



AYSO Section 11 Area E



Spring Play Coach and Referee Meeting

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Agenda

- AYSO Philosophies
- Build out Line play moving forward (Section Guidelines)
- U-12 Play: Punts & Heading
- Referee Training
- Referee Upgrades
- Referee Mentoring
- MatchTrak for Spring



AYSO Philosophies



Everyone Plays
Open Registration
Balanced Teams
Positive Coaching
Good Sportsmanship
Player Development



AYSO Philosophies

Philosophy

“A system of principles for guidance”

Since the inception of AYSO in 1964 the founders developed and adopted five philosophy's defining guidance as the intent and purpose of the organization.

Several years ago a sixth philosophy was added

Player Development



AYSO Philosophies

- No one philosophy stands on it's own but must be considered as part of the whole.
- Player development is an important addition to the original philosophies to emphasize our responsibility to develop each individual player to the best of their abilities.
- In order to help players develop they must be positively encouraged to try new skills in an environment free of criticism.
- To develop, every player must be given the opportunity to succeed both in practices and in games.



Buildout Line

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.



Buildout Line

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

- 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 and will have two purposes:
 1. Be used for the attacking team (in their own $\frac{1}{3}$ of the field) to bring the ball into play from the Goalkeeper (U10) or a goal kick (U10/U8) for the purpose of learning to develop play from the back and include more players in the attack.
 2. Define the offside position for an attacking team in their opponents $\frac{1}{3}$ of the field.



Buildout Line





Buildout Line

- The Buildout Line applies when a team is in their own $\frac{1}{3}$ of the field and developing play out of the back:
 1. Whenever a goal kick is awarded. (U10/U08)
 2. Whenever the defending goalkeeper controls the ball with their hands. (U10)
[Note: In 10U, on goal kicks and goalkeeper distributions, and U08 on goal kicks, it is not an offense if the ball is distributed directly beyond the build-out line.]
- The Buildout Line is also used to define the opponents part of the field (there to the goal line) where the offside position of a player is to be determined when the attacking team is advancing into the opponents $\frac{1}{3}$ of the field.
- Ball is in play once it completely crosses the line defining the penalty area.



Ball in Play

- Opponents are expected to retreat to the Buildout Line to allow the attacking team to initiate play out of the back for all restarts occurring inside the Penalty Area.
- Exceptions to this requirement are:
 - When the attacking team chooses to put the ball in play before the opponents have crossed the Buildout Line.
 - Throw-ins.
- Ball is in play:
 - On restarts or release by the goalkeeper, once it completely crosses the line defining the penalty area;
 - During play, is touched again after release by the goalkeeper, by either the same player or another player from the attacking team, within the penalty area.



Delaying the Game

- The Buildout line **shall not** be used as a tactical method to delay the game and waste time to the advantage of the offending team.
 - Delay of game relative to the Buildout Line occurs when:
 - The goalkeeper takes excessive time to release the ball (greater than six seconds after all the opposing team players have retreated behind the Buildout Line as determined by the referee).
 - Excessive time to execute a goal kick.
 - Failing to retreat back to the Buildout Line in a reasonable time.
- (Note: Any instructions to players from the touchline to delay play intentionally shall constitute Unsportsmanlike Behavior and be sanctioned appropriately. If the offender is a parent the Head Coach shall receive the Caution.)



Fouls and Misconduct

- FIFA Laws and AYSO Regulations shall be followed at all times except as noted pertaining to the Buildout Line.
- Offenses relative to the Buildout Line:
 - Opposing player(s) infringe on the Buildout Line prior to ball being in play.
 - Indirect free kick awarded from point of infraction on the Buildout Line
 - Intentional delay of game by not retreating to the Buildout Line to allow the attacking team to start play
 - Indirect free kick from point of infraction to the offended team.
 - Any other attempts to circumvent the intent of the Buildout Line as determined by the referee are to be treated as Unsportsmanlike Behavior.
 - Sanction may include a Caution to the offending team Coach.



U12 Play Restrictions

- No heading
 - Based on the settlement of a lawsuit.
 - Initially applied to all U11 players and younger.
 - Applied to all U12 core program teams due to the fact that they are typically made up of U11 and U12 players.
 - Teams where single year division age splits used to allow heading in U12 but not U11.
 - Too many Regions permitted U11 players to play up in U12 which violates the settlement and made it impossible for referees to enforce the ban.



U12 Restrictions

- No Punting by the Goalkeeper
 - Reduces chances of inadvertently heading the ball.
 - Reinforces using building out of the back taught in the lower ages.
 - Punting includes full volley and half-volley kicks.
 - Penalty is a retake of the distribution.



Referees



- **Training**
- **Upgrades**
- **Monitoring**
- **MatchTrak**