



# 2017

AMERICAN YOUTH  
SOCCER ORGANIZATION

## AYSO National Programs

US Soccer | AYSO

# PLAYER DEVELOPMENT INITIATIVE (PDI)

EVERYONE PLAYS®

BALANCED TEAMS

OPEN REGISTRATION

POSITIVE COACHING

GOOD SPORTSMANSHIP

PLAYER DEVELOPMENT



# Purpose

- Provide brief explanation of PDI
- General understanding of the directives received by the referees

# 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...

# PDI's Captured In AYSO National Rules & Regulations\*

## Section I

- Part H. Small-sided matches
- Part I. Heading the ball
- Part J. Throw-ins (6U – 7U)
- Part K. Goalkeeper punts (9U – 12U)
- Part L. Build-out line (9U – 10U)...

PDI's: 6U THROUGH 7U

# PDIs: 6U through 7U

- No Goalkeepers
- No throw-ins .... Use **Kick-Ins...**

# PDI's: 8U THROUGH 12U



# PDIs: 8U through 12U

- Goalkeeper **punts** are now **NOT** allowed in 8U - 12U
- In addition 9U - 10U has a **Build-out Line** (BOL) to promote development of technical skills...

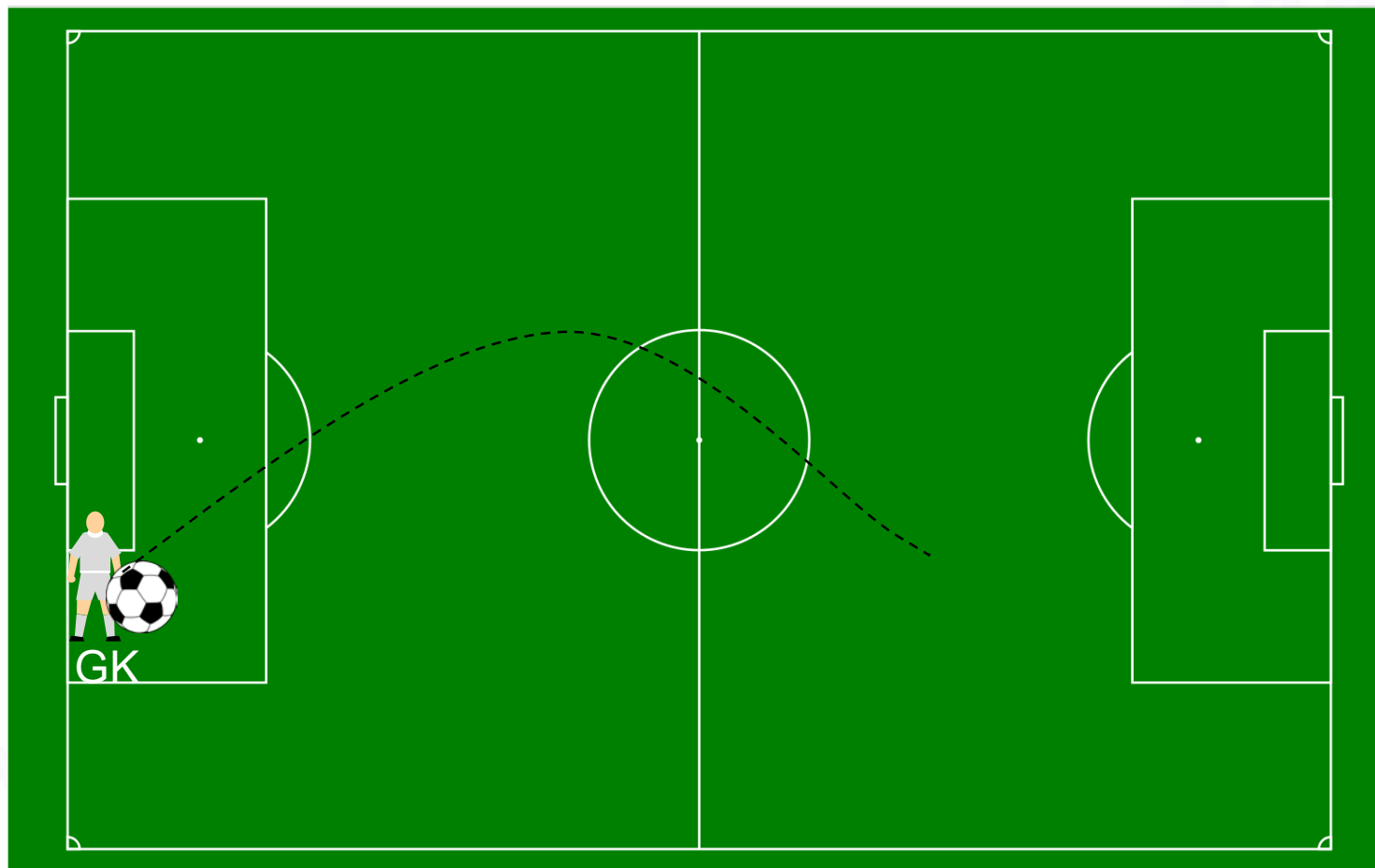
**BOL:** BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME

PDIs: 8U THROUGH 12U

PUNTING

# GK Punts Are Prohibited in 8U -12U

**Punts, Drop Kicks and Half-Volleys** are **not permitted**



# How Does The GK Put The Ball Into Play? (8U - 12U)

With ball in possession (in hands), the GK must put ball into play by a **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...

**BOL:** BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME | **GK:** GOAL KICKER

## WHAT IF:

# Goalkeeper Punts (9U - 12U)

- Referee stops play and awards IFK to opponents at location where GK punted ball
- If GK was inside Goal Area, the ball is placed on the Goal Area Line (6yd.), parallel to the Goal Line, closest to the punt location
- Repeated Infractions should not be considered as part of *Persistent Infraction* misconduct...

**BOL:** BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME | **GK:** GOAL KICKER | **IFK:** INDIRECT FREE KICK

## WHAT ABOUT:

# Other saves by GK? (8U - 12U)

GK may:

- Collect the ball with their **hands**
- **Kick** the ball, or
- **Punch** the ball...

**BOL:** BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME | **GK:** GOAL KICKER

PDI's: 9U THROUGH 10U

**BUILD-OUT LINE**

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

9U - 10U matches now include BOL to help promote development of player skills

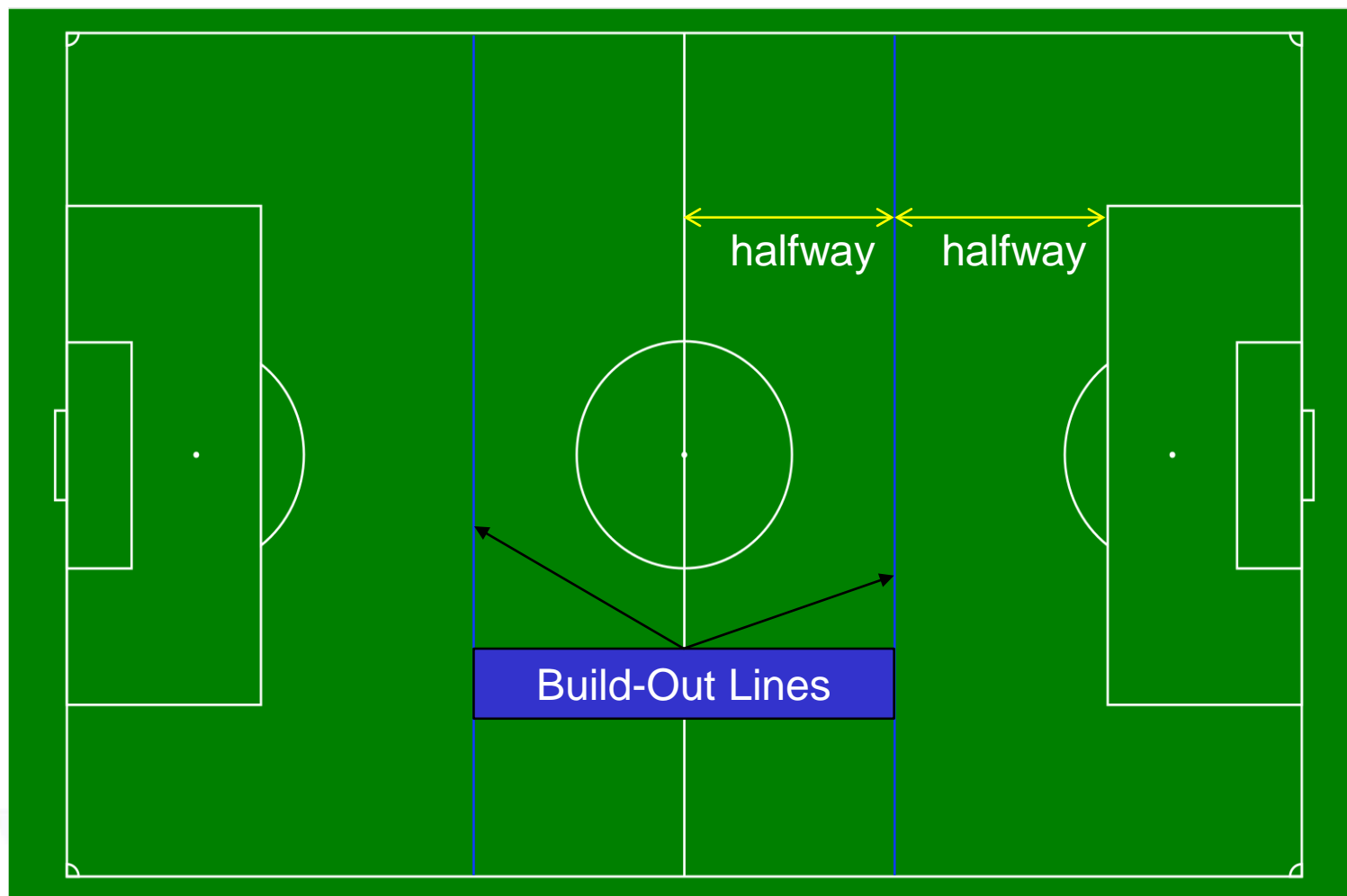
BOL only impacts **three** situations:

1. **Goalkeeper putting ball into play after possessing in hands**
2. **Offside**
3. **Goal Kicks**

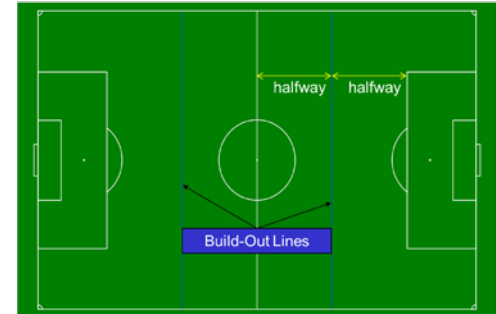
**BOL:** BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME | **GK:** GOAL KICKER |



# Build-Out Line 9U - 10U



# Build-Out Line 9U - 10U



- 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

**COACHES:** Good practice to remind players prior to the match

**REFEREES:** Good practice to remind coaches prior to the match

## BASIC CONCEPT

# Build-Out Line

- 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

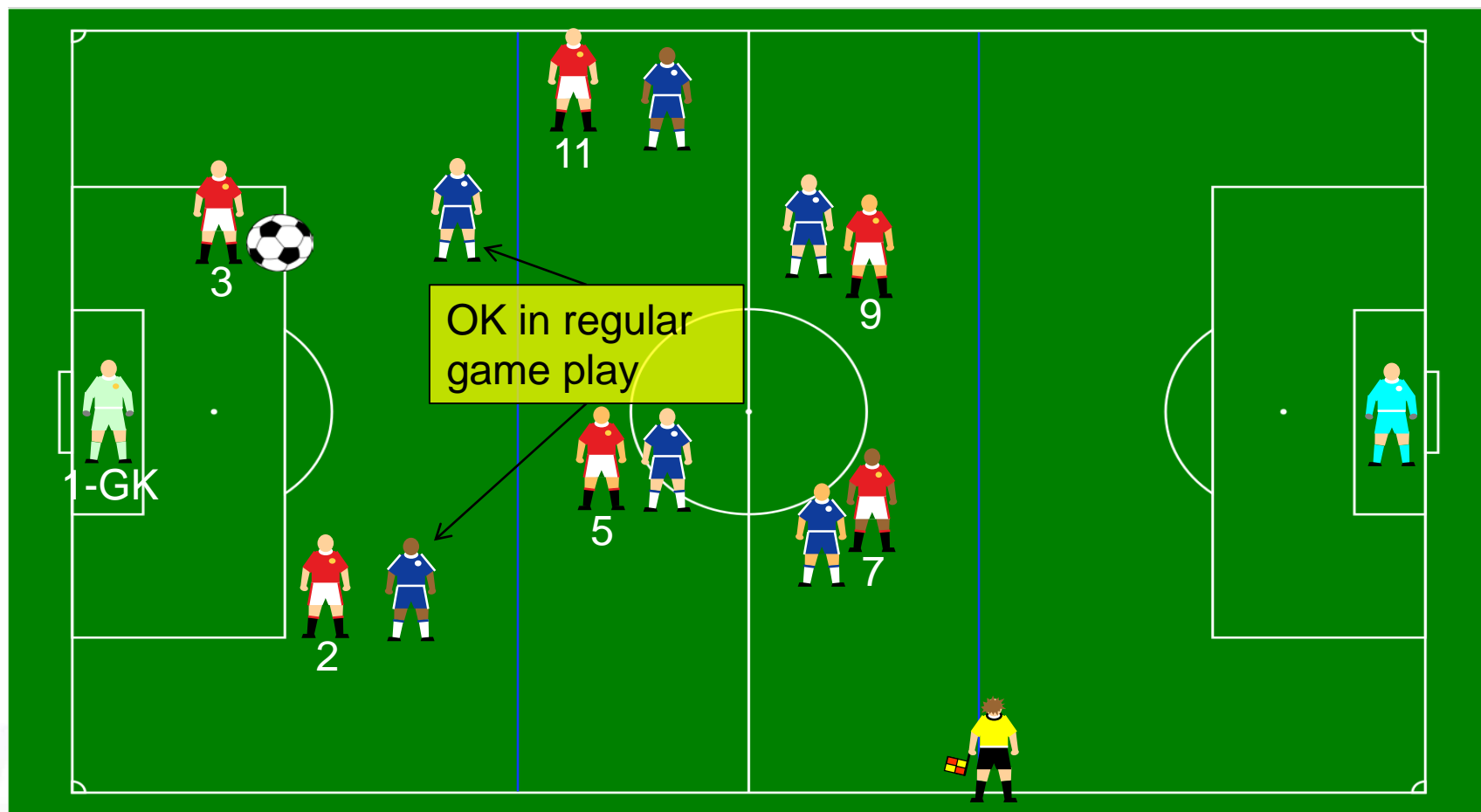
- In the same vein the BOL replaces the halfway line in the judgement of offside infractions

## ALLOWS ATTACKING TEAM MORE ROOM TO DEVELOP ATTACK

**BOL:** BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME | **GK:** GOAL KICKER |

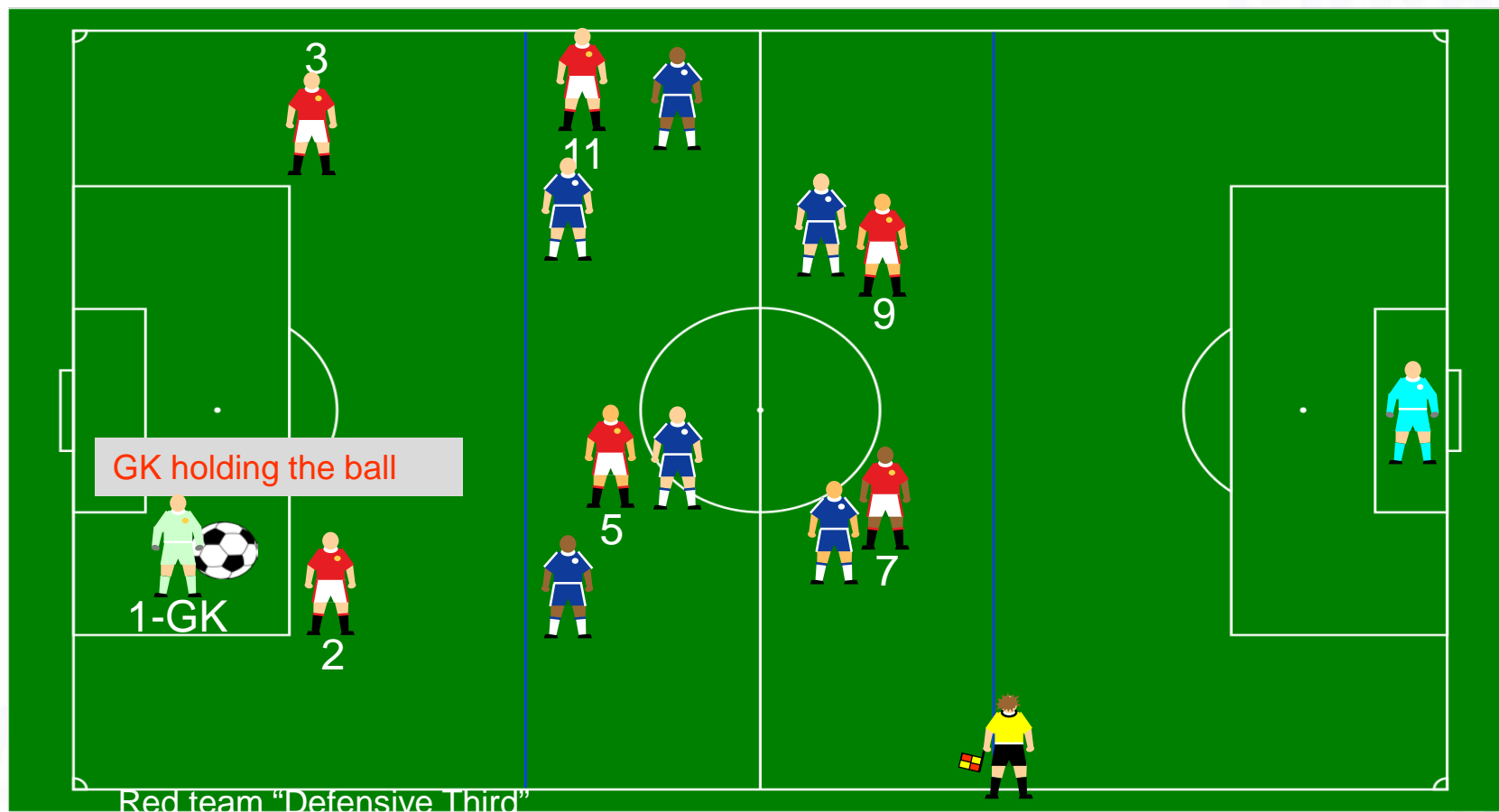
## BOL

### Does Not Restrict Player Location During Normal Play



## GK POSSESSION

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

**BOL:** BUILD-OUT LINE | **LOTG:** LAWS OF THE GAME | **GK:** GOAL KICKER |

PDIs: 9U THROUGH 10U

GK PUTTING THE BALL  
INTO PLAY and the BOL



# 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

**Play should be stopped.**

**The restart: IFK for opponents at the location where the Goalkeeper released the ball**

- If, in the opinion of the Referee, the infraction was not deliberate then play continues
- Repeated infractions should **not** be considered as part of Persistent Infringement misconduct

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## PUTTING BALL INTO PLAY:

# Other Considerations

- GK does not need to wait for opponents to retreat;  
TAKES RISK OF INTERCEPTION
- Referee should encourage opponents to retreat  
GK has “6-seconds” to put ball into play after opponents have retreated across BOL (Not commonly enforced in 9U/10U)
- If ball goes directly out of play without crossing BOL, then restart with TI or CK as appropriate
- If GK dribbles ball beyond BOL let play continue

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| **KI:** KICK-IN

## 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

Hold up play, ask opponent to retreat, and then continue play  
(REFEREE:

- If necessary to stop play, then restart with Dropped ball to Goalkeeper
- Use judgement and don't interfere for trifling infraction)

Repeated infractions **should not** be considered as part of Persistent Infringement misconduct

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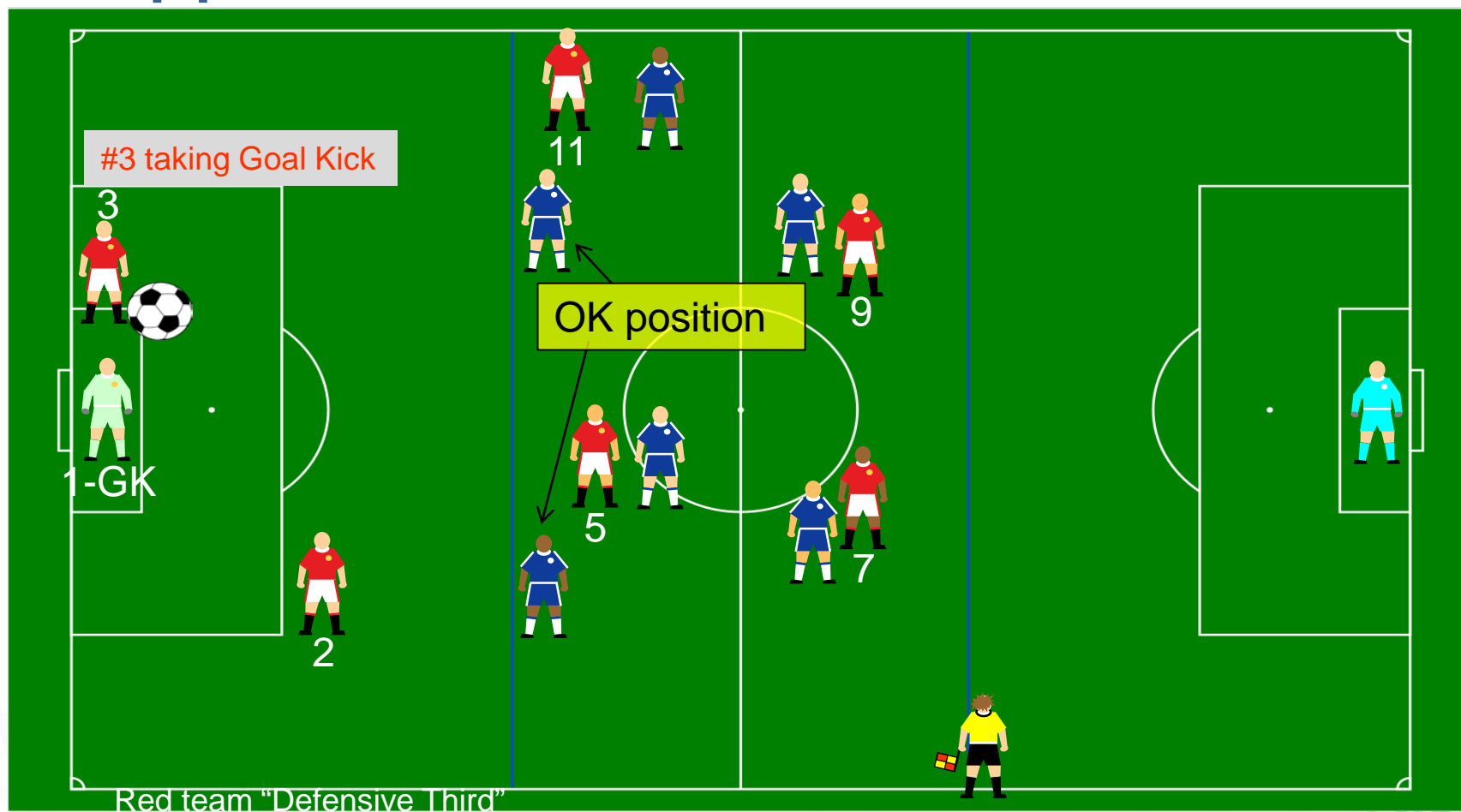


# PDIs: 9U THROUGH 10U

## GOAL KICKS

## GOAL KICK

# Opponents MUST Move Behind BOL



## GOAL KICK

# Putting Ball Into Play Kick

- **Player taking Goal Kick must attempt to pass ball to teammate standing on goal side of BOL**

Infraction: Ball deliberately kicked beyond BOL

- Referee stops play and awards IFK to opponents on Goal Area Line, parallel to Goal Line, closest to where the Goal Kick was initially taken
- If, in Referee's opinion, the infraction was not deliberate then play continues
- Repeated infractions should not be considered as part of Persistent Infringement misconduct

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## GOAL KICK

### Putting Ball into Play: Other Considerations

- Referee should encourage opponents to retreat
- 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

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## GOAL KICK

### Putting Ball into Play: Opponent Considerations

- Opponents may not cross BOL until the ball leaves the penalty area.

Infraction: Opponents cross BOL too soon

## REFEREE

- Stops play; asks opponents to retreat, then Goal Kick is retaken
- Repeated infractions **should not** be considered as part of Persistent Infringement misconduct

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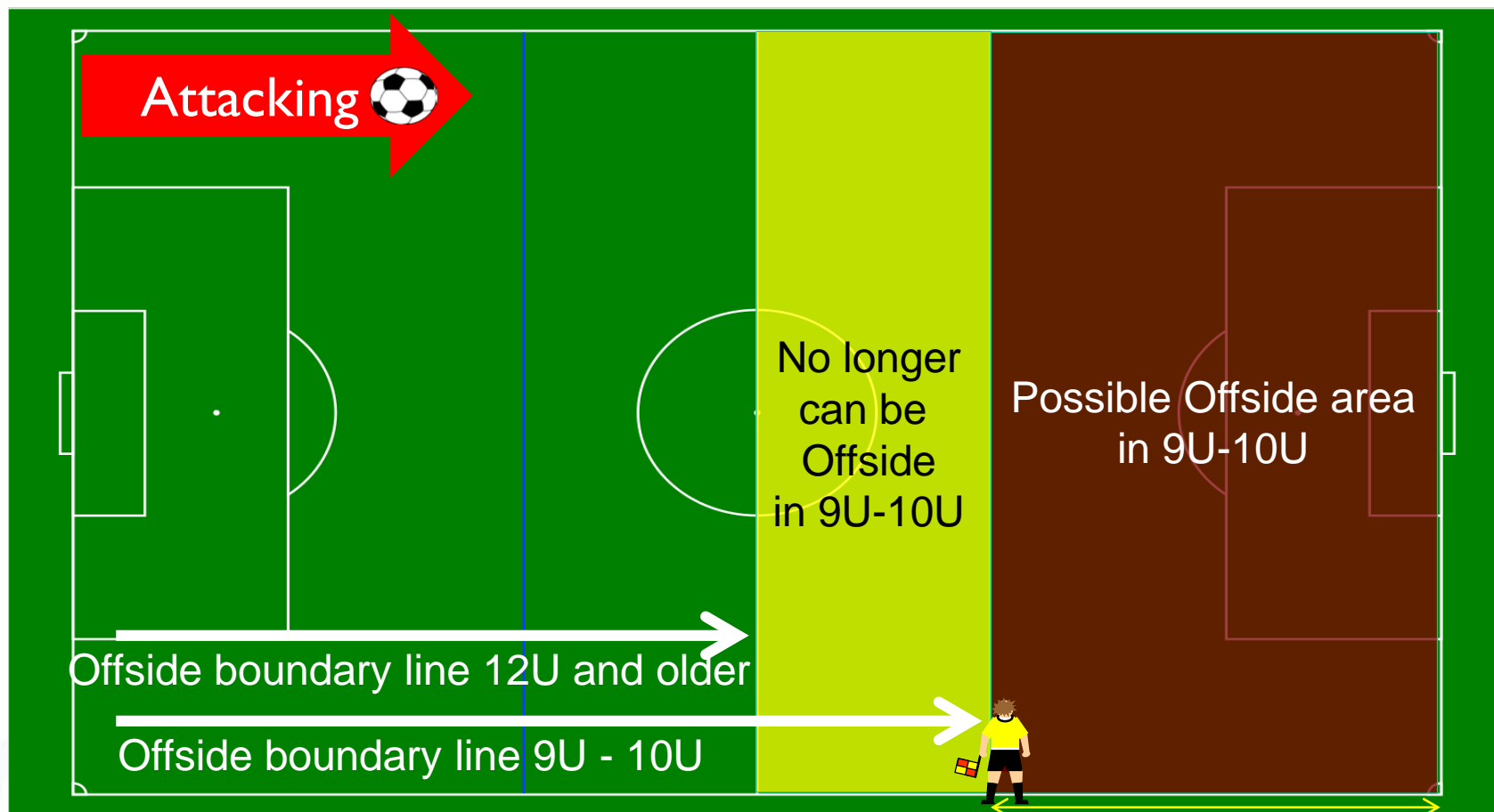
PDI's: 9U THROUGH 10U

OFFSIDE and the BOL



## OFFSIDE POSITION (OFF TEAM)

### BOL Limits Location of Offside Position



## **BOL AND OFFSIDE**

### Redefines 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

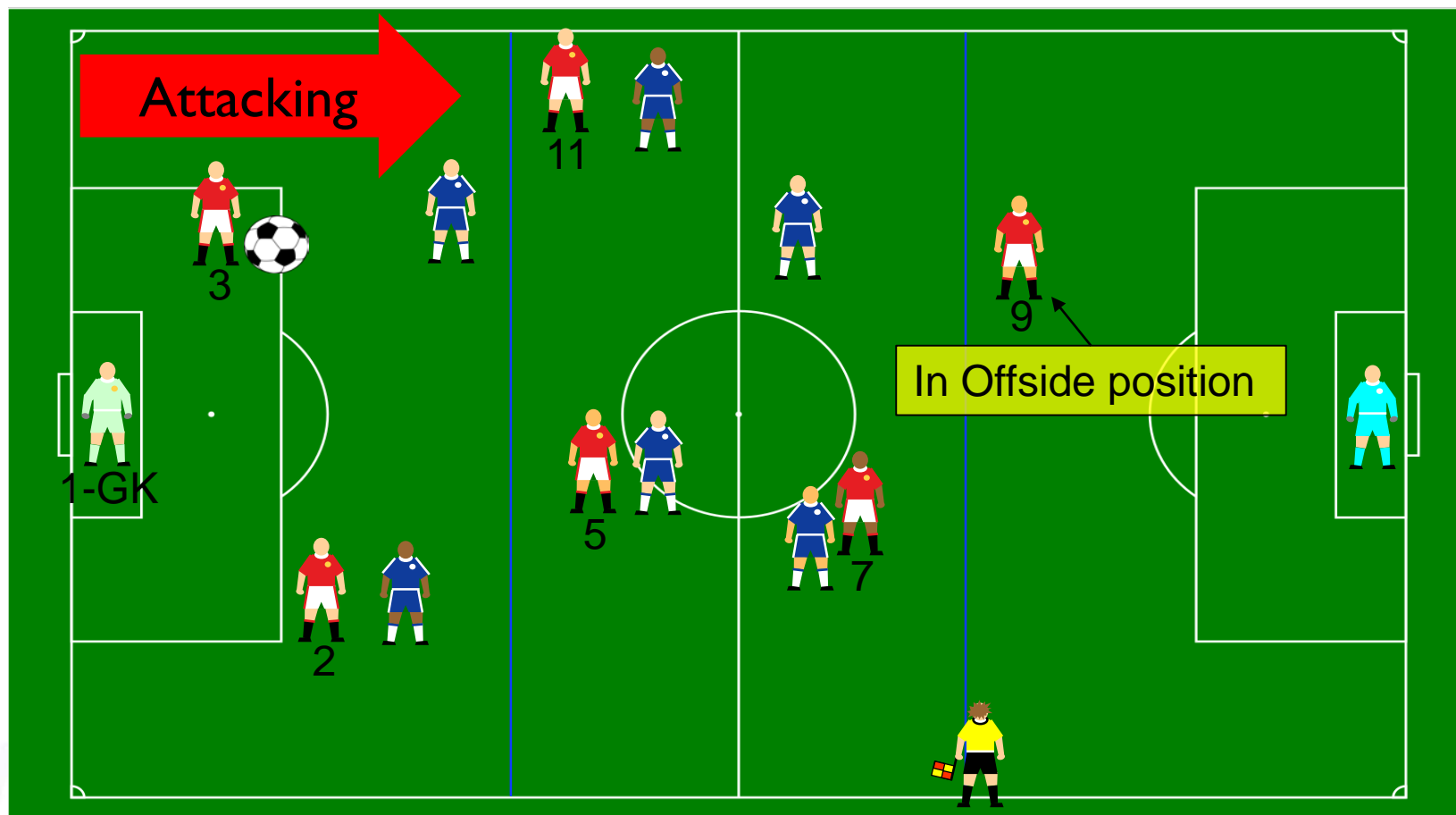
**BOL**

# Defines Potential Offside Infractions



## BOL

# Defines Potential Offside Infractions



# SUMMARY

- Goalkeeper punts NOT allowed in 8U through 12U
- Build-Out Line used in 9U and 10U to help reduce pressure and promote development of attacking skills
- **IMPACTS:**  
**OFFSIDE**  
**GOAL KICKS**  
**GOALKEEPER POSSESSION**