



2017

AMERICAN YOUTH  
SOCCER ORGANIZATION

# AYSO National Referee Program

## US Soccer Player Development Initiative: Referee Implementation



# Purpose

- Provide brief explanation of PDI
- Provide guidance to referees in how to administer matches impacted by the adoption of the PDI

# 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

# PDIs Captured In AYSO National Rules & Regulations\*

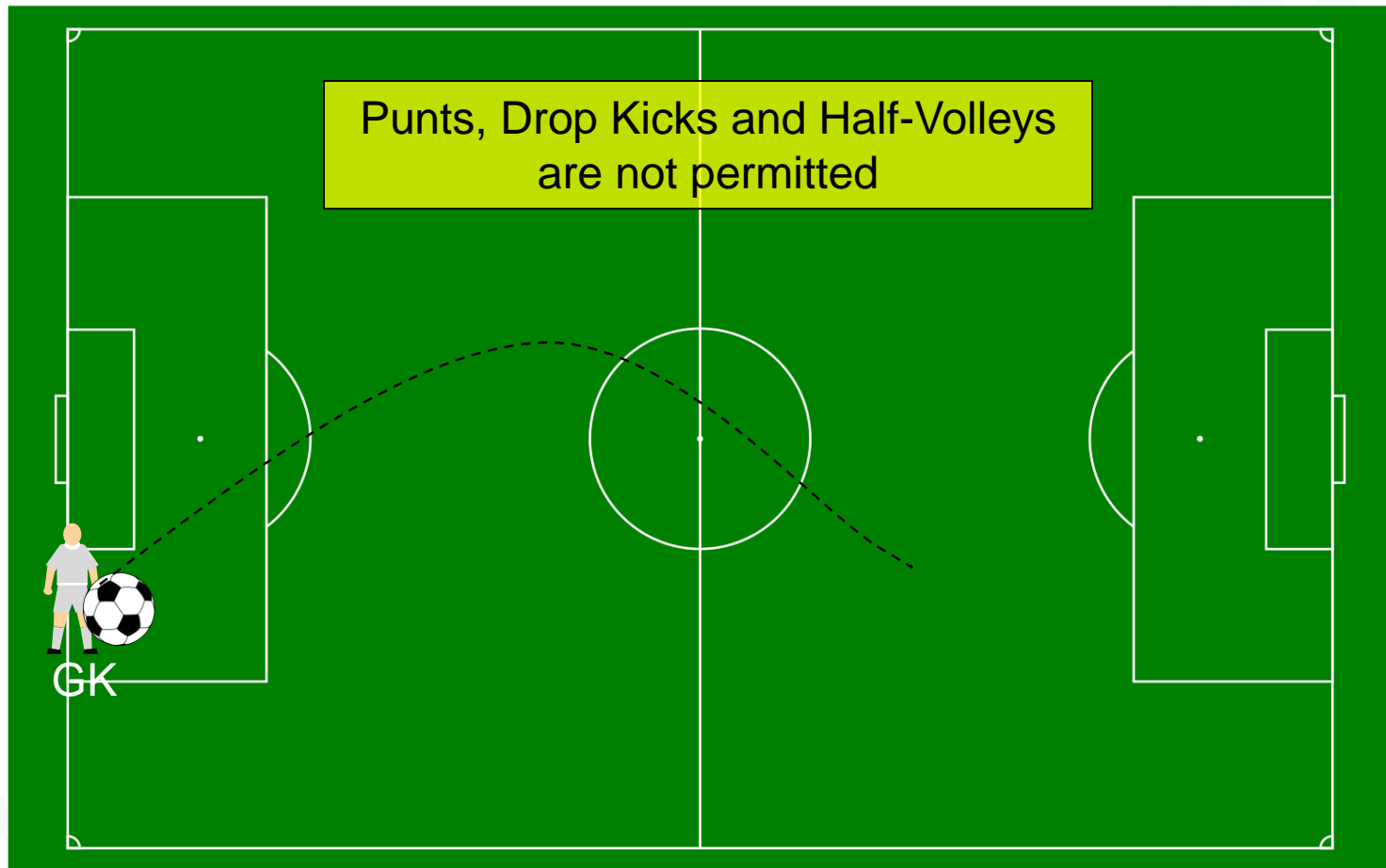
- Section I
  - Part H. Small-sided matches
  - Part I. Heading the ball
  - Part J. Throw-ins (6U – 8U)
  - Part K. Goalkeeper punts (9U – 12U)
  - Part L. Build-out line (9U – 10U)

\*<http://www.ayso.org/Assets/For+Volunteers/Resources/Governing+Documents/Rules+Regulations.pdf>

# Focus on Administering 9U through 12U Matches

- No significant impact to referee duties in 6U and 8U
- Goalkeeper punts are now NOT allowed in 9U -12U
- In addition 9U - 10U has Build-out Line (BOL) to promote development of technical skills

# GK Punts Are Prohibited in 9U through 12U



# How Does GK Put Ball Into Play? (9U - 12U)

- With ball in possession (in hands), the GK must put ball into play by 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



# Goalkeeper Punt Infraction (9U - 12U)

- If GK punts ball:
  - 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, parallel to the Goal Line, closest to the punt location
  - Repeated Infractions should not be considered as part of Persistent Infringement misconduct

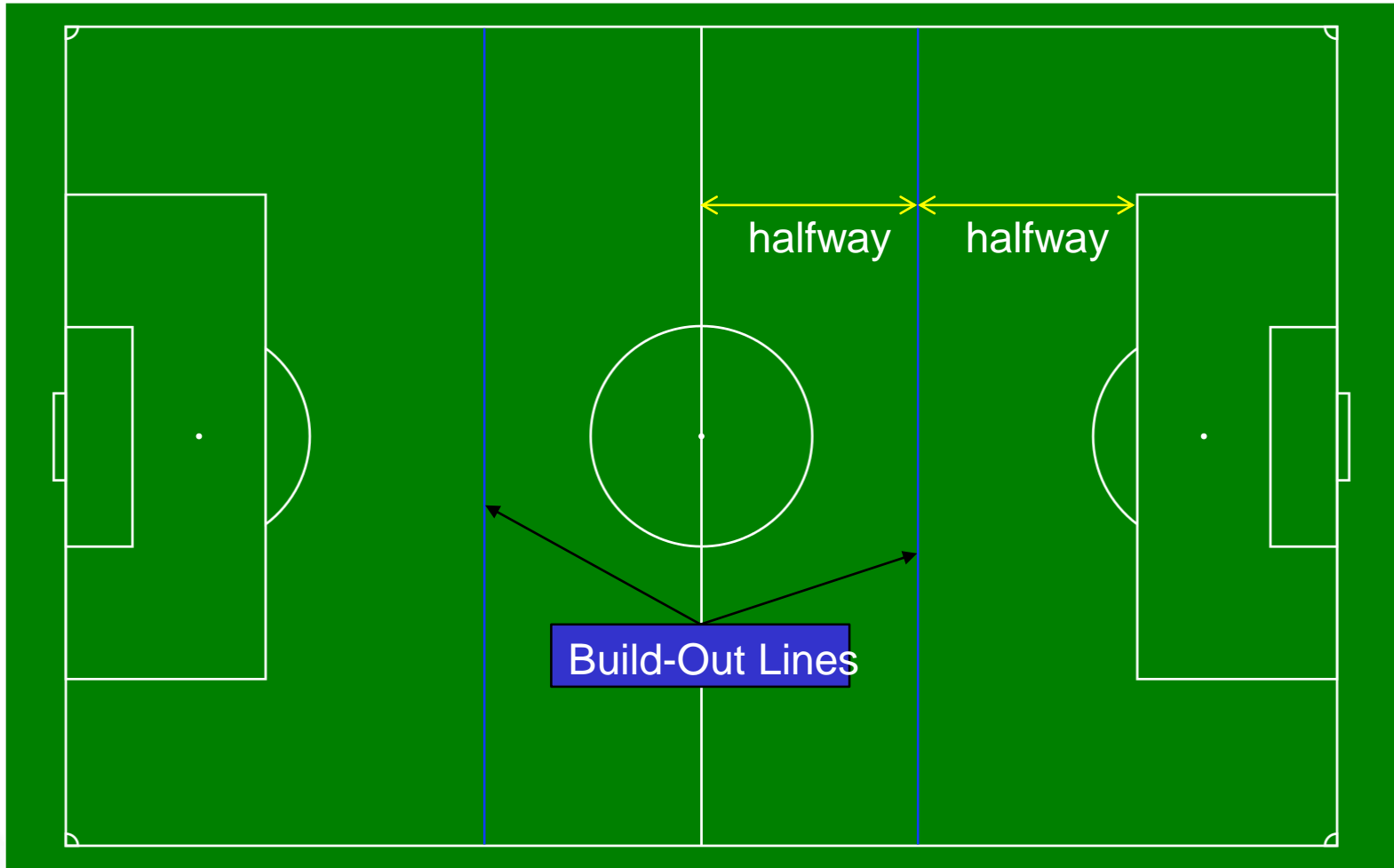
# What about other saves by GK? (9U - 12U)

- If GK kicks/punches ball rather than trying to collect ball with hands, then play continues as usual

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

- 9U -10U matches now include BOL to help promote development of player skills
- BOL only impacts these three situations:
  - Goalkeeper putting ball into play after possessing in hands
  - Offside
  - Goal Kicks

# 9U - 10U Build-Out Line



# 9U - 10U Build-Out Line

- 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
  - Referee needs to know how line is marked prior to match
  - Good practice to remind players/coaches prior to match

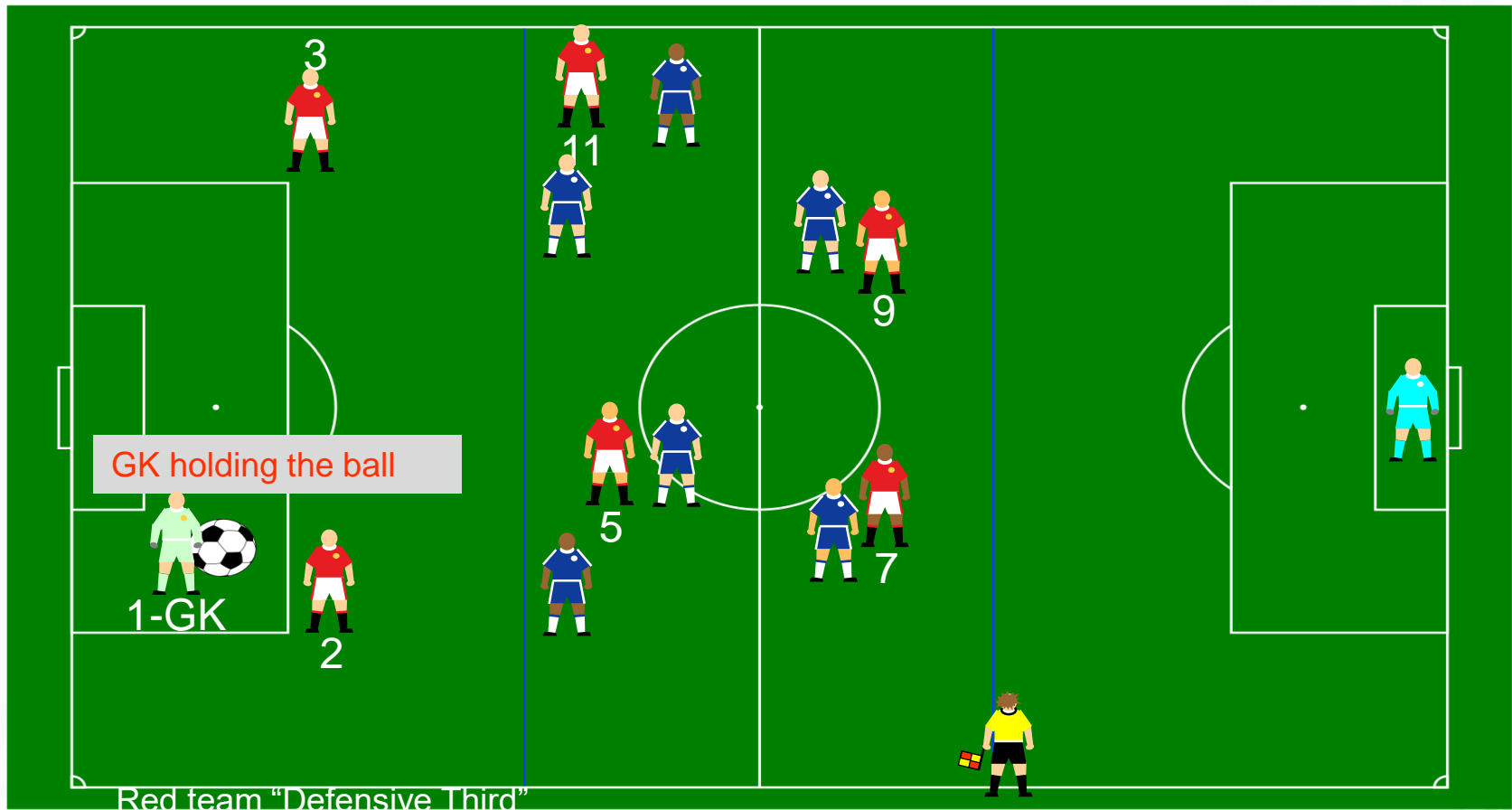
# Build-Out Line Basic Concept

- 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 Does Not Restrict Player Location During Normal Play



# 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

# 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
  - Stop play, restart play with IFK for opponents at the location where the Goalkeeper released the ball
  - 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

# 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 – vocally encourage GK to put ball into play)
- 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

# 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 (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

# Opponents MUST Move Behind BOL for Goal Kick

## BOL for Goal Kick



# Putting Ball Into Play From Goal 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

# Putting Ball into Play from Goal Kick: Other Considerations

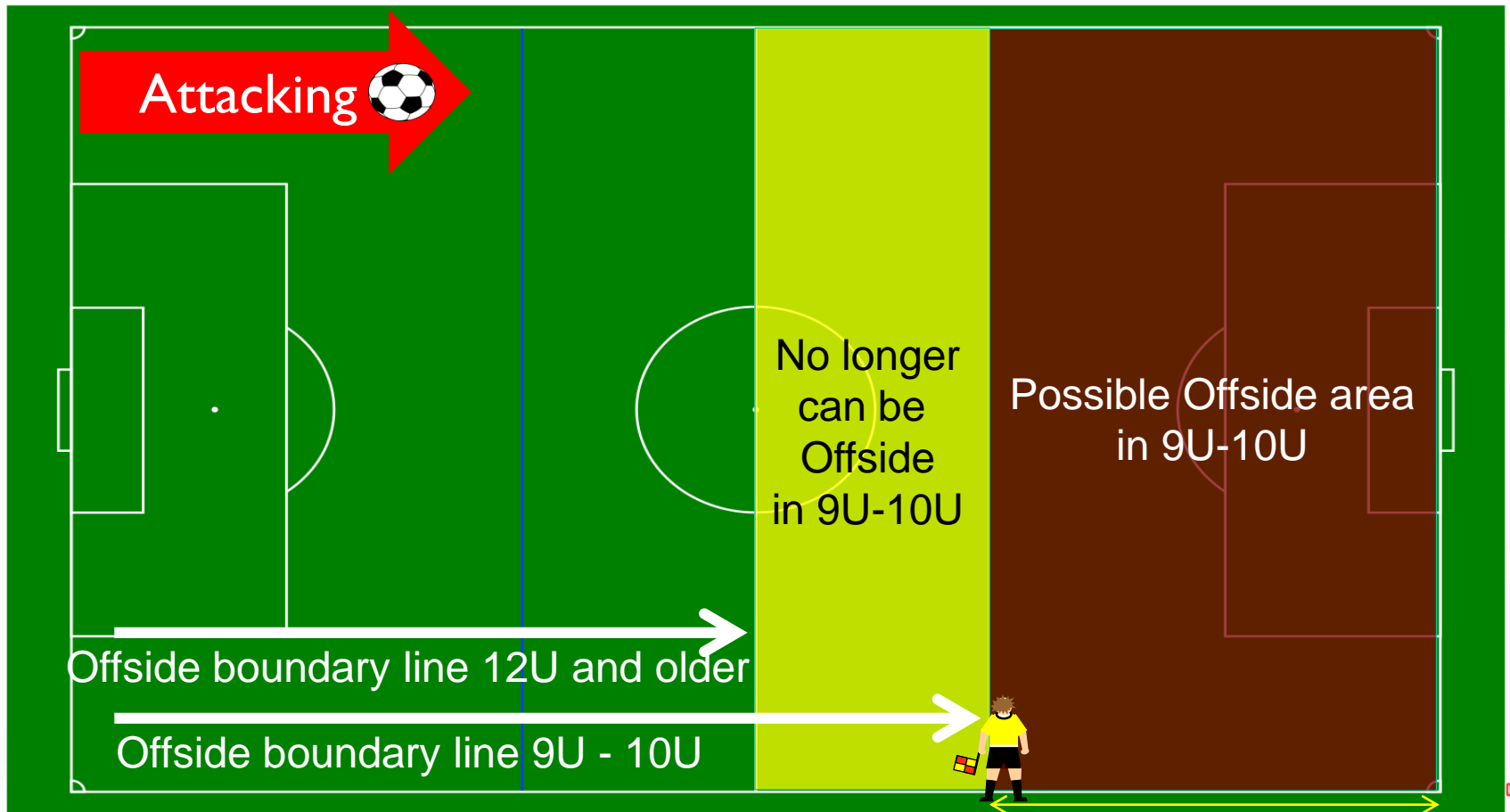
- Referee should encourage opponents to retreat
- Player taking Goal Kick does not need to wait for opponents to retreat; takes risk of interception
- If ball kicked directly out of play without crossing BOL then restart with TI or CK as appropriate

# Putting Ball into Play from Goal Kick: Opponent Considerations

- Opponents may cross BOL as soon as ball is kicked
  - Per LOTG ball is not in play until it exits penalty area
- Infraction: Opponents cross BOL before kick is taken
  - Referee stops play; asks opponents to retreat, then Goal Kick is retaken
  - Repeated infractions should not be considered as part of Persistent Infringement misconduct



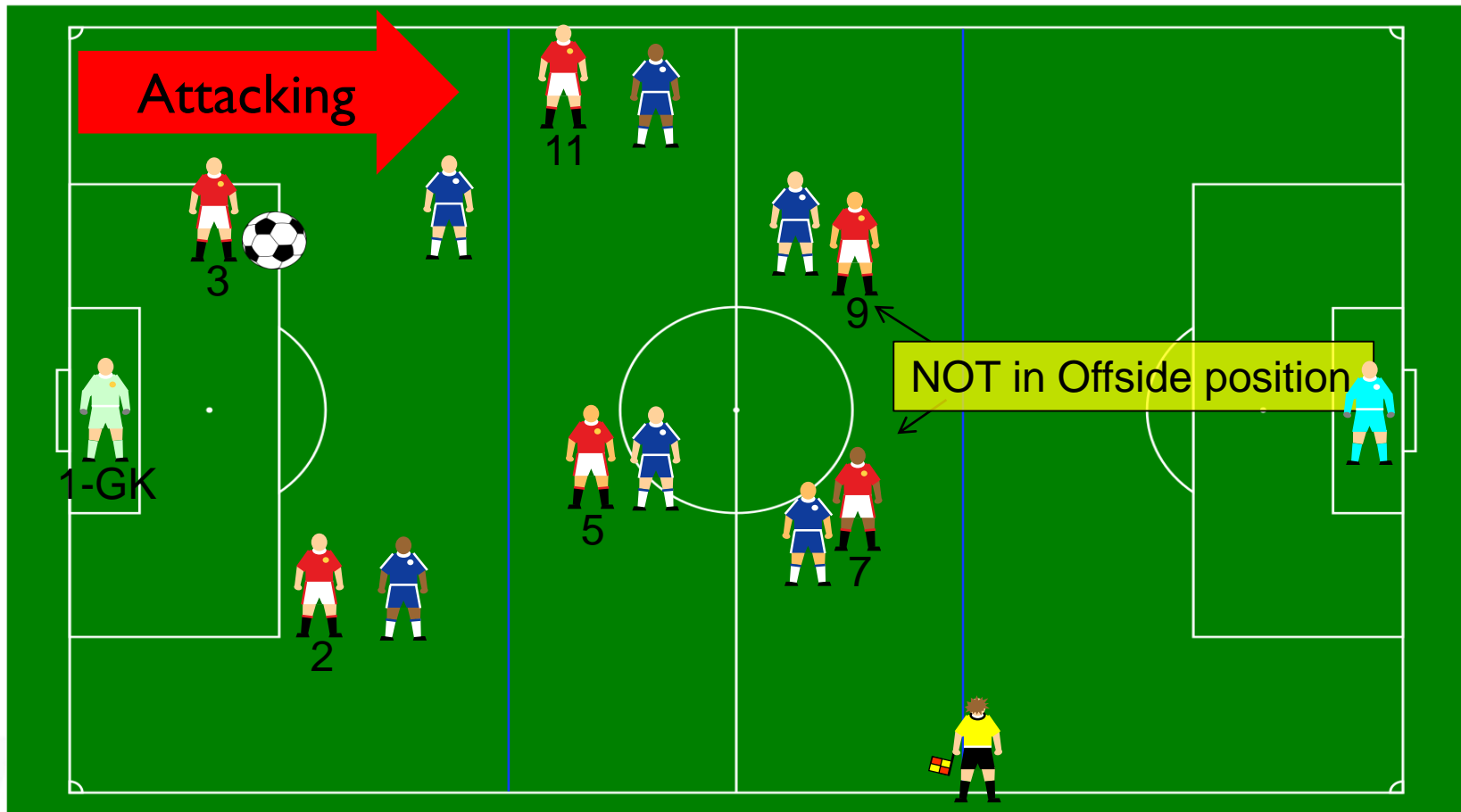
# BOL Limits Location of Offside Position



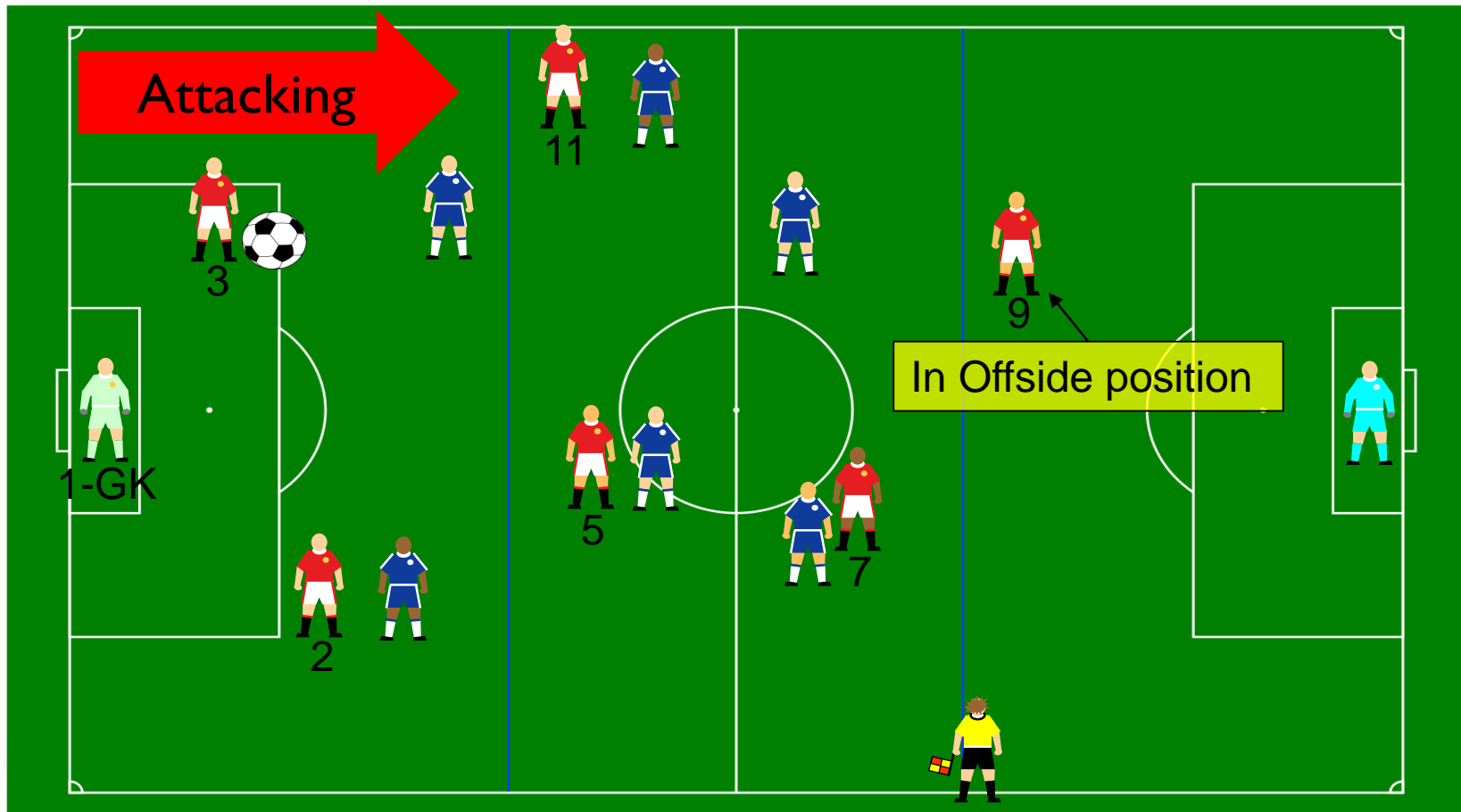
# BOL and Offside

- 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 9U through 12U
- Build-Out Line used in 9U and 10U to help reduce pressure and promote attacking skills development
  - Impacts offside, goal kicks, goalkeeper possession
- Work with the coaches to address repeated infractions

# Acknowledgements

- We wish to thank Rich McGuire, I0/E/4, for much of the graphical content