

## Build Out Line

The build out line promotes playing the ball out of the back in a less pressured setting

When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play

Players not respecting this procedure should be verbally warned by the referee. Persistent infringement can be managed with a caution to the player.

Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed)

The goalkeeper can choose to put the ball into play before the opposing team has retreated. The opposing team can attack as soon as the ball is put into play.

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal

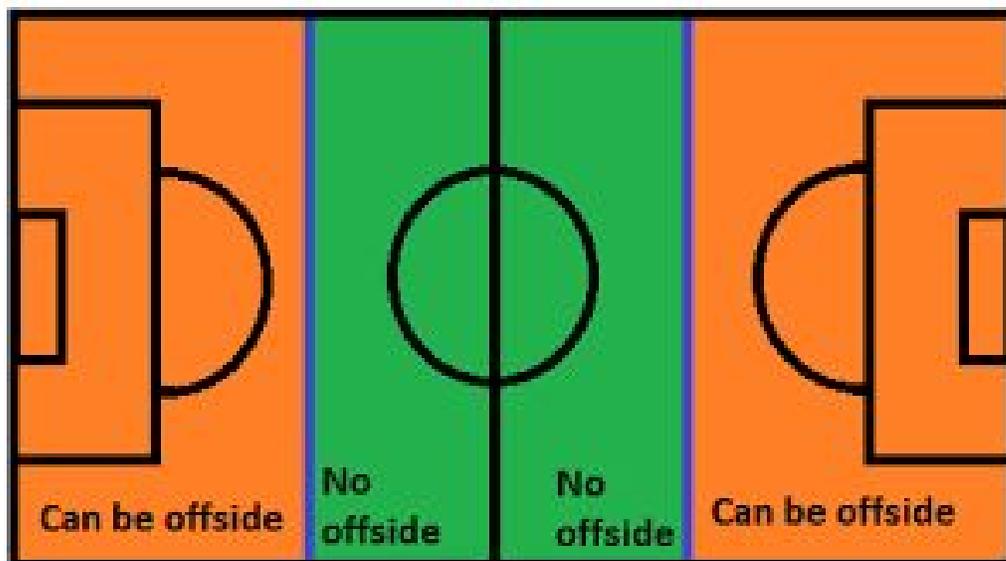
If a goalkeeper punts the ball (or does a bounce/volley), an indirect free kick should be awarded to the opposing team from the spot of the offense

If the punt 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

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



Reminders:

Goal kick “put into play” = leaves the penalty area

GK possession “put into play” = puts the ball on the ground

Build out lines are only used for GK possession and goal kicks. Don't use for free kicks, throw-ins, drop balls, etc.

GK teammates do not need to move behind the build out line.

Coaches are responsible for their players, so refs can talk with the coaches to encourage proper attention to the build out line rules.

Opposing players must still be 10 yds from the ball on a free kick

Watch the video “The Teaching Ref” on You Tube!