

SAY PRE-SCHOOL (6-U) CONDENSED PLAYING RULES

The Field

The field size is 25-35 yards long, 15-25 yards wide

The Markings

Halfway Line - width of field, marked equidistant between goal lines

Corner Flags - Not needed

The Goals

4-feet high and 6-feet wide (maximum); must be securely anchored before beginning play.

The Ball

Size 3 ball

The Players

Number - Four (4) per team on field; no goalkeeper (minimum of three (3) players to continue)

Substitutions - Unlimited and can occur at any time

Playing Time - Minimum of half of the game (preferably all players play equal amount of time).

Player Equipment

Same color shirts, shinguards (covered with socks), shoes (soft footwear with no cleats is recommended).

Duration of Game

Four 8-minute quarters; 5-minute breaks between quarters.

Referees

Registered and certified referees are not needed at this level; coaches are expected to manage the game;

A coach from each team should be on the field to instruct the players and enforce the rules.

Ball Out of Play

Ball is out of play when it completely leaves the field-of-play over the touchline or goal line, either on the ground or in the air;

Ball is also considered to be out of play whenever the whistle is blown and the game is stopped;

Restarts

All restarts are indirect, i.e. two touches required for a goal to be allowed;

Opponents to be at least 10-ft. away from the ball;

Player taking the restart may not touch the ball again until it has touched another player (restart is IFK to opponents);

Ball is in play when it is kicked and clearly moves.

Kick-Off

All players on both teams must be on own half of field;

Ball may be kicked in any direction.

Corner Kicks

Restart when ball goes over goal line (end line) last touched by a defending player;

Kick to be taken from the corner of the field.

Goal Kicks

Restart when ball goes over goal line (end line) last touched by an attacking team player;

Kick to be taken from any point in the vicinity of the goal.

Kick-Ins

Restart when ball goes over the touchline (side line); Kick-in taken by opponent of player who last touched the ball;

Indirect free kick (IFK) taken from one-yard inside the touch-line.

Free Kicks

All free kick restarts to be indirect free kicks (IFK); kick is to be taken at the spot of the offense.

Penalty Kicks

No penalty kicks in Pre-School (6-U)

Fouls & Misconduct:

Offenses in accordance with criteria defined in **Law XII**;
The nature of the offense should be explained to the player;
There will be no cautions or ejections.
Heading the ball deliberately is prohibited

Handball

An offense when a player deliberately plays the ball with their hand or arm;
Accidental contact, i.e. ball striking hand or arm with no intent by player, is not an offense and should not be penalized;
Instinctive, self-protective reactions are not to be penalized.

Offside

No offside in Pre-School (6-U)

Scoring

When the whole of the ball completely crosses the goal line between the posts and under the cross-bar.

SAY PASSERS (8-U) CONDENSED PLAYING RULES

The Field (LAW I)

The field size is 55-65 yards long, 35-45 yards wide

Field Markings (LAW I)

Halfway Line - width of field, marked equidistant between goal lines

Center Circle - 8-yd. radius

Goal Area - 4 x 8 yards

Penalty Area - 12 x 24 yards

Penalty Mark - 10-yds. from goal line

Penalty Arc - extends 8-yd. radius from penalty mark

Offside Line - width of field equidistant between the top of the penalty area and the halfway line

Corner Flags - at least five (5) feet high and at least one (1) inch in diameter having a non-pointed top.

The Goals (LAW I)

6 to 7 feet high and 12 to 18 feet wide; must be securely anchored before beginning play.

The Ball (LAW II)

Size 3 ball

The Players (LAW III)

Number - Seven (7) per team on field, one of which is goalkeeper (minimum of five (5) players to continue)

Substitutions - Unlimited both teams between periods, on goal kicks, after a goal, extended time-out (e.g. injury, cautions, send-offs)
Unlimited only for team taking throw-in

Playing Time - Minimum of half of the game.

Player Equipment (LAW IV)

Shirts, shorts, shinguards, socks, shoes; No jewelry and nothing dangerous.

Socks to cover shinguards; Same color shirts (except goalkeeper).

Duration of Game (LAW VII)

Two 20-minute halves or four 10-minute periods; halftime interval 5-minutes, 1-minute between other periods.

Referees (LAWS V & VI)

As per SAYArea directives; top priority is player safety

Every effort should be made to keep the game moving and safe

Ball Out of Play (LAW IX)

Ball is out-of-play when it completely leaves the field-of-play over the touchline or goal line, either on the ground or in the air

Ball is also considered to be out-of-play whenever the referee blows the whistle and the game is stopped

Restarts (LAWS VIII, XIII, XIV, XV, XVI, XVII)

Player may not touch the ball again at the taking of a free kick, goal kick, corner kick, kick-off or throw-in until it has touched another player (restart is IFK to opponents).

Kick-Off (LAW VIII)

Kicker may stand in opponent's half of field; All other players on both teams must be on own half of field; Opponents must also be outside the center circle

Ball is in play when it is kicked and clearly moves in any direction

Dropped Ball (LAW VIII)

Restart when referee stops games as for an injury, outside interference, weather or accidental whistle

If ball is in clear control of one of the teams at the stoppage by referee, play is restarted with an IFK

Unlimited number of players may take part in the dropped ball; ball is in play when it makes contact with the ground

Requires touch by two different players for a goal to be awarded

Free Kicks (LAW XIII)

ALL free kick restarts to be indirect free kicks (IFK) - two touches required for a goal to be allowed;

Opponents must be at least 8-yds. from the ball or on goal line between the goal posts;

Ball in play when kicked and clearly moves.

Penalty Kicks (LAW XIV)

No penalty kicks in Passers (8-U)

Misconduct (LAW XII)

Misconduct is rare for Passers (8-U) games; no need to publically caution or send-off players.

Offside (LAW XI)

No offside in Passers (8-U)

Throw-Ins (LAW XV)

Restart when ball goes over the touchline (side line); Throw-in taken by opponent of player who last touched the ball;
Thrower's feet must be on or outside the touchline; Throw-in taken with both hands from behind and over the head;
Ball is in play when any portion of the ball breaks the outside plane of the touchline into the field-of-play after having been thrown;
When an improper throw-in is taken, the referee should stop play, explain the proper procedure and allow throw-in to be retaken;
A goal cannot be scored directly from a throw-in.

Goal Kicks (LAW XVI)

Restart when ball goes over goal line (end line) last touched by an attacking team player;
Ball is in play when it is kicked and leaves the penalty area into the field-of-play;
If any player on either team touches the ball before it leaves the penalty area, the goal kick is retaken;
All opposing players must remain outside the Build-Out Area until the ball has left the penalty area;
If opposing player enters Build-Out Area too early an indirect free kick (IFK) restart is to taken at point where player crosses into the Build-Out Area.
Goal may be scored directly from a goal kick.

Corner Kicks (LAW XVII)

Restart when ball goes over goal line (end line) last touched by a defending player;
Opponents must remain 8-yds. from the corner area
Ball is in play when it is kicked and clearly moves; goal may be scored directly from a corner kick

Scoring (LAW X)

When the whole of the ball completely crosses the goal line between the posts and under the cross-bar.

Fouls / Offenses (LAW XII)

In accordance with criteria defined in **Law XII**.
All fouls/offenses (including within penalty area) shall result in an indirect free kick (IFK) restart;
Offense involving contact committed on the field-of-play while the ball is in play and against any opponent, teammate, team official or match official
Includes non-contact fouls and technical offenses.
Goalkeepers are not allowed to punt or drop-kick the ball; indirect free kick restart for the opposing team
Heading the ball deliberately is prohibited; restart with an indirect free kick (IFK) to opposing team at spot of infraction.

Handball (LAW XII)

An offense when a player deliberately plays the ball with their hand or arm;
Accidental contact, i.e. ball striking hand or arm with no intent by player, is not an offense and should not be penalized;
Instinctive, self-protective reactions are not to be penalized.

Build-Out Area (LAW VIII)

Opponents must move outside Build-Out Area on all free kick and goal kick restarts; opposing players must remain outside Build-Out Area until ball is back in-play as per SAY Playing Rule VIII
Opponents must move outside Build-Out Area whenever the goalkeeper gains possession of the ball; opponents may not re-enter the Build-Out Area until the goalkeeper either throws the ball, rolls the ball, or places the ball on the ground **AND** kicks it

SAY WINGS (10-U) CONDENSED PLAYING RULES

The Field (LAW I)

The field size is 55-65 yards long, 35-45 yards wide

Field Markings (LAW I)

Halfway Line - width of field, marked equidistant between goal lines

Center Circle - 8-yd. radius

Goal Area - 4 x 8 yards

Penalty Area - 12 x 24 yards

Penalty Mark - 10-yds. from goal line

Penalty Arc - extends 8-yd. radius from penalty mark

Offside Line - width of field equidistant between the top of the penalty area and the halfway line

Corner Flags - at least five (5) feet high and at least one (1) inch in diameter having a non-pointed top.

The Goals (LAW I)

6 to 7 feet high and 12 to 18 feet wide; must be securely anchored before beginning play.

The Ball (LAW II)

Size 4 ball

The Players (LAW III)

Number - Seven (7) per team on field, one of which is goalkeeper (minimum of five (5) players to continue)

Substitutions - Unlimited both teams between periods, on goal kicks, after a goal, extended time-out (e.g. injury, cautions, send-offs)

Unlimited only for team taking throw-in

Playing Time - Minimum of half of the game.

Player Equipment (LAW IV)

Shirts, shorts, shinguards, socks, shoes; No jewelry and nothing dangerous.

Socks to cover shinguards; Same color shirts (except goalkeeper).

Duration of Game (LAW VII)

Two 24-minute halves or four 12-minute periods; halftime interval 5-minutes, 1-minute between other periods.

Referees (LAWS V & VI)

As per SAYArea directives; top priority is player safety

Every effort should be made to keep the game moving and free from stoppages for doubtful infractions

Ball Out of Play (LAW IX)

Ball is out-of-play when it completely leaves the field-of-play over the touchline or goal line, either on the ground or in the air

Ball is also considered to be out-of-play whenever the referee blows the whistle and the game is stopped

Restarts (LAWS VIII, XIII, XIV, XV, XVI, XVII)

Player may not touch the ball again at the taking of a free kick, goal kick, corner kick, kick-off or throw-in until it has touched another player (restart is IFK to opponents).

Kick-Off (LAW VIII)

Kicker may stand in opponent's half of field; All other players on both teams must be on own half of field; Opponents must also be outside the center circle

Ball is in play when it is kicked and clearly moves in any direction

Dropped Ball (LAW VIII)

Restart when referee stops games as for an injury, outside interference, weather or accidental whistle

If ball is in clear control of one of the teams at the stoppage by referee, play is restarted with an IFK

Unlimited number of players may take part in the dropped ball; ball is in play when it makes contact with the ground

Requires touch by two different players for a goal to be awarded

Free Kicks (LAW XIII)

Opponents must be at least 8-yds. from the ball or on goal line between the goal posts;

Ball in play when kicked and clearly moves.

Direct free kick (DFK) - a goal may be scored on the first touch

Indirect free kick (IFK) - two touches required for a goal to be allowed

Penalty Kicks (LAW XIV)

May be awarded in Wings (10-U) games; results when a DFK is committed inside a player's own penalty area
All players (except kicker and goalkeeper) to be outside penalty area, penalty arc and behind the ball;
Ball must be clearly kicked in a forward direction.

Misconduct (LAW XII)

Misconduct is relatively rare for Wings (10-U) games; avoid carding players as much as possible.

Offside (LAW XI)

No offside offense in the area between the two offside lines;
Players can only be in offside position in the opponent's Build-Out Area (i.e. between the Offside Line and the Goal Line)
Offside offense occurs when a player in offside position becomes actively involved by interfering with play or an opponent as per Law XI;
Restart is an IFK at location where the player in the offside position commits the interference.

Throw-Ins (LAW XV)

Restart when ball goes over the touchline (side line); Throw-in taken by opponent of player who last touched the ball;
Thrower's feet must be on or outside the touchline; Throw-in taken with both hands from behind and over the head;
Ball is in play when any portion of the ball breaks the outside plane of the touchline into the field-of-play after having been thrown;
When an improper throw-in is taken, the referee should stop play and award throw-in to opponents;
A goal cannot be scored directly from a throw-in.

Goal Kicks (LAW XVI)

Restart when ball goes over goal line (end line) last touched by an attacking team player;
Ball is in play when it is kicked and leaves the penalty area into the field-of-play;
All opposing players must remain outside the Build-Out Area until the ball has left the penalty area;
If opposing player enters Build-Out Area too early an indirect free kick (IFK) restart is to taken at point where player crosses into the Build-Out Area.
If any player on either team touches the ball before it leaves the penalty area, the goal kick is retaken;
Goal may be scored directly from a goal kick.

Corner Kicks (LAW XVII)

Restart when ball goes over goal line (end line) last touched by a defending player;
Opponents must remain 8-yds. from the corner area
Ball is in play when it is kicked and clearly moves; goal may be scored directly from a corner kick

Scoring (LAW X)

When the whole of the ball completely crosses the goal line between the posts and under the cross-bar.

Fouls / Offenses (LAW XII)

In accordance with criteria defined in Law XII.
Offense involving contact committed on the field-of-play while the ball is in play and against any opponent, teammate, team official or match official
Contact fouls result in a direct free kick (DFK) restart
Non-contact fouls and technical infractions result in an indirect free kick (IFK) restart
Goalkeepers are not allowed to punt or drop-kick the ball; indirect free kick restart for the opposing team
Heading the ball deliberately is prohibited; restart with an indirect free kick (IFK) to opposing team at spot of infraction.

Handball (LAW XII)

A DFK offense when a player deliberately plays the ball with their hand or arm;
Accidental contact, i.e. ball striking hand or arm with no intent by player, is not an offense and should not be penalized;
Instinctive, self-protective reactions are not to be penalized.

Build-Out Area (LAWS VIII & XI)

Opponents must move outside Build-Out Area on all free kick and goal kick restarts; opposing players must remain outside Build-Out Area until ball is back in-play as per SAY Playing Rule VIII
Opponents must move outside Build-Out Area whenever the goalkeeper gains possession of the ball; opponents may not re-enter the Build-Out Area until the goalkeeper either throws the ball, rolls the ball, or places the ball on the ground **AND** kicks it
Players can only be in an offside position when they are in their opponent's Build-Out Area.

SAY STRIKERS (12-U) CONDENSED PLAYING RULES

The Field (LAW I)

The field size is 70-80 yards long, 45-55 yards wide

Field Markings (LAW I)

Halfway Line - width of field, marked equidistant between goal lines

Center Circle - 8-yd. radius

Goal Area - 5 x 16 yards

Penalty Area - 14 x 36 yards

Penalty Mark - 10-yds. from goal line

Penalty Arc - extends 8-yd. radius from penalty mark

Corner Flags - at least five (5) feet high and at least one (1) inch in diameter having a non-pointed top.

The Goals (LAW I)

6 to 7 feet high and 18 to 21 feet wide; must be securely anchored before beginning play.

The Ball (LAW II)

Size 4 ball

The Players (LAW III)

Number - Nine (9) per team on field, one of which is goalkeeper (minimum of six (6) players to continue)

Substitutions - Unlimited both teams between periods, on goal kicks, after a goal, extended time-out (e.g. injury, cautions, send-offs)

Unlimited only for team taking throw-in

Playing Time - Minimum of half of the game.

Player Equipment (LAW IV)

Shirts, shorts, shinguards, socks, shoes; No jewelry and nothing dangerous.

Socks to cover shinguards; Same color shirts (except goalkeeper).

Duration of Game (LAW VII)

Two 30-minute halves or four 15-minute periods; halftime interval 5-minutes, 1-minute between other periods.

Referees (LAWS V & VI)

As per SAYArea directives; top priority is player safety

Every effort should be made to keep the game moving and free from stoppages for doubtful infractions

Ball Out of Play (LAW IX)

Ball is out-of-play when it completely leaves the field-of-play over the touchline or goal line, either on the ground or in the air

Ball is also considered to be out-of-play whenever the referee blows the whistle and the game is stopped

Restarts (LAWS VIII, XIII, XIV, XV, XVI, XVII)

Player may not touch the ball again at the taking of a free kick, goal kick, corner kick, kick-off or throw-in until it has

touched another player (restart is IFK to opponents).

Kick-Off (LAW VIII)

Kicker may stand in opponent's half of field; All other players on both teams must be on own half of field; Opponents must also be outside the center circle

Ball is in play when it is kicked and clearly moves in any direction

Dropped Ball (LAW VIII)

Restart when referee stops games as for an injury, outside interference, weather or accidental whistle

If ball is in clear control of one of the teams at the stoppage by referee, play is restarted with an IFK

Unlimited number of players may take part in the dropped ball; ball is in play when it makes contact with the ground

Requires touch by two different players for a goal to be awarded

Free Kicks (LAW XIII)

Opponents must be at least 8-yds. from the ball or on goal line between the goal posts;

Ball in play when kicked and clearly moves.

Direct free kick (DFK) - a goal may be scored on the first touch

Indirect free kick (IFK) - two touches required for a goal to be allowed

Penalty Kicks (LAW XIV)

May be awarded in Strikers (12-U) games; results when a DFK is committed inside a player's own penalty area
All players (except kicker and goalkeeper) to be outside penalty area, penalty arc and behind the ball;
Ball must be clearly kicked in a forward direction.

Misconduct (LAW XII)

Cautions (yellow card) and send-offs (red card) should be administered as conditions dictate to manage play.

Offside (LAW XI)

Offside offense occurs when a player in offside position becomes actively involved by interfering with play or an opponent as per Law XI;
Restart is an IFK at location where the player in the offside position commits the interference.

Throw-Ins (LAW XV)

Restart when ball goes over the touchline (side line); Throw-in taken by opponent of player who last touched the ball;
Thrower's feet must be on or outside the touchline; Throw-in taken with both hands from behind and over the head;
Ball is in play when any portion of the ball breaks the outside plane of the touchline into the field-of-play after having been thrown;
When an improper throw-in is taken, the referee should stop play and award throw-in to opponents;
A goal cannot be scored directly from a throw-in.

Goal Kicks (LAW XVI)

Restart when ball goes over goal line (end line) last touched by an attacking team player;
Ball is in play when it is kicked and leaves the penalty area into the field-of-play;
If any player on either team touches the ball before it leaves the penalty area, the goal kick is retaken;
Goal may be scored directly from a goal kick.

Corner Kicks (LAW XVII)

Restart when ball goes over goal line (end line) last touched by a defending player;
Opponents must remain 8-yds. from the corner area
Ball is in play when it is kicked and clearly moves; goal may be scored directly from a corner kick

Scoring (LAW X)

When the whole of the ball completely crosses the goal line between the posts and under the cross-bar.

Fouls / Offenses (LAW XII)

In accordance with criteria defined in Law XII.
Offense involving contact committed on the field-of-play while the ball is in play and against any opponent, teammate, team official or match official
Contact fouls result in a direct free kick (DFK) restart
Non-contact fouls and technical infraction result in an indirect free kick (IFK) restart
Heading the ball deliberately is prohibited; restart with an indirect free kick (IFK) to opposing team at spot of infraction.

Handball (LAW XII)

A DFK offense when a player deliberately plays the ball with their hand or arm;
Accidental contact, i.e. ball striking hand or arm with no intent by player, is not an offense and should not be penalized;
Instinctive, self-protective reaction is not a deliberate attempt to play the ball and should not be penalized.

SAY KICKERS (14-U) & OLDER CONDENSED PLAYING RULES

The Field (LAW I)

The field size is 80-130 yards long, 50-100 yards wide

Field Markings (LAW I)

Halfway Line - width of field, marked equidistant between goal lines

Center Circle - 10-yd. radius

Goal Area - 6 x 20 yards

Penalty Area - 18 x 44 yards

Penalty Mark - 12-yds. from goal line

Penalty Arc - extends 10-yd. radius from penalty mark

Corner Flags - at least five (5) feet high and at least one (1) inch in diameter having a non-pointed top.

The Goals (LAW I)

8 feet high and 24 feet wide; must be securely anchored before beginning play.

The Ball (LAW II)

Size 5 ball

The Players (LAW III)

Number - Eleven (11) per team on field, one of which is goalkeeper (minimum of seven (7) players to continue)

Substitutions - Unlimited both teams between periods, on goal kicks, after a goal, extended time-out (e.g. injury, cautions, send-offs)
Unlimited only for team taking throw-in

Playing Time - Minimum of half of the game.

Player Equipment (LAW IV)

Shirts, shorts, shinguards, socks, shoes; No jewelry and nothing dangerous.

Socks to cover shinguards; Same color shirts (except goalkeeper).

Duration of Game (LAW VII)

Kickers (14-U) - two 30-minute halves or four 15-minute periods;

Minors (16-U) - two 40-minute halves or four 20-minute periods;

Seniors (19-U) - two 40-minute halves or four 20-minute periods;

Halftime interval 5-minutes and 1-minute between other periods.

Referees (LAWS V & VI)

As per SAYArea directives; top priority is player safety

Every effort should be made to keep the game moving and free from stoppages for doubtful infractions

Ball Out of Play (LAW IX)

Ball is out-of-play when it completely leaves the field-of-play over the touchline or goal line, either on the ground or in the air

Ball is also considered to be out-of-play whenever the referee blows the whistle and the game is stopped

Restarts (LAWS VIII, XIII, XIV, XV, XVI, XVII)

Player may not touch the ball again at the taking of a free kick, penalty kick, goal kick, corner kick, kick-off or throw-in until it has touched another player (restart is IFK to opponents).

Kick-Off (LAW VIII)

Kicker may stand in opponent's half of field; All other players on both teams must be on own half of field; Opponents must also be outside the center circle

Ball is in play when it is kicked and clearly moves in any direction

Dropped Ball (LAW VIII)

Restart when referee stops games as for an injury, outside interference, weather or accidental whistle.

If ball is in clear control of one of the teams at the stoppage by referee, play is restarted with IFK;

Unlimited number of players may take part in the dropped ball; ball is in play when it makes contact with the ground

Requires touch by two different players for a goal to be awarded

Free Kicks (LAW XIII)

Opponents must be at least 10-yds. from the ball or on goal line between the goal posts;

Ball in play when kicked and clearly moves.

Direct free kick (DFK) - a goal may be scored on the first touch

Indirect free kick (IFK) - two touches required for a goal to be allowed

Penalty Kicks (LAW XIV)

May be awarded in Kickers (14-U) thru Seniors (19-U) games; results when a DFK is committed inside a player's own penalty area

All players (except kicker and goalkeeper) to be outside penalty area, penalty arc and behind the ball;

Ball must be clearly kicked in a forward direction.

Misconduct (LAW XII)

Cautions (yellow card) and send-offs (red card) should be administered as conditions dictate to manage play.

Offside (LAW XI)

Offside offense occurs when a player in offside position becomes actively involved by interfering with play or an opponent as per Law XI;

Restart is an IFK at location where the player in the offside position commits the interference.

Throw-Ins (LAW XV)

Restart when ball goes over the touchline (side line); Throw-in taken by opponent of player who last touched the ball;

Thrower's feet must be on or outside the touchline; Throw-in taken with both hands from behind and over the head;

Ball is in play when any portion of the ball breaks the outside plane of the touchline into the field-of-play after having been thrown;

When an improper throw-in is taken, the referee should stop play and award throw-in to opponents;

A goal cannot be scored directly from a throw-in.

Goal Kicks (LAW XVI)

Restart when ball goes over goal line (end line) last touched by an attacking team player;

Ball is in play when it is kicked and leaves the penalty area into the field-of-play;

If any player on either team touches the ball before it leaves the penalty area, the goal kick is retaken;

Goal may be scored directly from a goal kick.

Corner Kicks (LAW XVII)

Restart when ball goes over goal line (end line) last touched by a defending player;

Opponents must remain 10-yds. from the corner area

Ball is in play when it is kicked and clearly moves; goal may be scored directly from a corner kick

Scoring (LAW X)

When the whole of the ball completely crosses the goal line between the posts and under the cross-bar.

Fouls / Offenses (LAW XII)

In accordance with criteria defined in **Law XII**.

Offense involving contact committed on the field-of-play while the ball is in play and against any opponent, teammate, team official or match official

Contact fouls result in a direct free kick (DFK) restart

Non-contact fouls and technical infraction result in an indirect free kick (IFK) restart

Handball (LAW XII)

A DFK offense when a player deliberately plays the ball with their hand or arm;

Accidental contact, i.e. ball striking hand or arm with no intent by player, is not an offense and should not be penalized;

Instinctive, self-protective reaction is not a deliberate attempt to play the ball and should not to be penalized.

SMALL-SIDED (7 v 7) BUILD-OUT AREA PLAYING RULES
PASSERS (U-8) & WINGS (U-10)

- 1** The Build-Out Areas are located between the Offside Line and the Goal Line bounded by the two touchlines.
The Offside Lines are located equidistant between the halfway line and the top of the penalty area
- 2** The opposing team must move outside the Build-Out Area:
 - A. on all goal kicks;
 - B. on any defensive free kick taken from anywhere within the Build-Out Area (and players must also remain at least 8-yards from the ball);
 - C. whenever the goalkeeper gains possession of the ball with their hands during play.
- 3** The opposing team's players must remain outside the Build-Out Area until the ball is put back into play on all restarts taken within the Build-Out Area by the defending team.
- 4** The ball is in play:
 - A. On goal kicks when the ball leaves the penalty area.
 - B. On free kicks (DFK or IFK) taken from within the penalty area when the ball leaves the penalty area.
 - C. On free kicks (DFK or IFK) taken from outside the penalty area when the ball is kicked and clearly moves.
 - D. On goalkeeper possession when:
 - 1) the ball is placed on the ground **and** kicked; or
 - 2) the goalkeeper releases the ball by rolling it away; or
 - 3) the goalkeeper releases the ball by throwing it into play
- 5** Goalkeepers are not allowed to punt or drop-kick the ball. An Indirect Free Kick (IFK) is awarded to the opposing team at the spot of this infraction.
- 6** After the ball is put back into play, the opposing team's players may then move into the Build-Out Area and play resumes as normal.
- 7** At any time the defending team may put the ball back into play before their opponents have moved outside the Build-Out Area, but by doing so they accept the positioning of their opponents and the consequences of how play resumes.
- 8** Opponents who enter into the Build-out area before the ball is put back into play are guilty of encroachment.
Play should be stopped and restarted with an indirect free kick (IFK) at the spot of the encroachment.
- 9** In a Wings (10-U) game attacking players are in an offside position only when they are in their opponents' Build-Out Area
The area of the field between the two Offside Lines is an offside free zone, i.e. no offside offense can occur between the two Offside Lines.
- 10** In a Passers game there is no offside.