

U8/U10 Build Out Line

Revision 1 Dated 6/7/2017

Background and Philosophy

The purpose of the build out line is to teach players how to advance the ball out of the back by keeping the ball in possession and becoming an attacking player. This will facilitate player development by allowing the attacking team the opportunity to receive and play the ball in a controlled method rather than the chaotic more common method of punting the ball up the field and the ensuing scramble for possession (which is usually lost to the opposing team 80% of the time).

In addition, players learn to control the ball, have less opportunity to head the ball, and reduce the dangerous play of high kicking because the ball remains on the ground.

Application, Game Play, and Instructions to Referees with regards to the Build Out Line

1. A build out line will be marked on the field approximately $\frac{1}{2}$ the distance from the top of the penalty area to the midfield line (see Figure 1 below) and will be used for the attacking team, bringing the ball back into play, to have opportunity to control and maintain initial possession.
 - a. For example, a goal kick or the goalkeeper making a save and bringing the ball back into play via a distribution by throwing the ball, rolling the ball, or making a foot pass on the ground.
2. The opposing team may cross the build out line once the ball is in play.
 - a. **The ball is in play once the 2nd person of the attacking team has touched the ball.** For example, the goalkeeper (1st person) gives the ball to a teammate (2nd person) who makes contact with the ball which is when the ball is in play.
 - b. The intent is **NOT** to allow the ball to roll close to the build out line and then have the 2nd person touch the ball by kicking it long down the field. The intent **IS** for the 2nd player to take possession (within three seconds of release from the goalkeeper as determined by the referee) through controlling touches on the ball as early as possible without immediate pressure and have time to start the attacking play prior to the opposing team coming across the build out line. Failure to receive the ball in time shall result in an initial warning to the team for time wasting and the restart retaken. If the team continues to delay the restart of play then an Indirect Free Kick shall be awarded to the opposing team from the location of the ball when the allowed time to play has ended as determined by the referee.
 - c. If the attacking team chooses to play the ball out by throwing, rolling, or with a foot pass while there are opponents inside the build out line, the ball is in play once released by the goalkeeper and does not need to be touched by a second attacking player.
 - d. If an opposing player crosses the build out line before the ball is in play (except when the attacking team decides to put the ball in play without waiting for all opponents to get across the build out line), the referee shall stop play and restart play by allowing the goalkeeper to retake the distribution.
 - e. For this player development method, the six second goalkeeper release requirement does not start until the opposing team has crossed the Build Out Line. However, the goalkeeper may not utilize this relief for the purposes of intentional time wasting on behalf of their team. If the Referee believes that time is intentionally being wasted as an advantage to their team, the Referee shall stop play and warn the goalkeeper to put the ball in play as soon as possible and add an appropriate amount of time to the game. If the goalkeeper continues to waste time intentionally, the goalkeeper may be cautioned and an Indirect Free Kick given to the opposing team.
 - f. Teams may not circumvent the intent of this rule in any manner. If the referee observes, and in their opinion determine, actions by a team are intended to circumvent the intent of this rule they are to stop play and

U8/U10 Build Out Line

Revision 1 Dated 6/7/2017

explain to the coach that their team's actions are not complying with the spirit and intent of the rule and conduct a restart by giving the ball back to the goalkeeper. If the team continues to attempt to circumvent the intent of this, the referee shall whistle the play dead, award an indirect free kick to the opposing team at the point where the ball was last touched by a second player, or when three seconds has expired, and the coach shall be cautioned for Unsporting Behavior and reported to the Region/Area for review and possible further action.

- g. The goalkeeper may participate in play by passing the ball to another player. Once play has proceeded beyond the build out line the goalkeeper may play any ball that comes to them in any method they chose (e.g., pass, long kick, receive with the hands if within the penalty area, etc.). If this infringement occurs, the Referee shall stop play and return the ball to the goalkeeper for proper restart as allowed above.
3. Goalkeepers may no longer punt or drop-kick the ball. In doing this, the ball will be kept on the ground to reinforce development of soccer play out of the back, reduces opportunities of the ball hitting a player's head (following the 'No Heading' rule), and reduce the incidents of high kicking which could lead to player injuries.
- a. A punt or drop-kick results in a retake of the distribution.
 - b. Goalkeepers may distribute the ball by passing with the foot, or by hand (either throwing or rolling) out to their team member either:
 - i. Prior to the other team moving past the build out line knowing that the opposing team can attack the ball sooner **OR**
 - ii. Wait until the opposing team has moved past the build out line knowing that the attacking team must wait until the 2nd person has touched the ball.

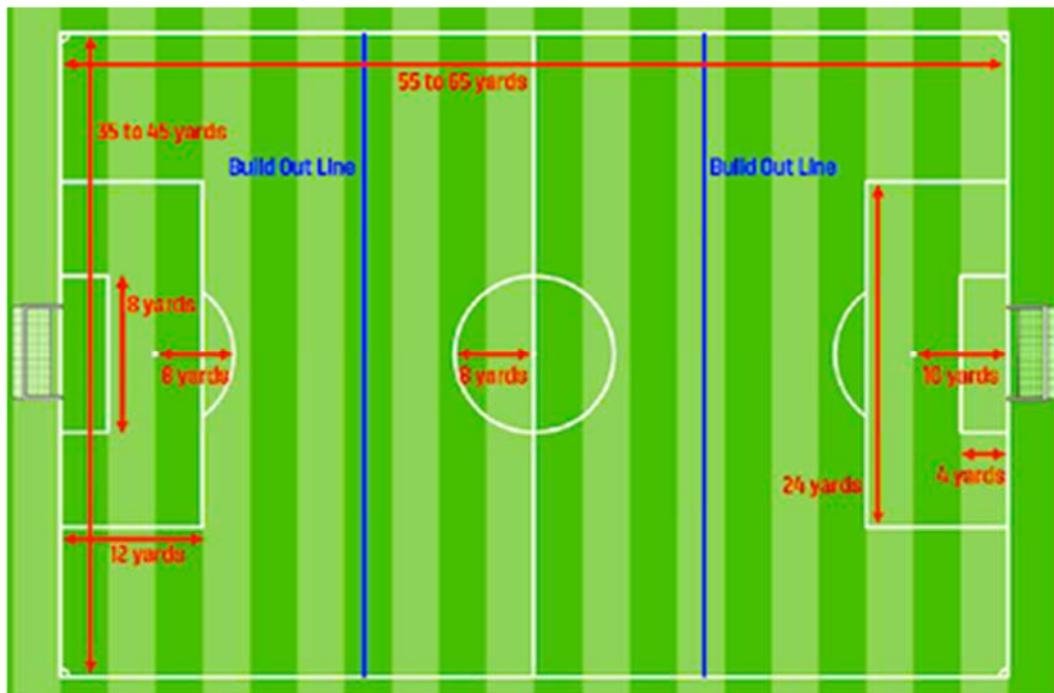


Figure 1.