



## EDP Build-Out Line Policy

EDP Soccer believes in the development of the players and supports US Soccer's Player Development Initiatives (PDIs). The intention of the policy is to inform clubs, coaches, players, referees and parents of the implementation of the Build out line.

The **build-out line** promotes playing the ball out of the back, while creating more opportunities for learning and improvement in a player's understanding of the game.

### Field Marking:

- The build-out line should be equidistant between the penalty area line and the halfway line
- The build-out line should be painted on the field, preferably in a different color
- If a painted line is not available, a marker such as a flag or cones will need to be used on the sideline

*When the goalkeeper has possession of the ball in his or her hands during live play, opponents must retreat behind the **build-out line** before they can pressure the ball.*

*When there is a goal kick OR a direct free kick which is being taken from inside the penalty area, opponents must retreat behind the **build-out line** before they can pressure the ball.*

### Offside

- The build-out line will be used to denote where offside offenses will be penalized (instead of the halfway line)
  - 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 the goal line

### Goal Kicks or Free Kicks taken within the Penalty Area

- *The ball will not be considered "**in play**" until the ball has been touched by a teammate received from the goalkeeper or the player taking the restart - whether the teammate is inside or outside the penalty area OR the ball goes past the build-out line.*
- The goalkeeper or player taking the restart may wait until ALL opponents have retreated behind the build-out line before putting the ball into play. If a team chooses to take a goal kick or a free kick quickly before their opponents retreat behind the build-out line, they *accept the position of the opponents and the consequences once the play is "**in play**".*

## Goalkeeper Possession during Live Play

When the ball is in the goalkeeper's hands after 'save' or standard run of play:

- Goalkeepers cannot punt or drop-kick the ball.
  - If the goalkeeper does punt/drop-kick the ball:
    - *The restart will be an indirect free kick awarded to the opposing team at the penalty area line parallel with the goal line at the nearest point to where the infringement occurred*
- Goalkeepers must throw, roll or put the ball on the ground and play the ball with their feet to put the ball in play.
  - There is no halfway line restriction for GK distribution, the GK is permitted to distribute the ball directly into the opponent's half of the field
  - Per the Laws of the Game - the GK has 6 seconds to release the ball. However, that count should not start until ALL opponents retreat behind the build-out Line.
  - However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.
  - *The ball will not be considered "in play" until the goalkeeper releases the ball to the ground.*

## Encroachment

- All opponents **must retreat behind** the build-out line **before they can pressure** the ball, whether it is during live play or a restart. (goal kick / feek kick).
  - If an opponent pressures the ball or the opponent attacking team before the ball is "**in play**" (encroachment):
    - *The restart will be an indirect free kick for the attacking team at the point of the infringement occurred*

*Remember common sense, 7v7 is for player development. Referee decisions may invoke the "spirit of the game" when the development of the players supersedes any trifling infractions.*

*\*updated 8/30/2019*