

# What is the Buildout area?

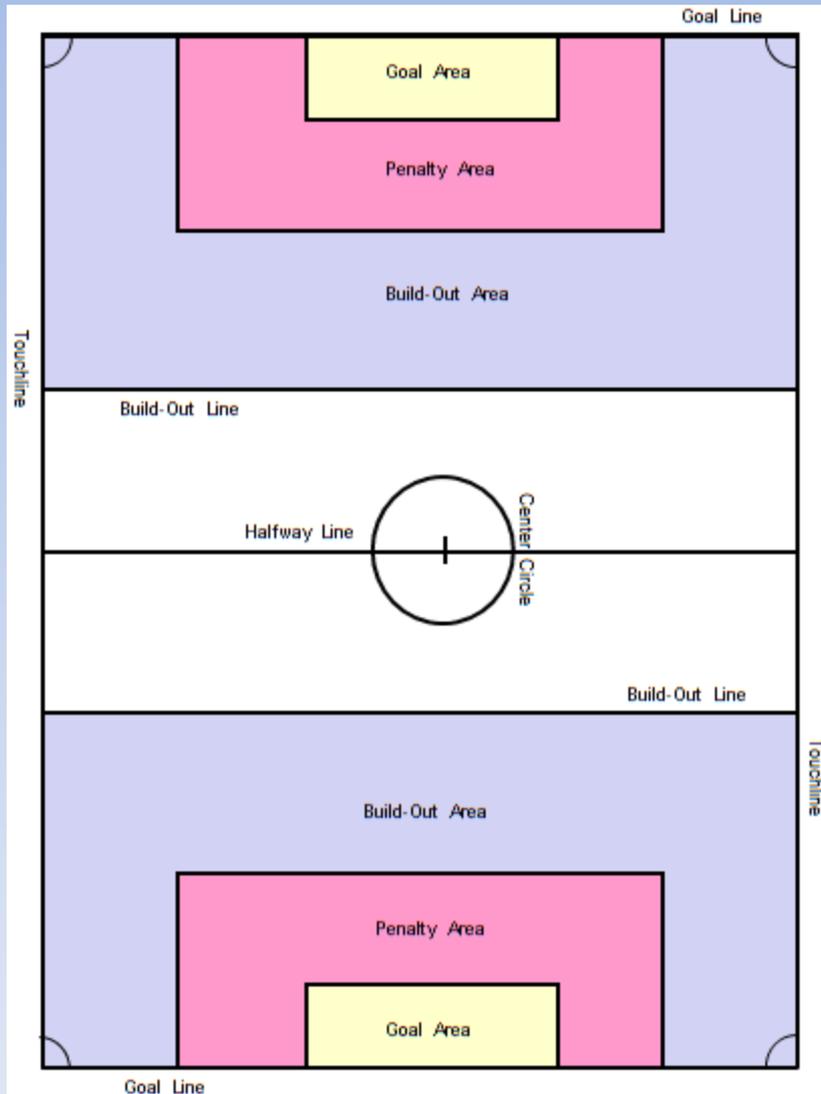
The Build-Out-Lines are only used in U6, U8, and U10 divisions.

The Build-Out-Lines are located equidistant between the Halfway line and the Penalty Area line.

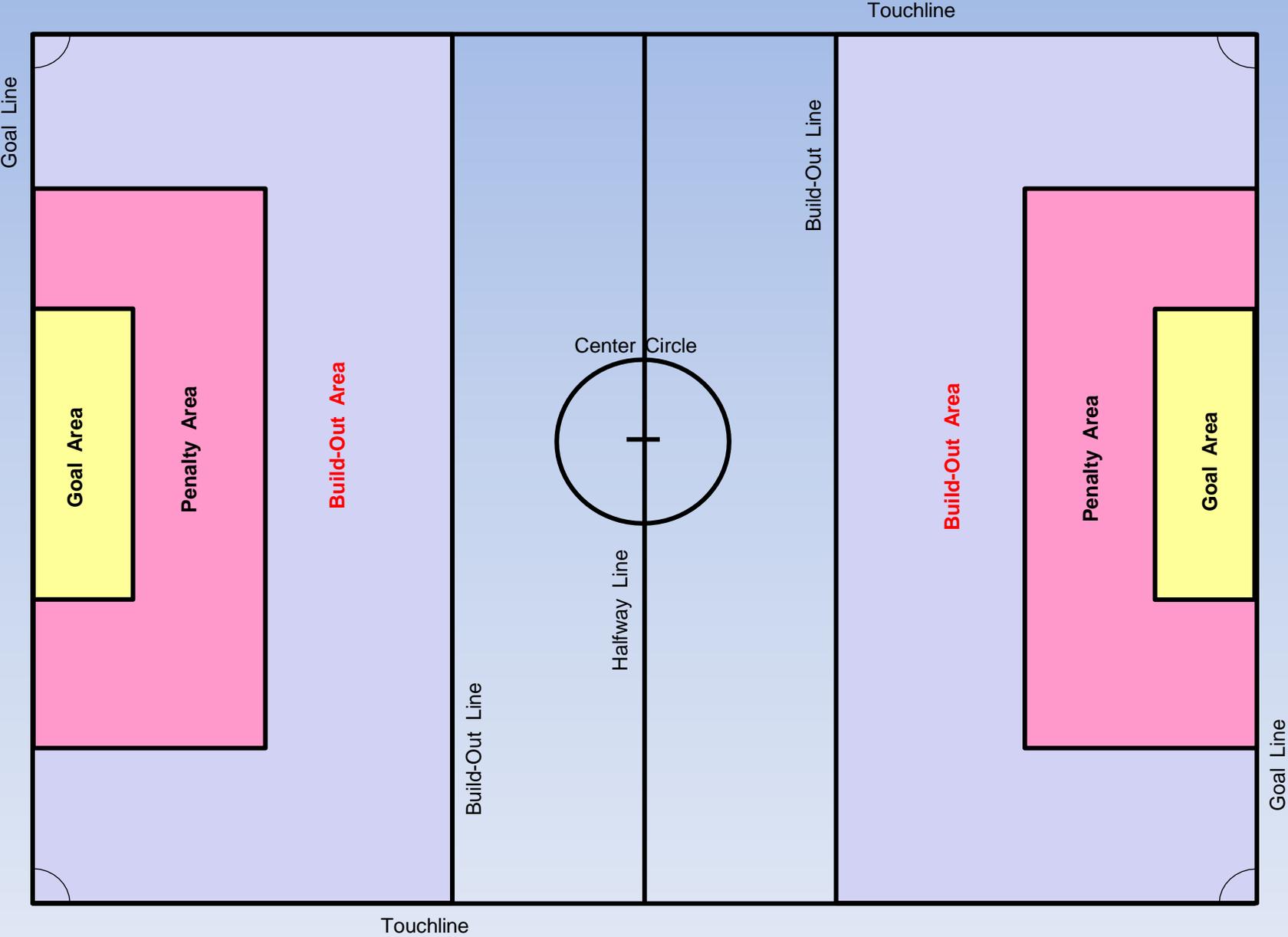
The Build-Out Areas at each end of the field are located between the Build-Out-Line and the Goal-Line and bounded by the two touchlines.

WHY??

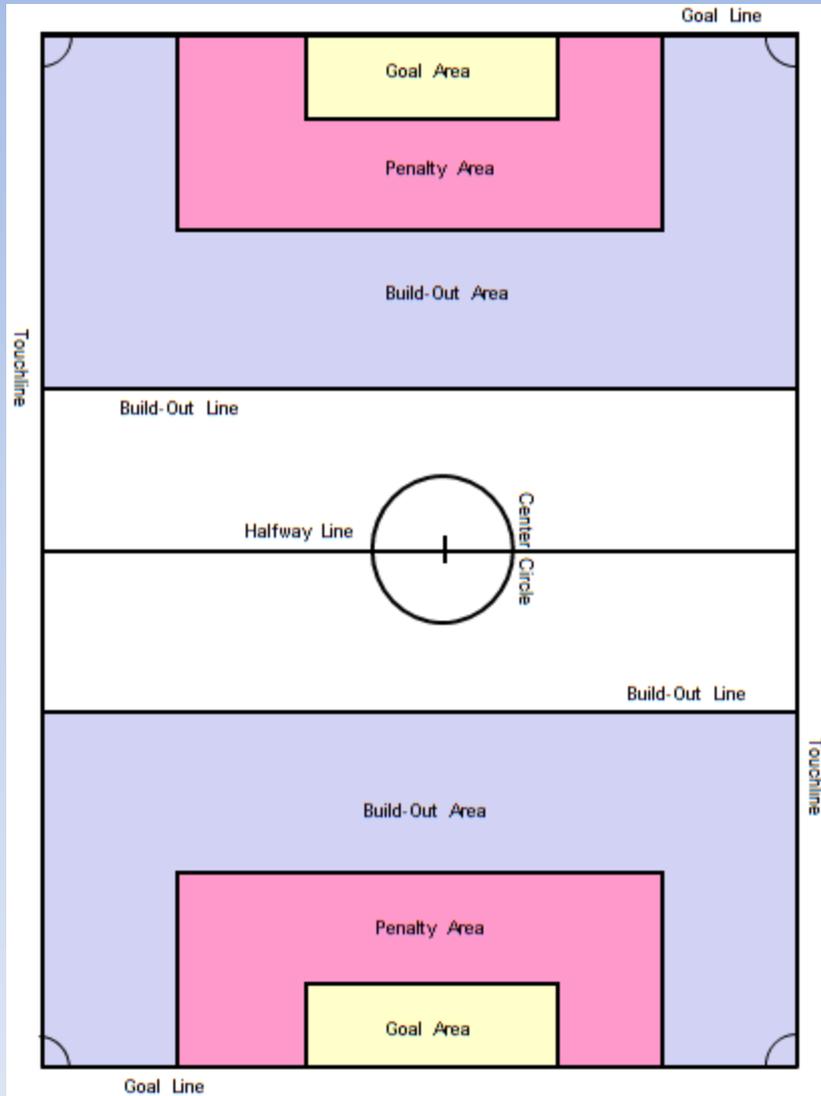
The purpose of the build-out line is to allow goalkeepers and defenders more time to control the ball before being pressured from opposing players; to play the ball without pressure and 'build play from the back.



# The Field



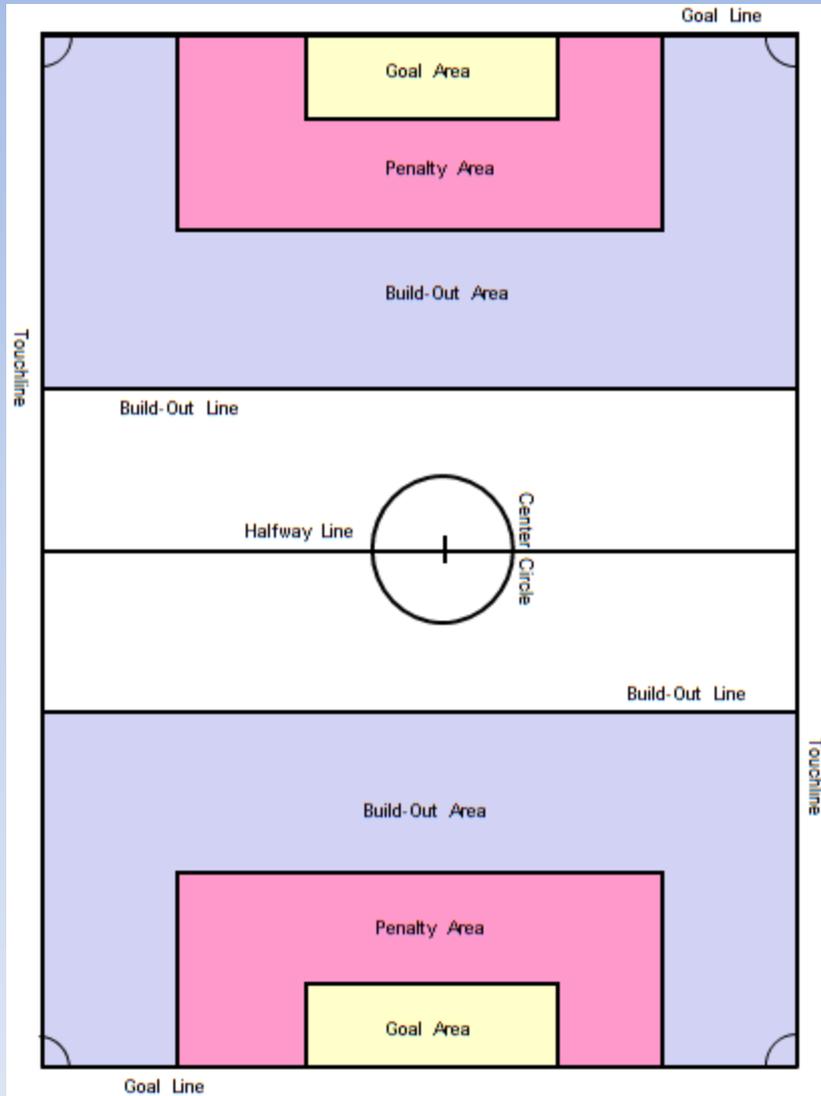
# Opposing team position



**The opposing team must move and remain outside the Build-Out Area:**

- 1) on all goal kicks**
- 2) whenever the goalkeeper gains possession of the ball with their hands during play.**

# Goal Kicks and Goalkeepers

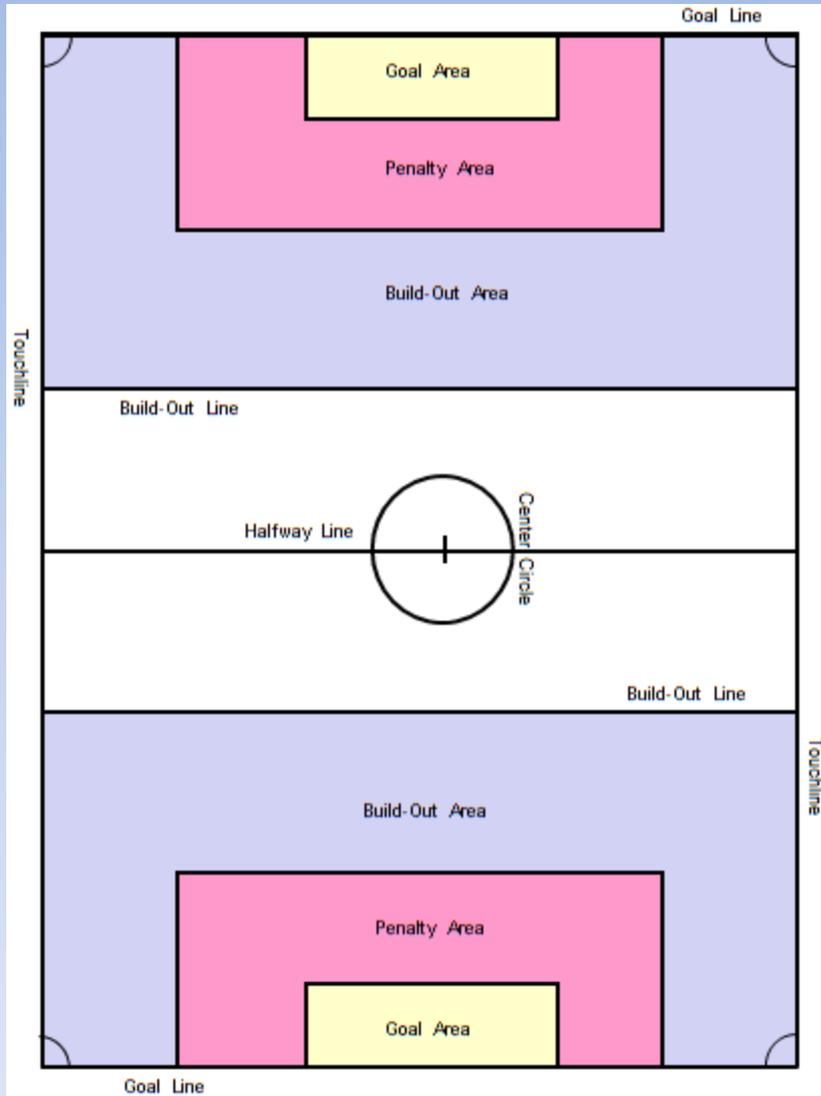


The opposing team must remain outside the Build-Out Area until the ball is put back into play.

- On goal kicks the ball is in play when it leaves the penalty area
- On goalkeeper possession the ball is in play when:
  - 1) the ball is placed on the ground and kicked ... or
  - 2) the goalkeeper releases the ball by either throwing or rolling it into play.

**Note:** Opponents may re-enter the Build-Out Area as soon as the goalkeeper has kicked or released the ball.

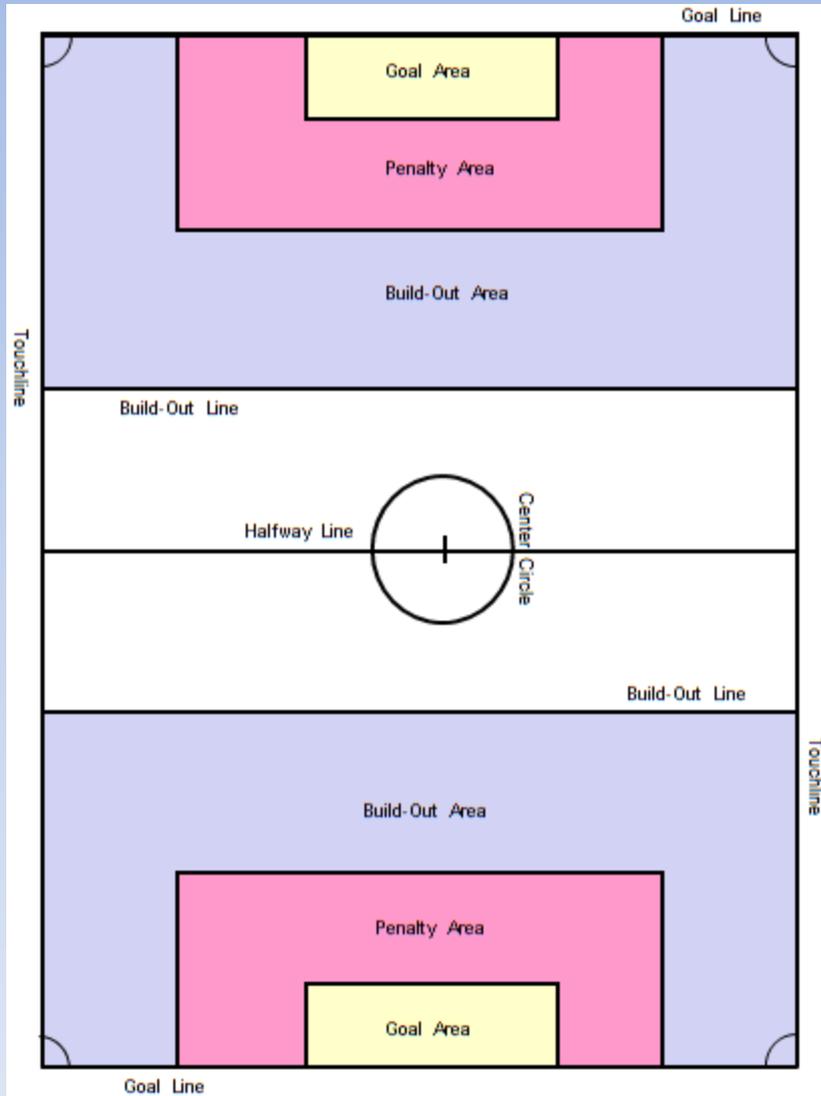
# Goal Keepers



**Goalkeepers are not allowed to punt or drop-kick the ball as this would defeat the purpose of the Build-Out Area.**

**Goalkeepers have six (6) seconds to put the ball back in play once the ball is in their possession (as per the Laws of the Game).**

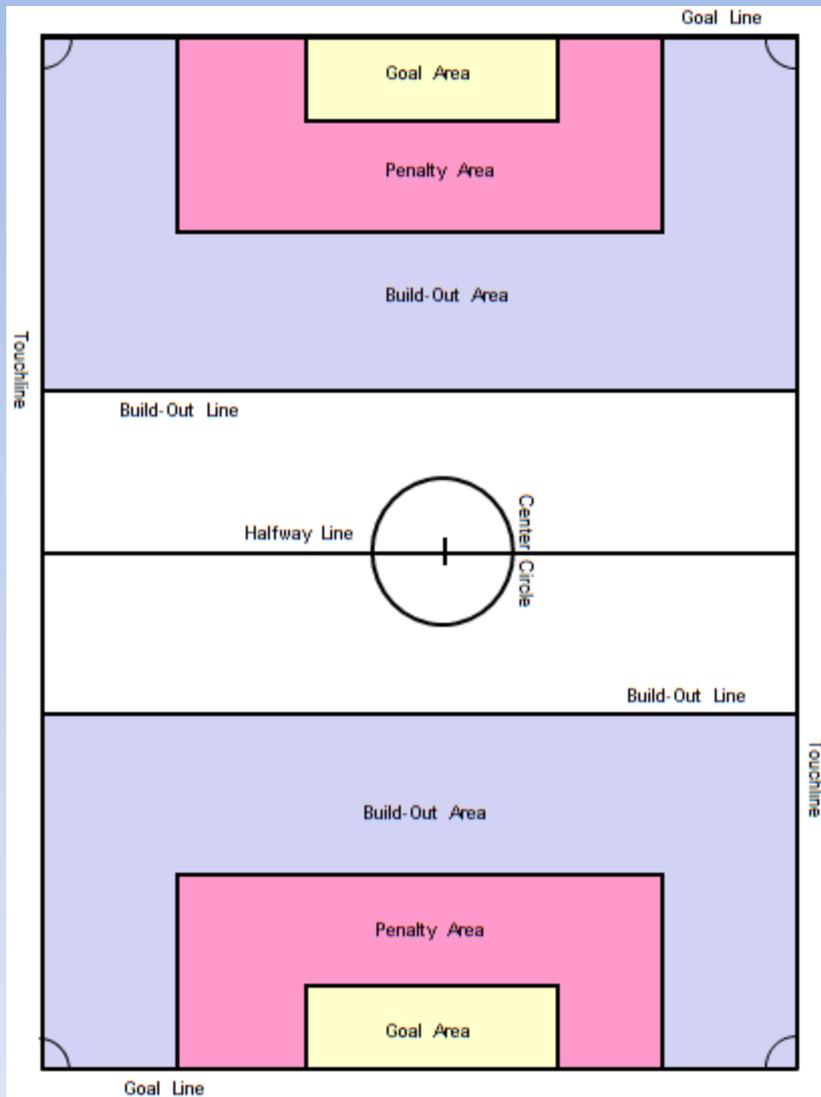
# What happens if opposing team enters the build out area before the ball is played



**Opponents who enter into the Build-Out Area before the ball is put back into play are guilty of encroachment and should be reminded accordingly.**

**Play should be stopped and an indirect Kick restart taken at the spot of the encroachment.**

# Goal Keeper/Goal Kicks can be played anytime

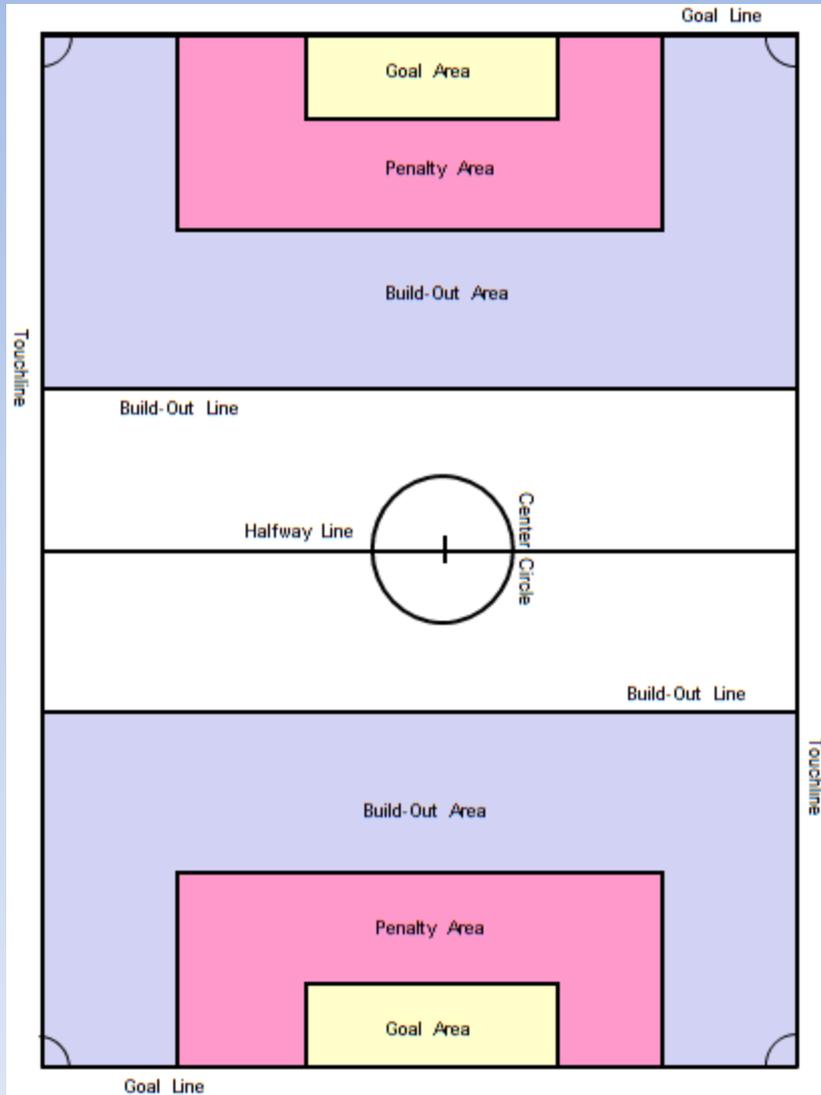


After the ball is put back into play, the opposing team can then move into the Build-Out Area and play resumes as normal.

At any time the goalkeeper may kick, throw or roll the ball to a teammate before the opponents have moved outside the Build-Out Area, but by doing so the goalkeeper accepts the positioning of the opponents and the consequences of how play resumes.

Goal kicks may also be kicked 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.

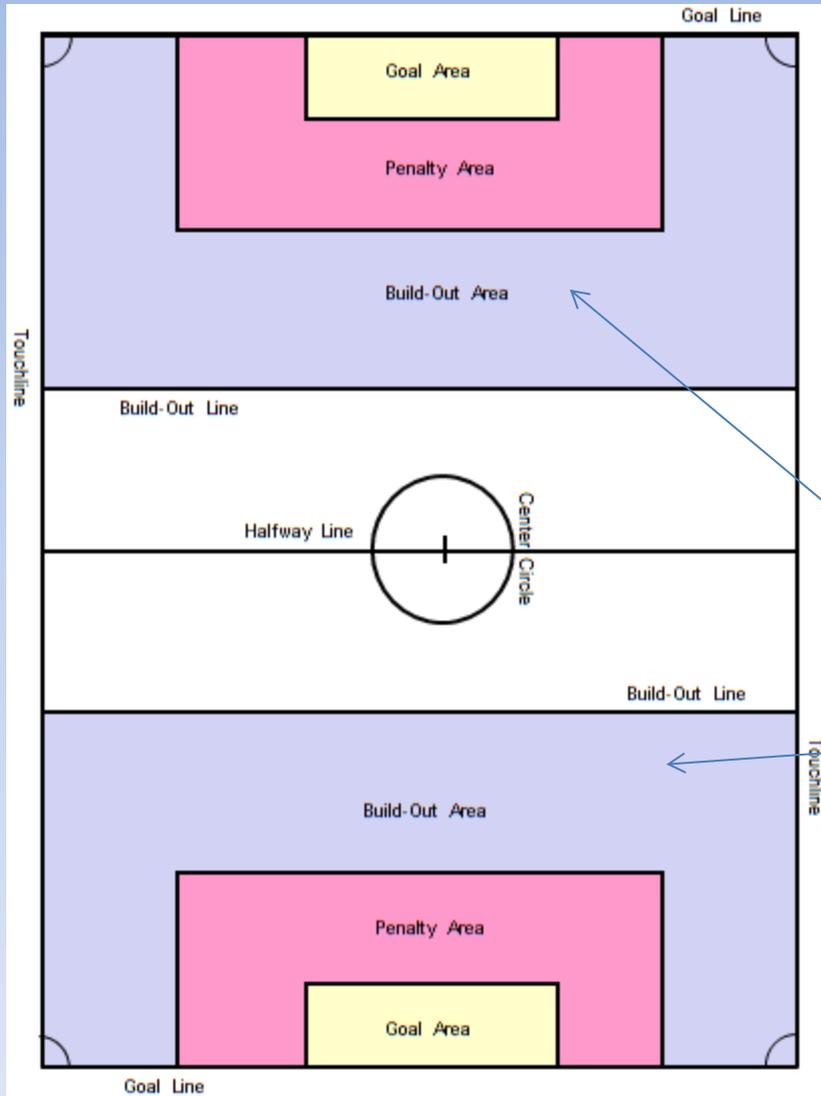
# Free Kicks



**Free kick (Indirect or Direct) restarts taken from within a team's own Build-Out Area are subject to the following criteria,**

- 1) all opponents must move and remain at least 8-yds. from the ball until it has been put back into play, i.e. when the ball is kicked and clearly moves;**
- 2) for any free kick taken from within the penalty area, all opponents must move and remain outside the penalty area as well as being at least 8-yds. from the ball until it has been put back into play, i.e. when the ball completely leaves the penalty area into the field-of-play.**

# Offsides



**Attacking players can be in an offside position only when they are in their opponent's Build-Out Area.**

**The Build-Out-Lines are used as the offside lines, therefore no offside offense can occur between the two Build-Out-Lines. This in effect is an offside free zone.**