



Build Out Line

- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred

Player Development Initiative

Standards of Play

U9 - 5 vs. 5

U10 - 7 vs. 7



Build Out Line

- The build out line will also be used to denote where offside offenses can be called
- Players cannot be penalized for an offside offense between the halfway line and the build out line
- Players can be penalized for an offside offense between the build out line and goal line

Player Development Initiative

Standards of Play

U9 - 5 vs. 5

U10 - 7 vs. 7



Build Out Line

- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line
- However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes

Player Development Initiative

Standards of Play

U9 - 5 vs. 5

U10 - 7 vs. 7



Build Out Line

- To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play
- Coaches are responsible for addressing these types of issues with their players
- Referees can manage the situation with misconduct if deemed appropriate
- Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line

Player Development Initiative

Standards of Play

U9 - 5 vs. 5

U10 - 7 vs. 7



Modified Laws of the Game

Law 1 – Field of Play (suggested)

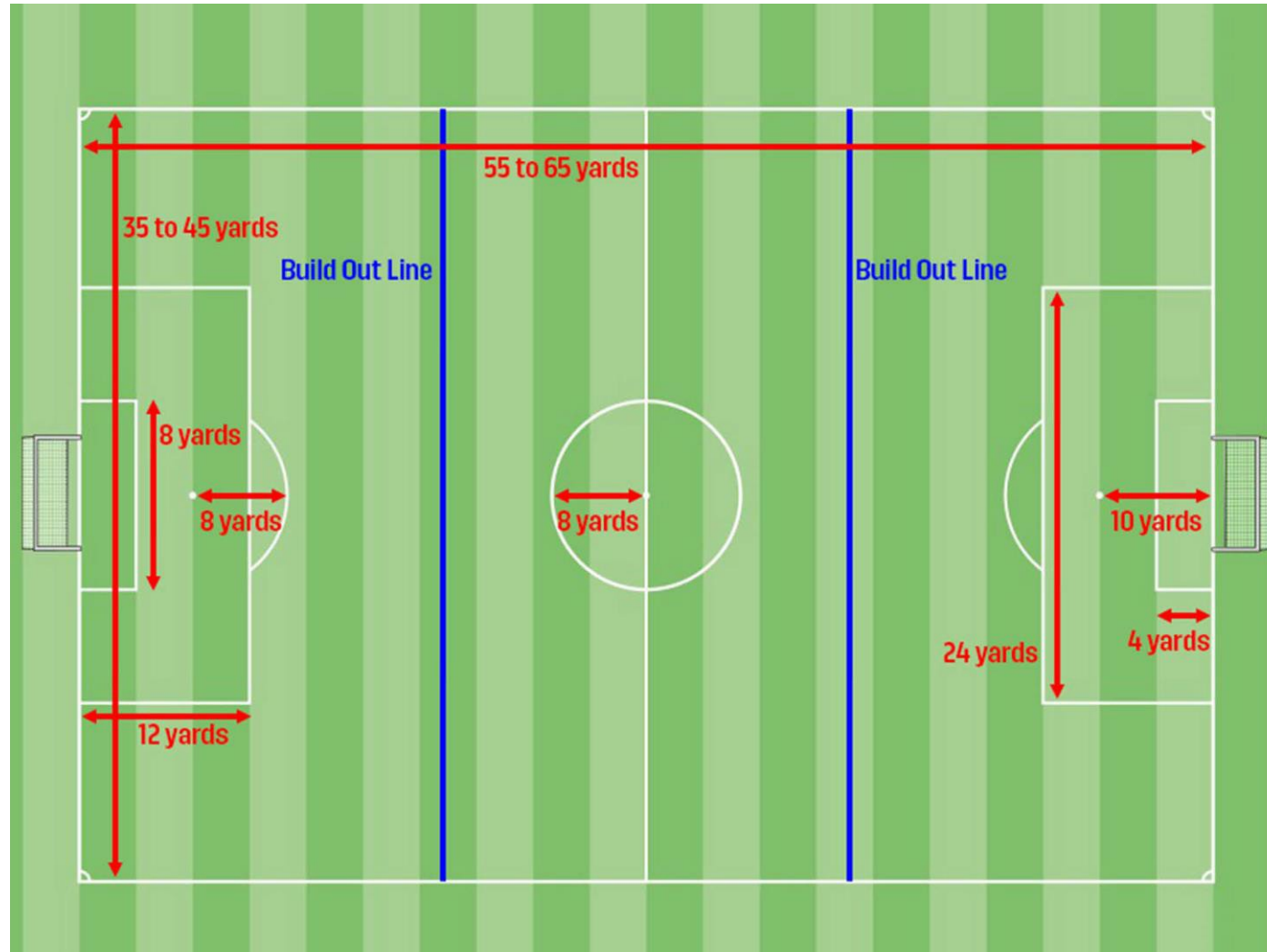
- 5 vs 5 – 30 yds x 45 yds
- 7 vs 7 - 40 yds x 60 yds
- Goals should be no larger than 6 feet (height) x 12 feet (width)
- A 6 feet (height) x 12 feet (width) goal is recommended based on the age and ability of the players
- Diagram contains recommended field markings and dimensions
- Build out lines should be equidistant between the penalty area line and halfway line

Player Development Initiative

Standards of Play

U9 - 5 vs. 5

U10 - 7 vs. 7



Field Markings

Player Development Initiative

Standards of Play

U9 - 5 vs. 5

U10 - 7 vs. 7



Modified Laws of the Game

Law 2 – Ball

-Size 4

Law 3 – Players

-5v5 (4 field players and 1 goalkeeper)

-7v7 (6 field players and 1 goalkeeper)

-Game may not start or continue if there are less than 4 (5 v 5) or 5 (7 v 7) players on a team

-Substitutions are unlimited and can occur at any stoppage ***with the permission of the referee

Player Development Initiative

Standards of Play

U9 - 5 vs. 5

U10 - 7 vs. 7



Modified Laws of the Game

Law 5 – Referee

U9 - ***Parent Referees

U10 - U.S. Soccer Referee

Law 6 – Other Match Officials

-Used at the discretion of the competition

Law 7 – Duration of the Match

-2 halves

-25 minutes halves

***5 minute halftime

-No added time

Player Development Initiative

Standards of Play

U9 - 5 vs. 5

U10 - 7 vs. 7



Standard Laws of the Game

Law 4 – Players' Equipment

Law 8 – Start and Restart of Play

Law 9 – Ball In and Out of Play

Law 10 – Method of Scoring

Law 11 – Offside

Law 12 – Fouls and Misconduct*

Law 13 – Free Kicks

Law 14 – Penalty Kick

Law 15 – Throw-in

Law 16 – Goal Kick

Law 17 – Corner kick

**With the exception of deliberate heading and punting*



2018 Player Development Initiative

LWYSA Using Fall 2018

Standards of Play 9 vs. 9
U11 & U12

Player Development Initiative

Standards of Play 9 vs. 9



Modified Laws of the Game

Law 1 – Field of Play (suggested dimensions)

-50 yds x 70 yds

-Goals should be no larger than 6 feet (height) x 18 feet (width)

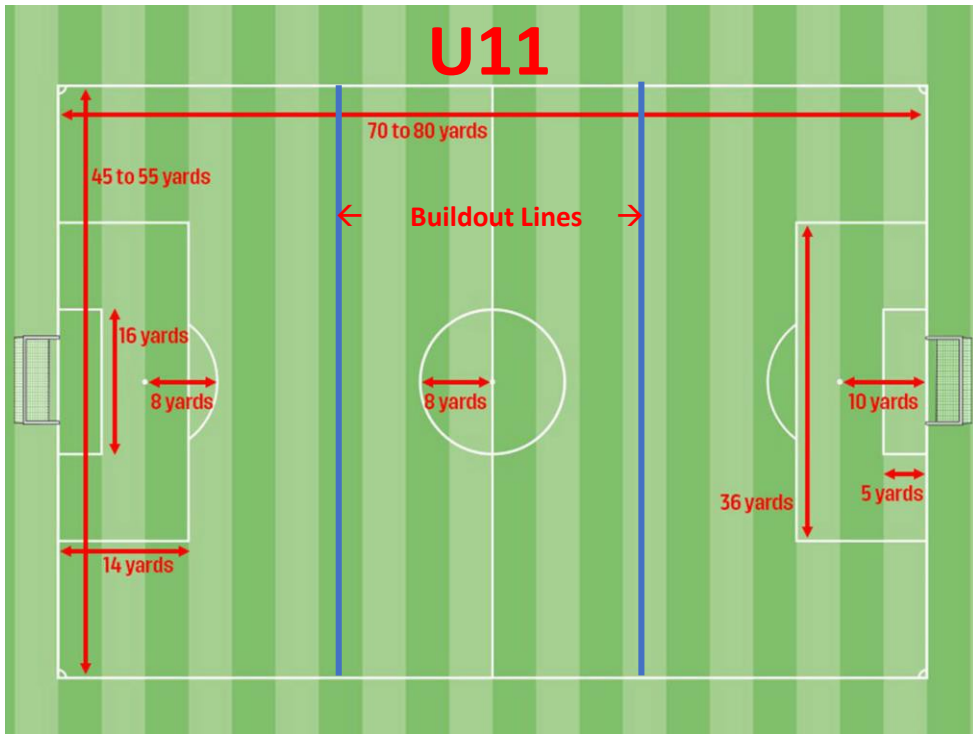
-A 6 feet (height) x 18 feet (width) goal is recommended based on the age and ability of the players

-Diagram contains recommended field markings and dimensions

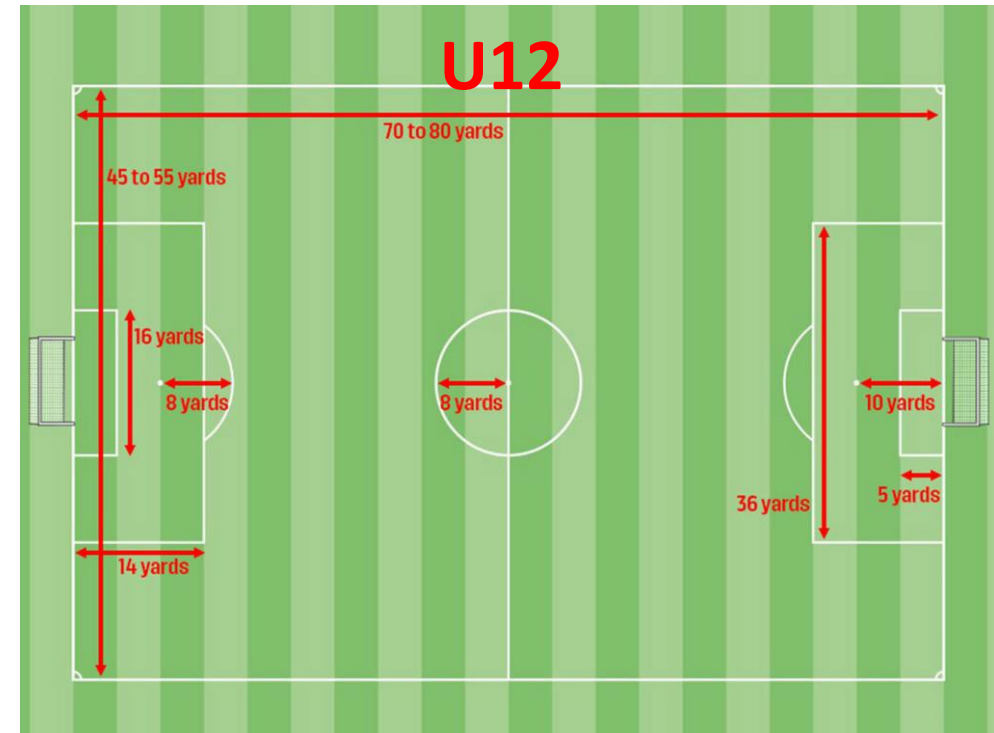
-**For U11 Only** - Build out lines should be equidistant between the penalty area line and halfway line

Player Development Initiative

Standards of Play 9 vs. 9



Field Markings



Player Development Initiative

Standards of Play 9 vs. 9



Build Out Line (U11 Only)

- The rules for use of the Build Out Line for U11 are the same as covered for 7 vs. 7 play

Reminder: (U11 Only: GK not allowed to punt or drop kick the ball)

- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred

Player Development Initiative

Standards of Play 9 vs. 9



Modified Laws of the Game

Law 2 – Ball

-Size 4

Law 3 – Number of Players

-9v9 (8 field players and 1 goalkeeper)

-Game may not start or continue if there are less than 6 players on a team

-Substitutions are unlimited and can occur at any stoppage***with the permission of the referee

Player Development Initiative

Standards of Play 9 vs. 9



Modified Laws of the Game

Law 5 – Referee

-Minimum certification as a U.S. Soccer Grade 9 Referee

Law 6 – Other Match Officials

-Used at the discretion of the competition authority

Law 7 – Duration of the Match

-2 halves

-30 minutes halves

***5 minute halftime

-No added time

Player Development Initiative

Standards of Play 9 vs. 9



Standard Laws of the Game

Law 4 – Players' Equipment

Law 5 – The Referee

Law 8 – Start and Restart of Play

Law 9 – Ball In and Out of Play

Law 10 – Method of Scoring

Law 11 – Offside **

Law 12 – Fouls and Misconduct*

Law 13 – Free kicks

Law 14 – Penalty Kick

Law 15 – Throw-in

Law 16 – Goal kick

Law 17 – Corner kick

* With the exception of deliberate heading in U9, U10, and U11 games

** with the exception of offside from the build out lines in U9, U10 and U11 games

Player Development Initiative

Review



Washington Youth Soccer has included the following for U6-U11 age groups:

- No Heading
- U9-U11: The use of the Build out Lines
- U9-U11: Goalkeeper - No Punting or Drop kicking

**deliberate heading is permitted in U12*

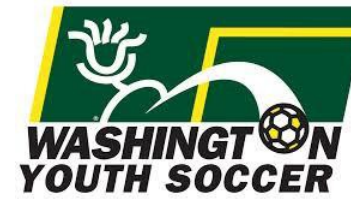
Build-out Line Reminders:

- a. Goal-kick, the opposition can enter the build area as soon as the ball leaves the penalty area
- b. GK in possession with their hands. The opposition can enter the build out area as soon as the goalkeeper puts the ball into play.

Offside:

- For U6-U8 - No Offside rule
- For U9-U11 - Offside in effect at the build out line (NOT the halfway line)
- For U12 ONLY - Offside in effect at the halfway line

PlayerDevelopment Initiative Review



	U6 6 & under	U7 7 & under	U8 8 & under	U9 9 & under	U10 10 & under	U11 11 & under	U12 12 & under
Field Size Ranges (suggested)	Length 25-35 Width 15-25	Length 30 Width 20	Length 30 Width 20	Length 30 Width 45	Length 40 Width 60	Length 70 Width 50	Length 70 Width 50
Maximum Goal Size	Height 4 Width 6	Height 4 Width 6	Height 4 Width 6	Height 6 Width 12	Height 6 Width 12	Height 6 Width 12	Height 6 Width 12
Ball Size	3	3	3	4	4	4	4
Players	4 vs. 4 No GK	4 vs. 4 No GK	4 vs. 4 GK	5 vs. 5 GK	7 vs. 7 GK	9 vs. 9 GK	9 vs. 9 GK
Game Time (minutes)	***2 x 20 min	***2 x 20min	***2 x 20 min	2 x 25 min	2 x 25 min	2 x 30 min	2 x 30 min
Offside	No	No	No	Yes (Past buildout Line)	Yes (Past buildout Line)	Yes (Past buildout Line)	Yes (Past halfway line)
Heading	No	No	No	No	No	No	Yes

***Punting/Drop Kicking N/A N/A N/A No No No Yes

