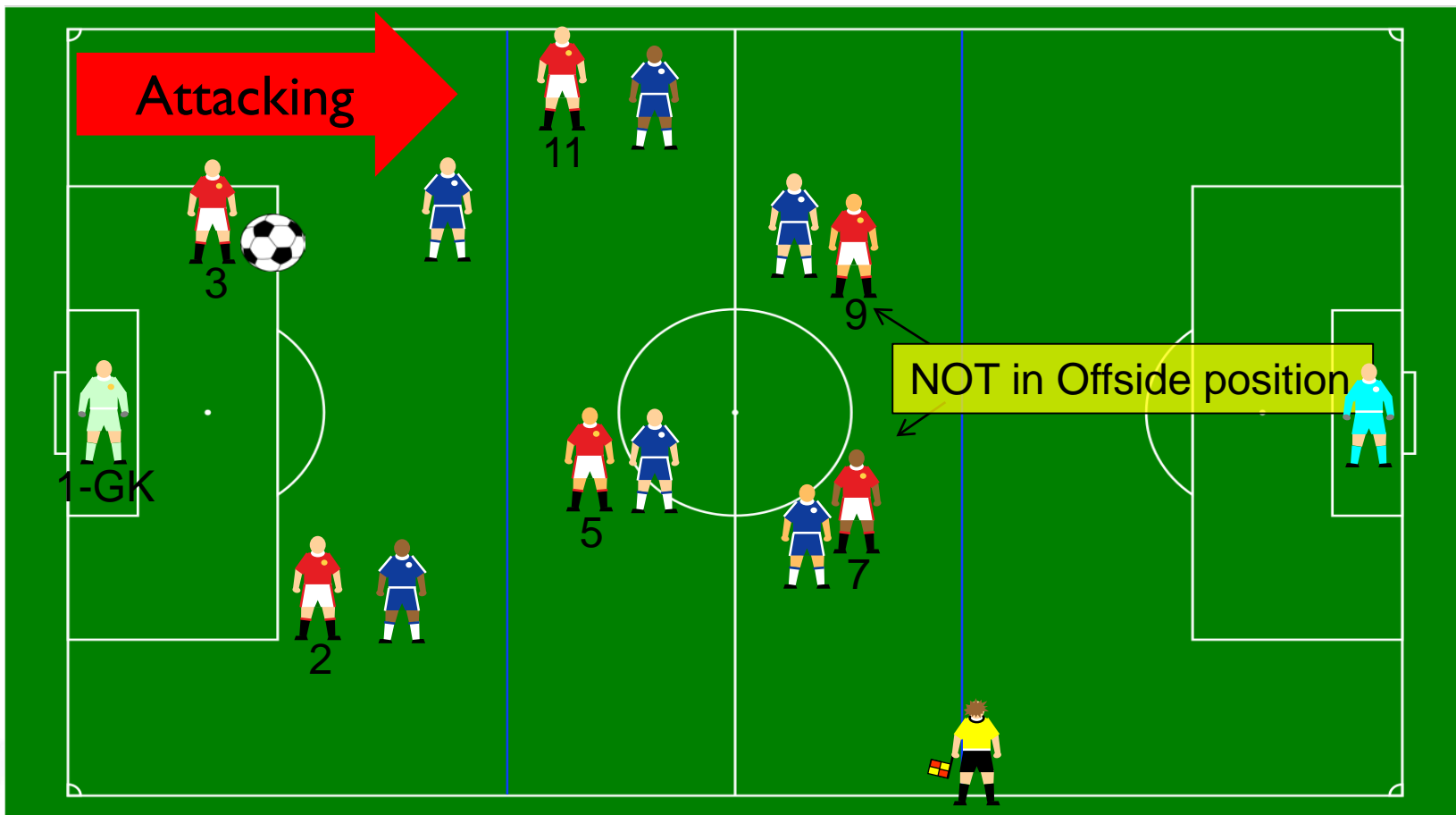
BOL AND OFFSIDE

Redefines Offside

- The area of potential offside infractions is defined by the BOL and the closest goal line.
- The BOL replaces the Halfway Line as the boundary where offside infractions are considered

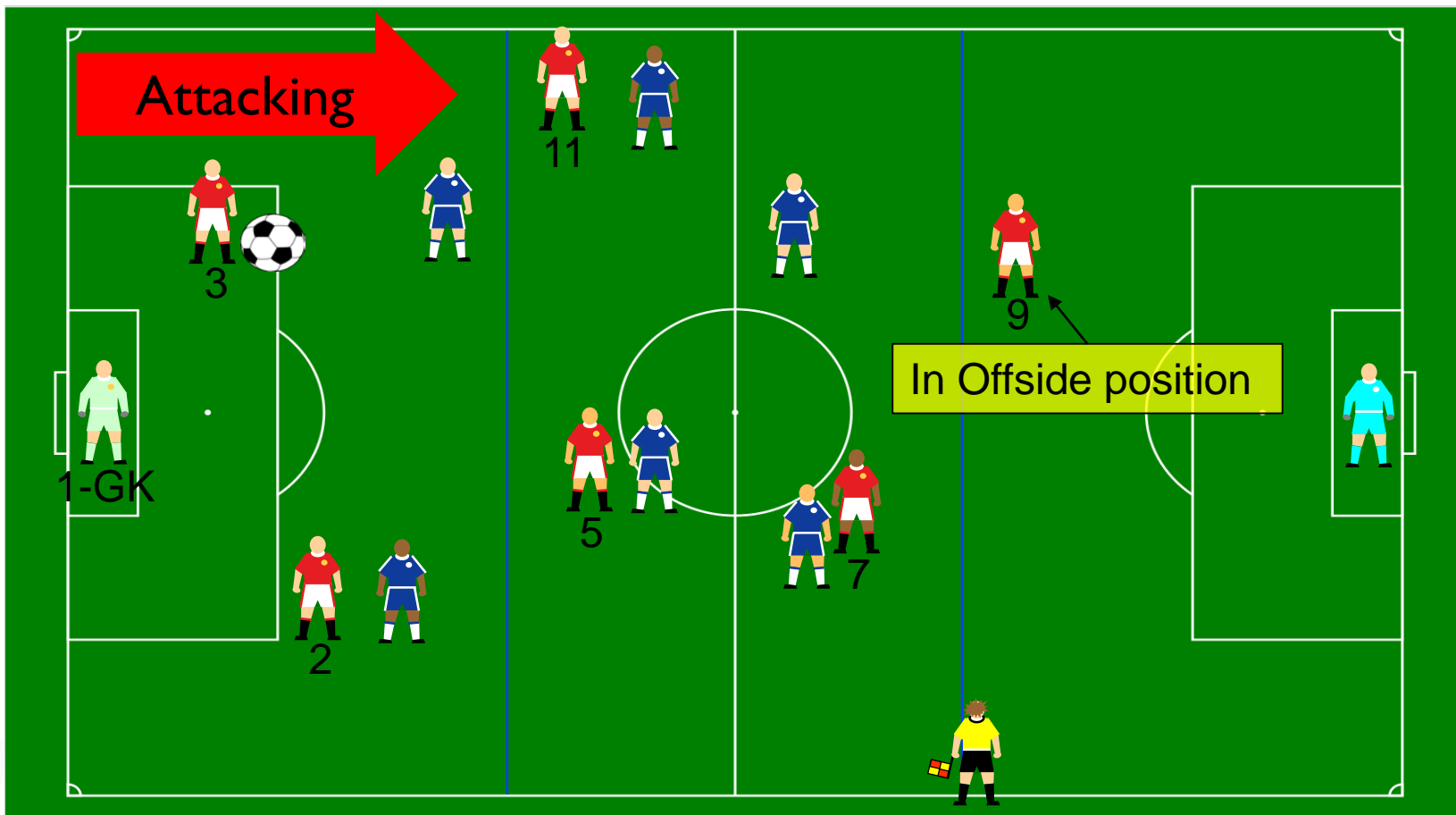
BOL

Defines Potential Offside Infractions



BOL

Defines Potential Offside Infractions



SUMMARY

- Goalkeeper punts NOT allowed in 9U through 12U (10U and 12U)
- Build-Out Line used in 9U and 10U (10U and 12U) to help reduce pressure and promote development of attacking skills
- **IMPACTS:**
OFFSIDE
GOAL KICKS
GOALKEEPER POSSESSION

ACKNOWLEDGEMENTS

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- Rich McGuire, I0/E/4
- Section I Referee Staff
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