

Build Out Lines



Referee Small Sided Game Manual

Information for working with
small sided games , as Mandated
by the 2015 US Soccer Player
Development Initiative

Team Players

	U9	U10	U12
Players On Field	7	7	9
Min. Number of Players	5	5	6

Ball Size

	U9	U10	U12
Ball Size	4	4	4

Headers & Punts

	U9	U10	U12
Headers	Not Allowed Indirect kick awarded to opponents.	Not Allowed Indirect kick awarded to opponents.	Not Allowed Indirect kick awarded to opponents.
Punt	Not Allowed Indirect kick awarded to opponents from point of punt, or point on goal line from spot closest to punt.	Not Allowed Indirect kick awarded to opponents from point of punt, or point on goal line from spot closest to punt.	Allowed

Game Play Time

	U9	U10	U12
Halve Time	Two 25 min. halves	Two 25 min. halves	Two 30 min. halves
Half Time	10 min. half time break	10 min. half time break	10 min. half time break

NOTE: The awarding of Indirect Free Kicks to opponents, due to headers/punting being done is not to be used to define '**persistent infringement**'. A player is not to be penalized for their lapse of judgment in doing the offense, several times. They are to be simply reminded that they may not do such an act.

Direct/Indirect Kicks

Direct/Indirect kicks as per IFAB rules.



Other Applicable Rules

All other standard IFAB rules apply, with one exception. For any headers/punts that are done by a player, a moniker of 'persistent infringement' is not to be applied. **A player is not to be penalized for repeated offenses of heading, or punting. This is an item that the coach will definitely work with a player on, as their team is being penalized when the item happens. Just continue to remind the player that the heading or punting is not allowed. They will eventually come around.**

Concussion Initiative

US Soccer has a '**Concussion Initiative**' that requires a referee to send off the field any player suspected of having a concussion. It is not expected that the referee will do the concussion evaluation, this is to be handled on the sideline, by team personnel/parents.

Once the player is removed from play, due to a suspected concussion situation, **the player cannot return to play**. The player must be examined by a licensed medical professional, or a certified athletic trainer. For Cal North play, the only party that can certify a player fit to play again is the president of Cal North, following the Cal North, concussion protocol.

If a coach/parent insists that the player can return to play, **the game is to be immediately terminated**. Do not get involved in a conversation with a parent/coach on the 'fitness' of a player to return to play.

As a referee, how do you determine if a player has suffered a suspected concussion scenario? **First**, did the event trigger a response within you to question if the player was 'o.k.'. This can be from such items as a ball striking them hard in the head, a knee/elbow to the head, or a hard fall to the ground knocking the head on the ground. The key being that you questioned within you the health of the player, after seeing the event happen. At this point the slogan '**when in doubt, sit them out**' applies. Write the removed players' name, on the game card, along with a statement similar to '*removed due to suspected concussion*'.

The second method of determining a concussion possibility is to use your eyes. Is the player holding their head, are they lying flat not moving, are they standing but appear unbalanced. These are simple methods to access if the player is o.k. Always err on the side of caution.

BUILD OUT LINE RULES



U10 Age Group Only

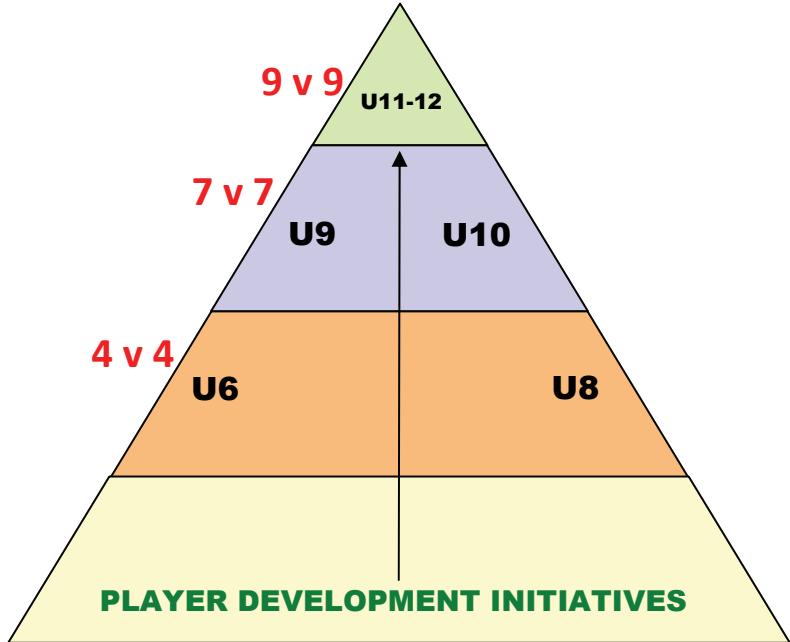
Build Out Lines

- When the goalkeeper has made a save on the ball, they may roll, or throw the ball, to put ball back into play. The ball is "live" and playable when the goalkeeper releases it (and the opponents can re-enter the build-out zone).
- If a goalkeeper punts the ball, 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.
- Can a goalkeeper do a quick release of the ball, while the opposing team is still within the build out line--**YES**. The goalkeeper accepts the position of all opponents when they elect to do a quick release of the ball.
- When can offside be called? Offside may be called between the goal line and the build out line. A player may not be called offside between the halfway line and the build out line.
- Opposing team may move past the build out line, immediately after the goalkeeper releases the ball.
- The standard **6 second rule** applies to the goalkeeper when holding the ball. They must release the ball within **6 seconds**. This does not apply if opponents are still within the Build-out line area, and the goalkeeper is waiting to release the ball. The 6 second rule begins when all opponents are past the build-out line. The goalkeeper must then release the ball within 6 seconds.
- The goalkeeper may not handle the ball outside of the penalty area. If they do, the opposing team gets a direct free kick.
- During a goal kick, opponents may cross the buildout line and attack the ball, once it has left the penalty area. It does not have to cross the build-out line before they can attack the ball.
- Do opposing players have to move behind the build-out line, on the awarding of a indirect, or direct free kick? No, they do not. They are only required to move behind the build-out line on a **goalkeeper save**, or a **goal kick**. For any other penalty assessed, they follow the standard procedures (such as being 10 yards from the kicker).
- **There are unlimited substitutions, which may occur at any stoppage of play, by either team.**

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Player Development Initiative



COMPONENTS

Birth Year Registration

The registration of players for age groups was changed to place players in their proper age group, based on actual age. The focus moves away from the team and onto the individual player. This focus moves away from the bigger, faster, stronger methodology, which was sometimes used for team construction. This mechanism was focused on producing ‘winning’ teams. The new focus is on the development of the individual player, not the construction of a team. This new mechanism ensures that kids in the United States are developing in an environment similar to that in non-US soccer playing countries.

Small Sided Games

The fundamental purpose of the ‘Small Sided Games’ is:

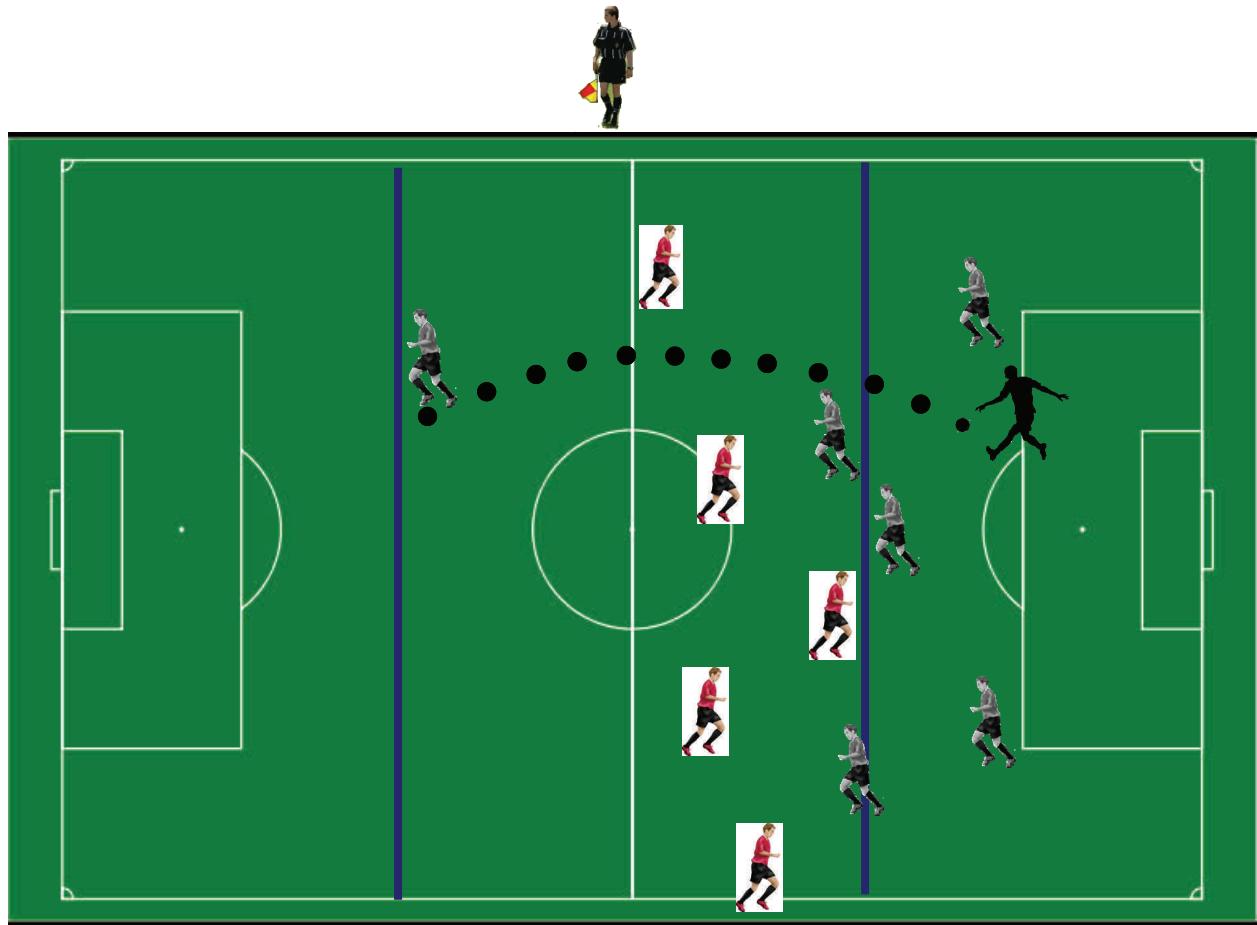
- Improve the playing skills of players
- Increase their confidence & comfort
- Develop intelligence with and without the ball
- Promote better decisions and better awareness

Concussion Initiative

Heading the ball is not allowed in U9-U10 (7 v 7), or U11-U12 (9 v 9) play. Player must be removed from play and seen by a health care provider, if concussion is suspected. May not return to play until health care provider, or athletic trainer has authorized a ‘return to play’. All age groups.

Assistant Referee

The buildout line will offer some challenges to the AR, when running their line. The concept of staying with the 'second to last' may mean that the AR is not in position to have the proper angle on a player near/at the buildout line. In the following, the AR is with the second to last defender, who is at the half-way line. An attacker has positioned themselves at the buildout line. The ball is kicked to them, from deep within their end. They may receive the ball and attack the goal, without being offside, as they are not past the buildout line. The AR is not in position to actually have an angle, to judge if they have passed the buildout line. The AR will have to pay close attention to all play in front of them, and for any player that may advance down field, toward the buildout line. In theory, a coach could have a player 'camp out' at their opponents buildout line, and it would be perfectly legal.



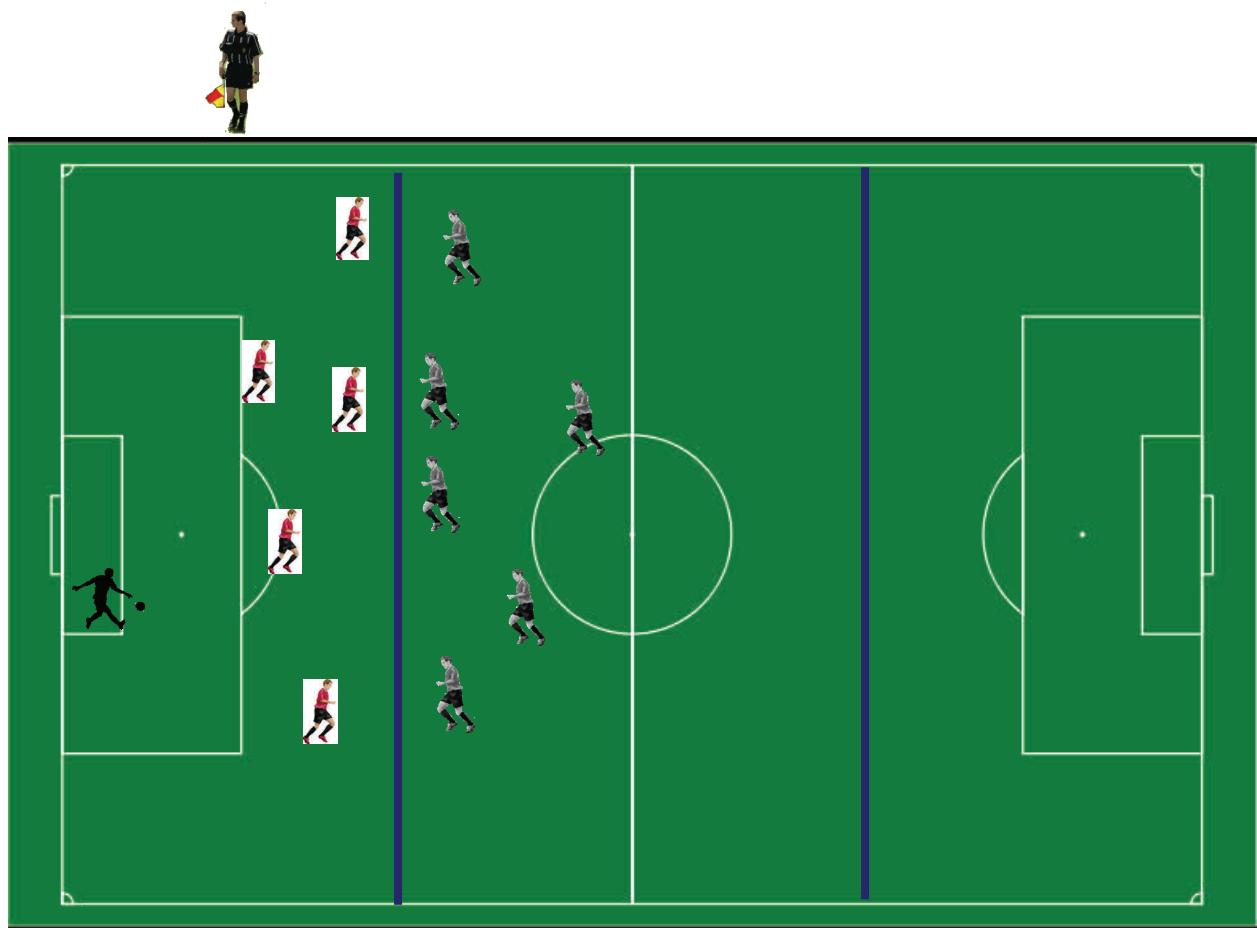
In effect, the attacking field area has been increased for attackers, and reduced for defenders. The offside area has shrunken.

If the above scenario were to happen, the AR would have to immediately head down the line, keeping up with the ball. The AR would need to be in position to determine if the ball crossed the line, into the goal, if a shot on goal was taken, and possibly stopped by the goalkeeper. They would need to determine if the ball had/had not crossed the line, before the goal keeper snagged it, OR if the goalkeeper crossed the line with the ball, after catching it.

Assistant Referee

Another task that the assistant referee has inherited, with the addition of the buildout line is 'sheparding'. When there is a goal kick, the assistant referee may have to vocally tell the opposing team to go to the buildout line, or they may be slow in doing so, which delays the game (do not let this be a tactic that a coach uses to slow the game down). If a team takes their time repeatedly, ask the center to come over, tell them the situation, and have the center inform the coach that their team needs to speed up moving back to the buildout line.

When all opponents have moved to the buildout line, the AR can then move to line up with the penalty area line.



The opponents may cross the buildout line, when the ball is kicked by the goal-keeper, but they may not play the ball until it has left the penalty area, using the normal goal kick rule.

IMPEDING

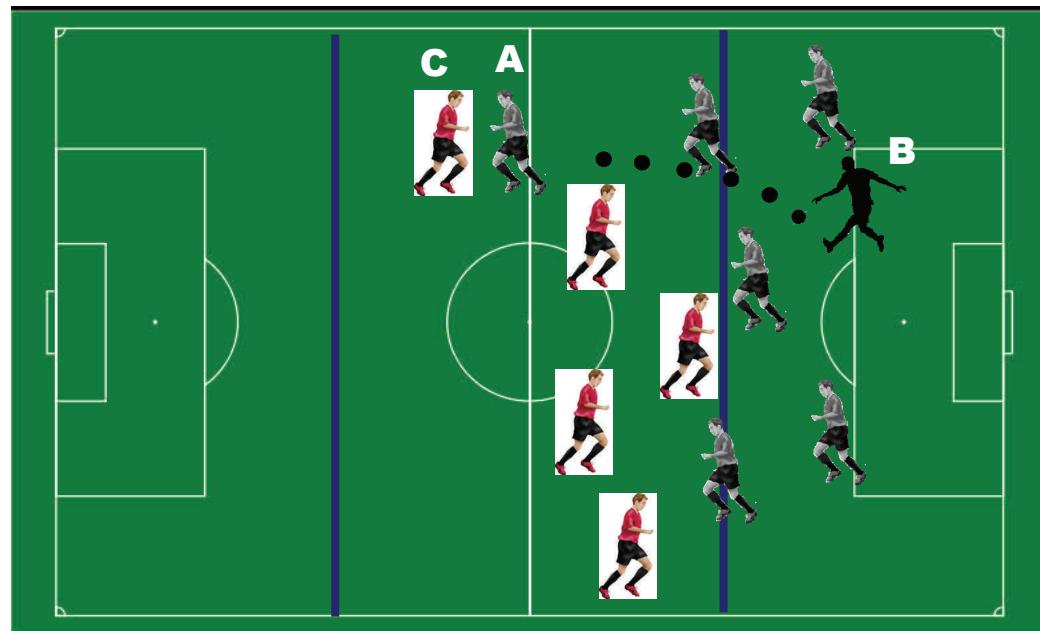
IMPEDING AN OPPONENT

The buildout line may create an instance when a defender may be tempted to do something toward an opponent, which is not legal. If a defensive player is camped around the half-way line, they may attempt to thwart an opponent from moving past them to the buildout line. They may know that they have an open field behind them, with no other defensive player behind them. They are thinking of protecting their goal from attack.

The problem is that Law 12 outlaws them attempting to 'play a player'. Law 12 states :

(**Law 12 (2016/2017, IFAB, Laws of the Game)**): "A **direct free kick** is awarded if a player commits any of the following offences: ... impedes an opponent with contact". An **indirect free kick** is awarded if a player "impedes the progress of an opponent without any contact being made." Impeding the progress of an opponent is defined as: "*Impeding the progress of an opponent means moving into the opponent's path to obstruct, block, slow down or force a change of direction when the ball is not within playing distance of either player.*"

A defender cannot attempt to stop an attacker from running past them, when the ball is not within playing distance. No shoulder charges, and no other method may be used to stop/affect a players movements.



In the above scenario, 'A' has started running toward the buildout line, to intercept ball, which is about to be kicked by a team mate, 'B'. This is a 'set' play, that the team has practiced, where the kicker is going to kick a high ball, down field. Attacker 'A' has anticipated the kick and plans to beat everyone to the ball. Defender, 'C' attempts to place themselves in the path of player 'B', before the ball gets to the player.