



2017

AMERICAN YOUTH SOCCER ORGANIZATION

US Soccer Player Development Initiative



EVERYONE PLAYS[®]

BALANCED TEAMS

OPEN REGISTRATION

POSITIVE COACHING

GOOD SPORTSMANSHIP

PLAYER DEVELOPMENT

Purpose

- Provide brief explanation of PDI
- Provide guidance in how matches impacted by the adoption of PDI will be administered



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



PDIs 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)

*<http://www.AYSOArea11V.org>

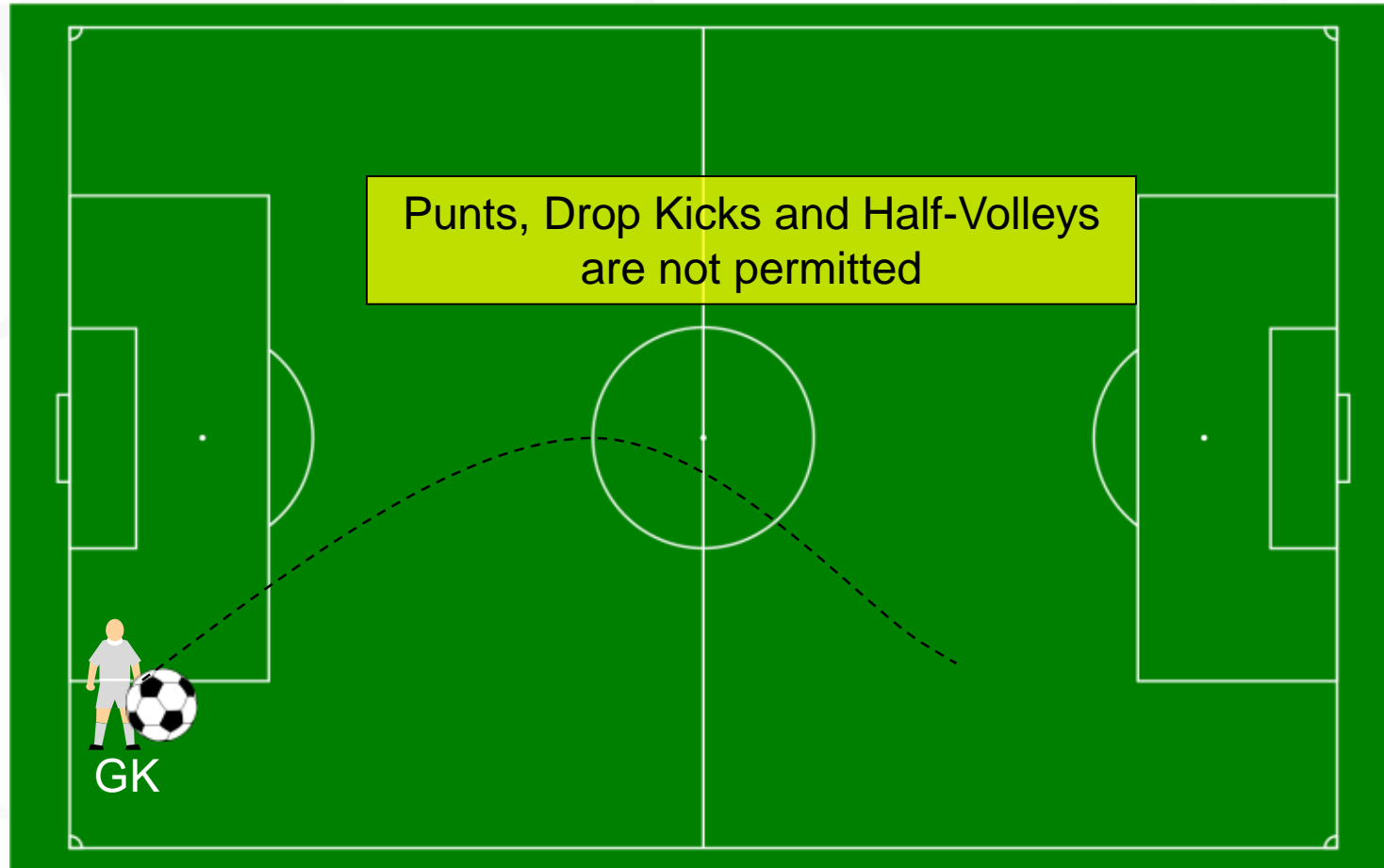


Focus on Administering 9U through 12U Matches

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



GK Punts Are Prohibited in 9U through 12U



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

- With ball in possession (in hands), the GK must put ball into play by 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



Goalkeeper Punt Infraction (9U - 12U)

- If GK punts ball:
 - Referee will stop play and award an Indirect Free Kick to opponents at location where GK punted ball
 - If GK was inside Goal Area, the ball is placed on the Goal Area Line, parallel to the Goal Line, closest to the punt location



What about other saves by GK? (9U - 12U)

- If GK kicks/punches ball rather than trying to collect ball with hands, then play continues as usual

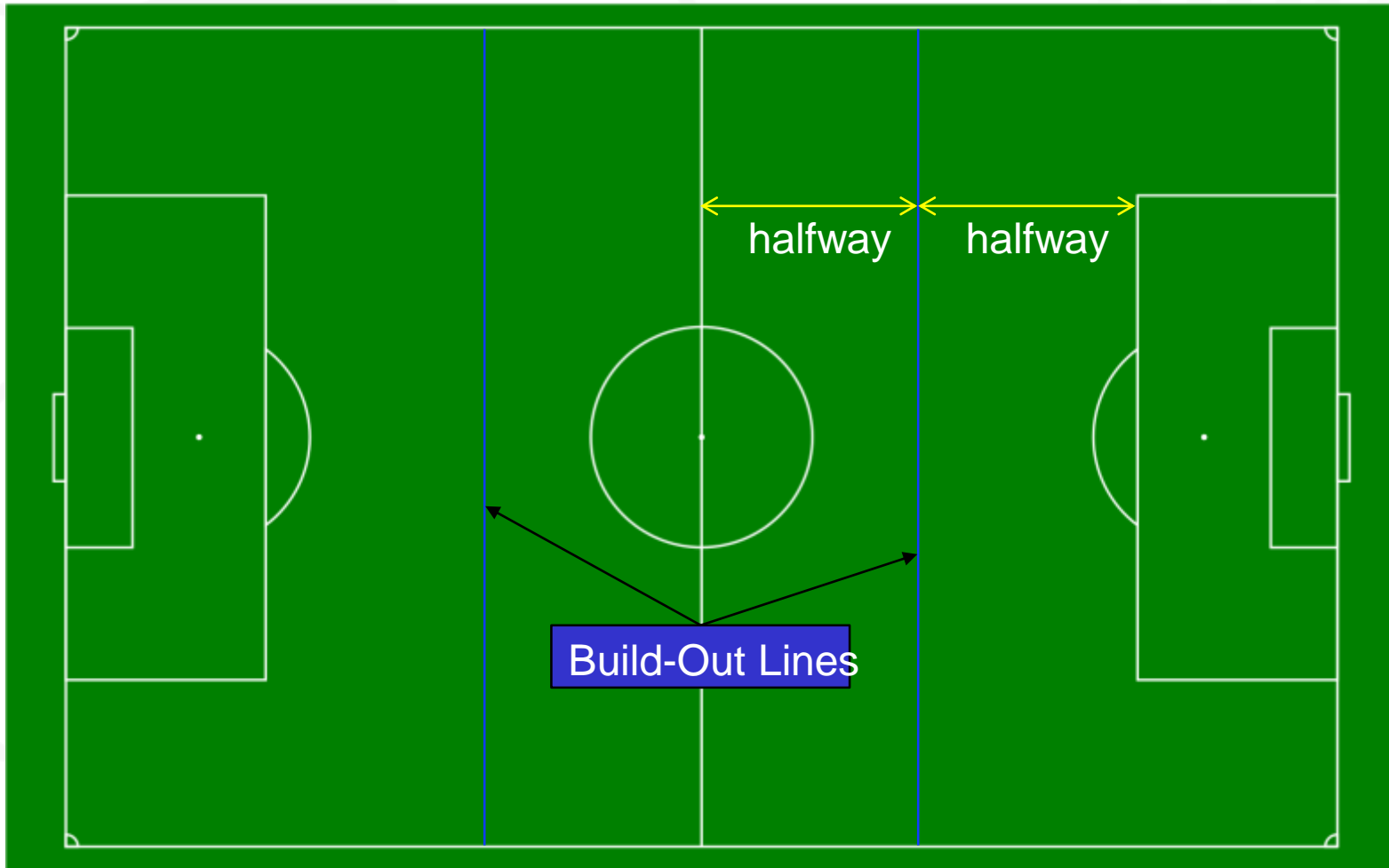


9U - 10U Build-Out Line (BOL)

- 9U -10U matches now include BOL to help promote development of player skills
- BOL only impacts these three situations:
 - Goalkeeper putting ball into play after possessing in hands
 - Offside
 - Goal Kicks



9U - 10U Build-Out Line



9U - 10U Build-Out Line

- 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

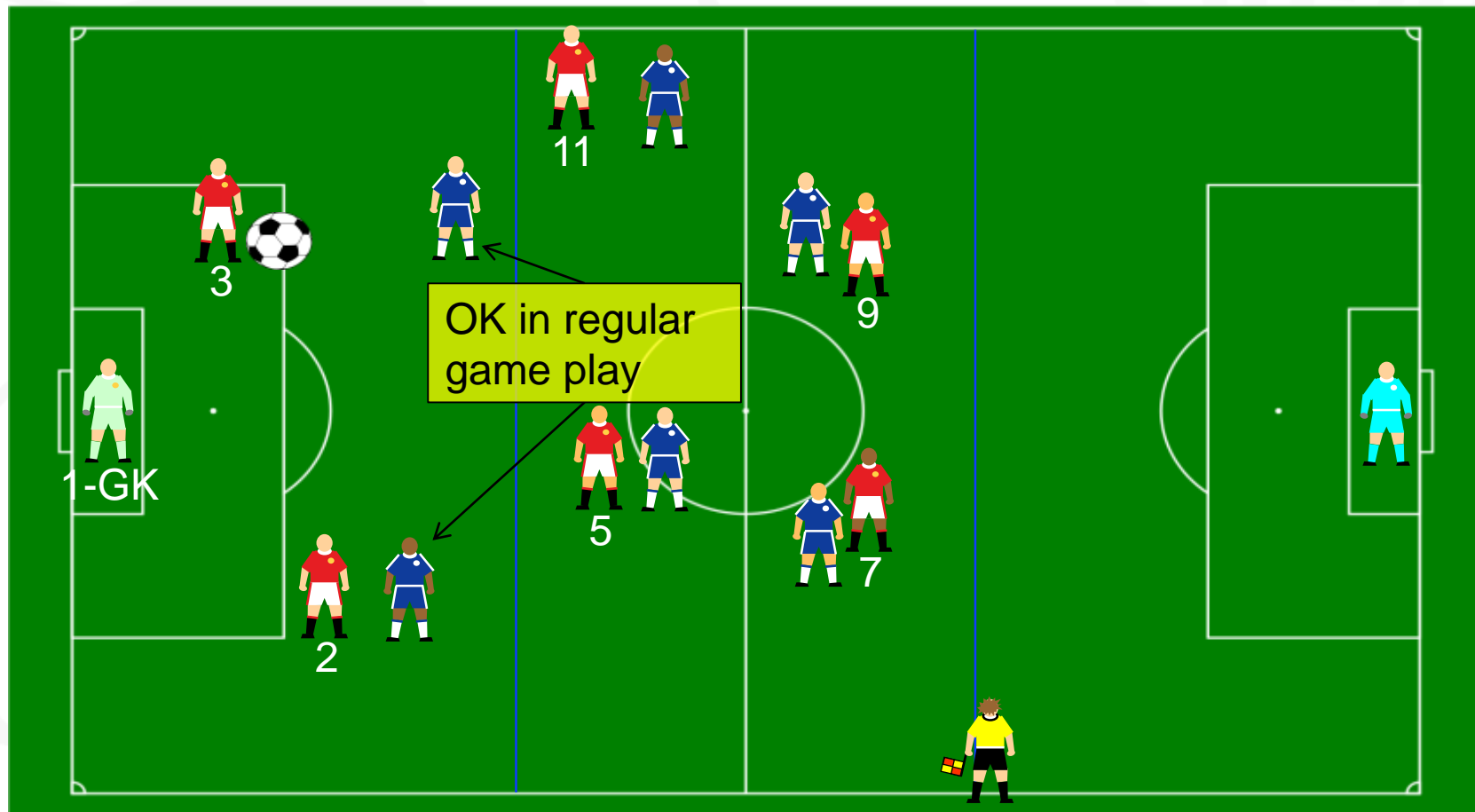


Build-Out Line Basic Concept

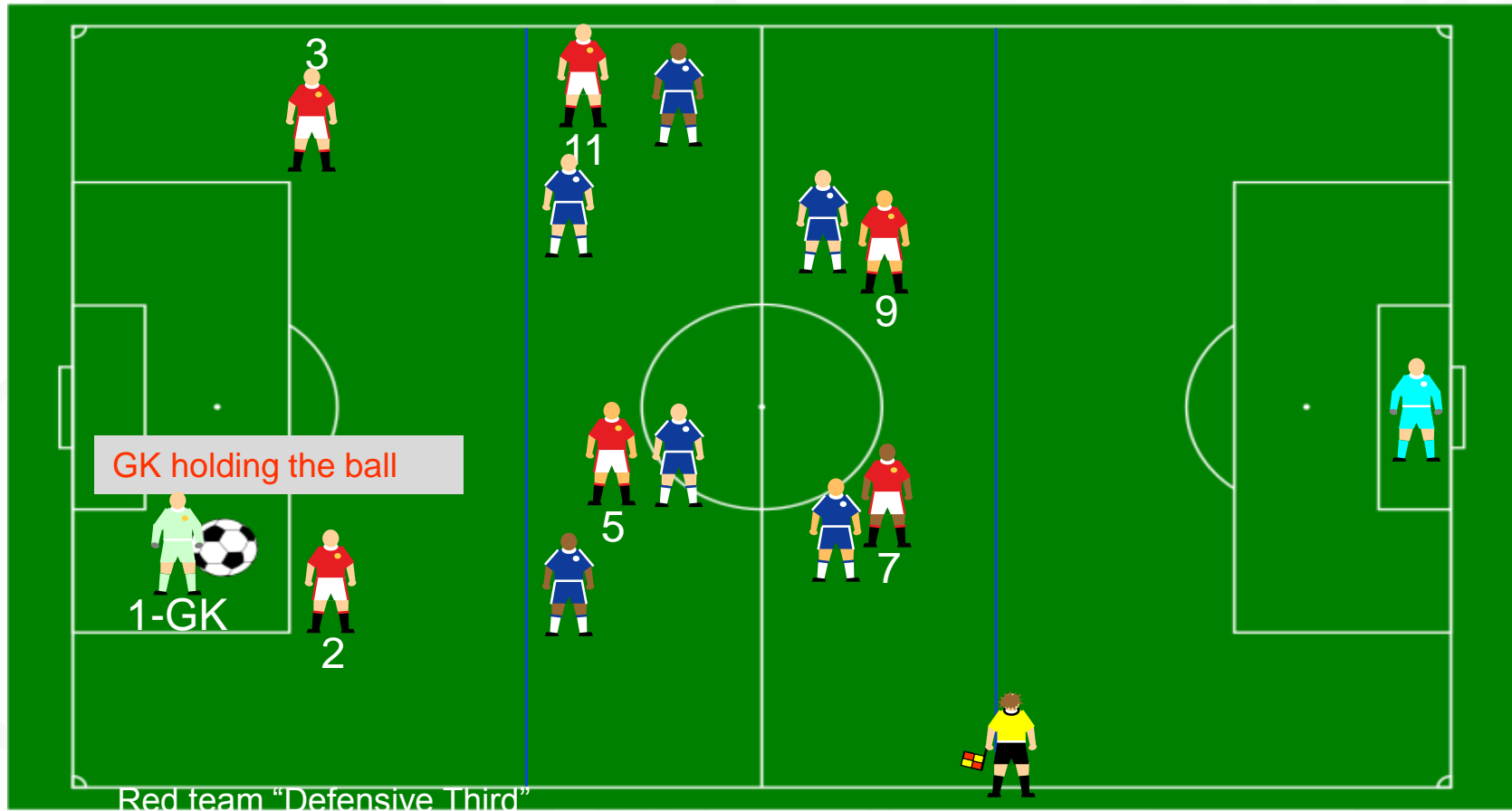
- Putting the ball into play from a Goal Kick or from the Goalkeeper's hands requires that the player putting the ball into play attempt to pass the ball to a teammate on the same side (goal-side) of the BOL
 - Promotes development of skills
- In the same vein the BOL replaces the halfway line in the judgement of offside infractions
 - Allows attacking team more room to develop attack



BOL Does Not Restrict Player Location During Normal Play



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



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
 - Referee will stop play, restart with an indirect free kick for opponents at the location where the Goalkeeper released the ball



Putting Ball into Play: Other Considerations

- Opponents must retreat behind BOL
- GK does not need to wait for opponents to retreat; takes risk of interception
- GK has “6-seconds” to put ball into play after opponents have retreated across BOL
- If ball goes directly out of play without crossing BOL, then restart with TI or CK as appropriate
- If GK dribbles ball beyond BOL play continues



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
 - Play is held up and players are asked to retreat.



Opponents MUST Move Behind BOL for Goal Kick



Putting Ball Into Play From Goal Kick

- Player taking Goal Kick must attempt to pass ball to teammate standing on goal side of BOL
- Infraction: Ball deliberately kicked beyond BOL
 - Play is stopped and an indirect free kick is awarded to opponents on Goal Area Line, parallel to Goal Line, closest to where the Goal Kick was initially taken



Putting Ball into Play from Goal Kick: Other Considerations

- Opponents must retreat behind BOL
- 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

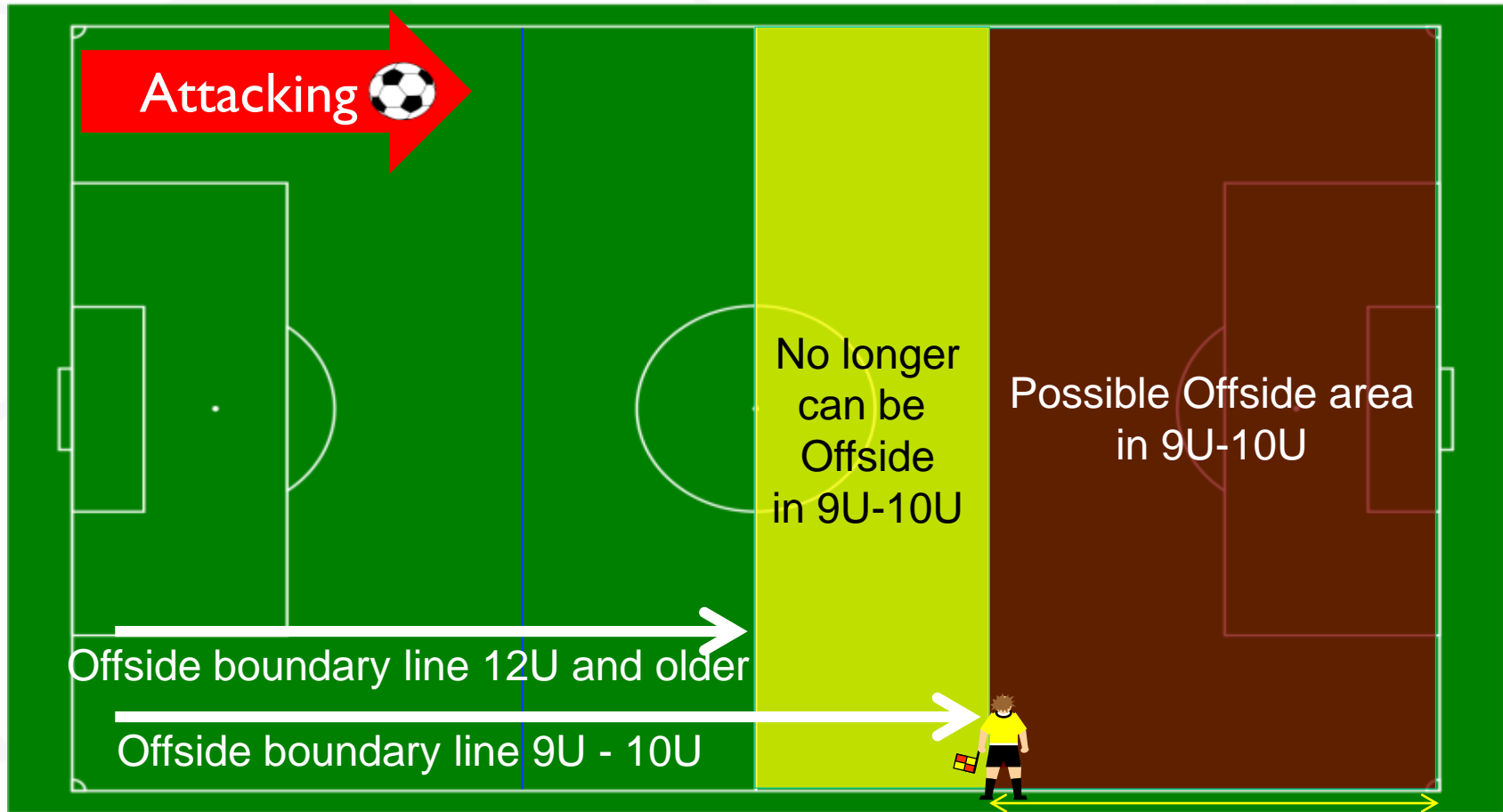


Putting Ball into Play from Goal Kick: Opponent Considerations

- 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 will stop play and ask opponents to retreat, then Goal Kick is retaken



BOL Limits Location of Offside Position



BOL and Offside

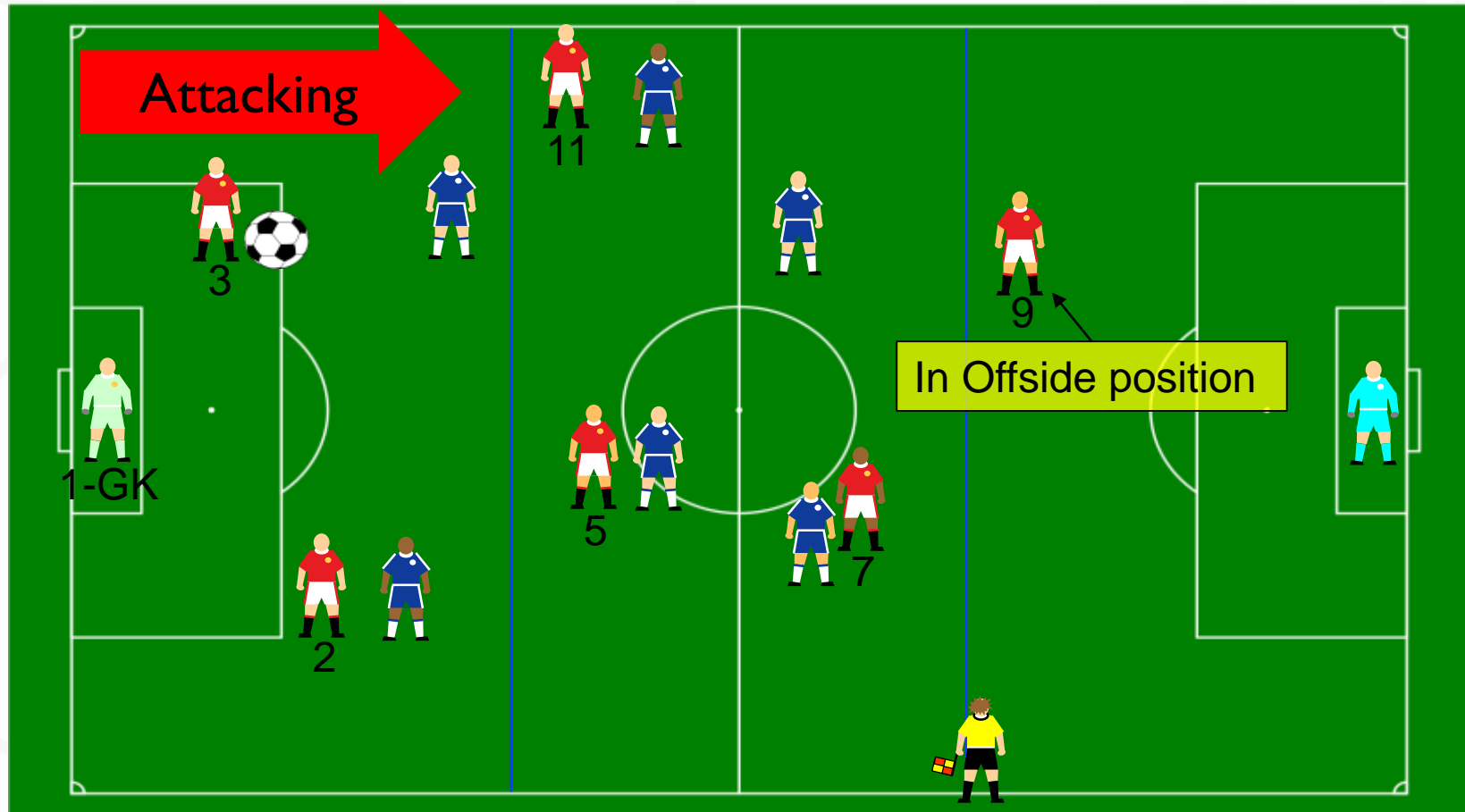
- The area of potential offside infractions is defined by the BOL and the closest goal line.
- The BOL replaces the Halfway Line as the boundary where offside infractions are considered



BOL Defines Potential Offside Infractions



BOL Defines Potential Offside Infractions



Summary

- Goalkeeper punts NOT allowed in 9U through 12U
- Build-Out Line used in 9U and 10U to help reduce pressure and promote attacking skills development
 - Impacts offside, goal kicks, goalkeeper possession

