

New Player Development Initiative

Throw-ins

6U & 8U, throw-in replaced by pass-in/dribble-in.

Opposing players must be 2 yards away.

Keeper Punts

10U & 12U – keeper may not punt (nor drop-kick).

IFK awarded at spot of offense (no Persistent Infringement for this)

Build-Out Line

10U – halfway between Penalty Area & Halfway line (picture next page)

Opponents must move behind build-out line for Goal Kick or Keeper Possession

But ball may be put in play without waiting

Encroachment by opponent – repeat the restart (drop ball to keeper, or GK)

Initially warn opponents, and encourage them to move back

No Persistent infringement for this

Opponent may cross build-out line once ball is put into play by keeper

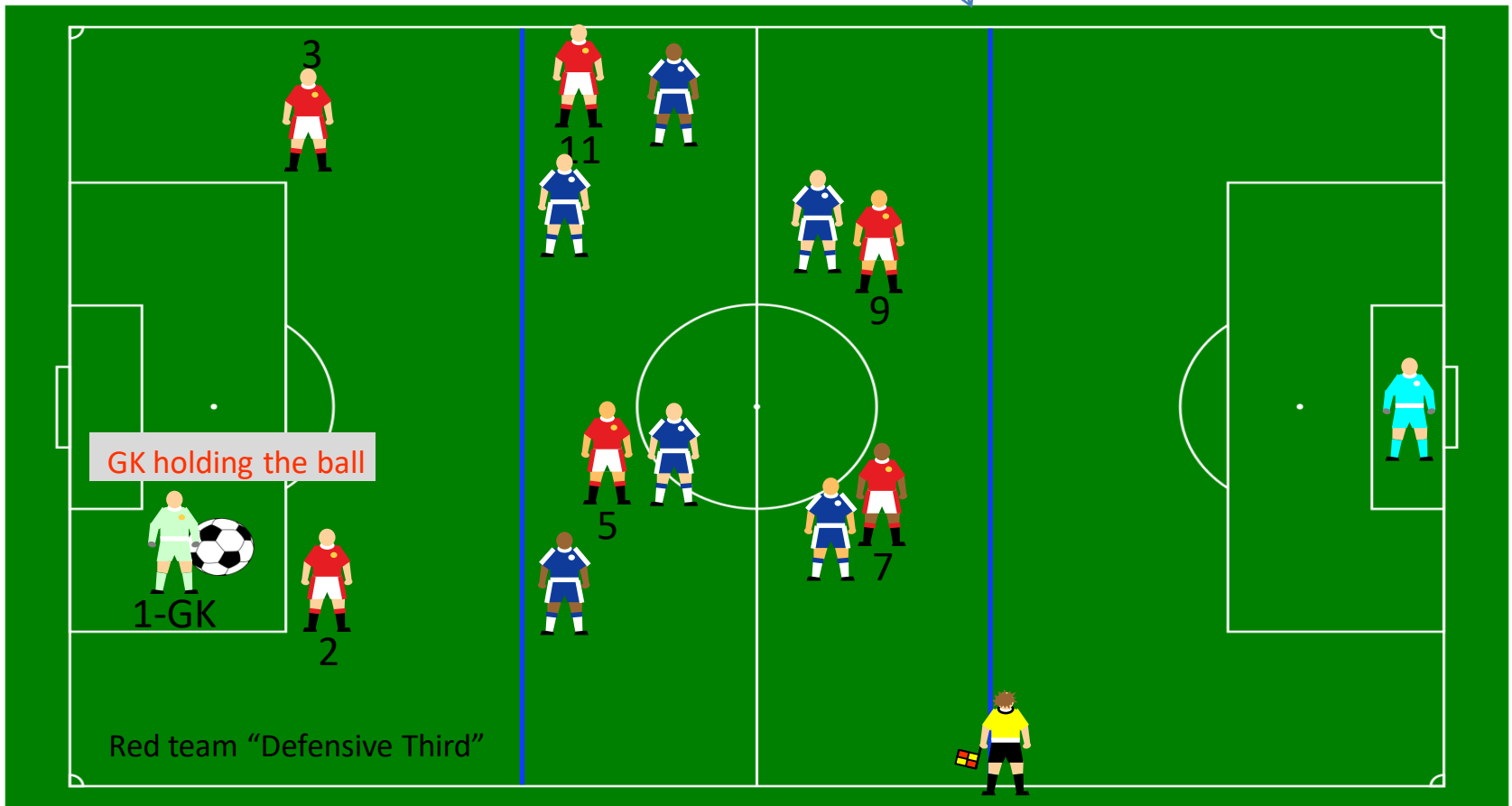
For Goal Kick – once ball is kicked (does not have to be in play)

Ball cannot be initially passed to player beyond build-out line intentionally

IFK awarded at spot of offense (no Persistent Infringement for this)

Build-out line is used to determine offside (no longer halfway line)

Build-Out Lines



Why is AR here?