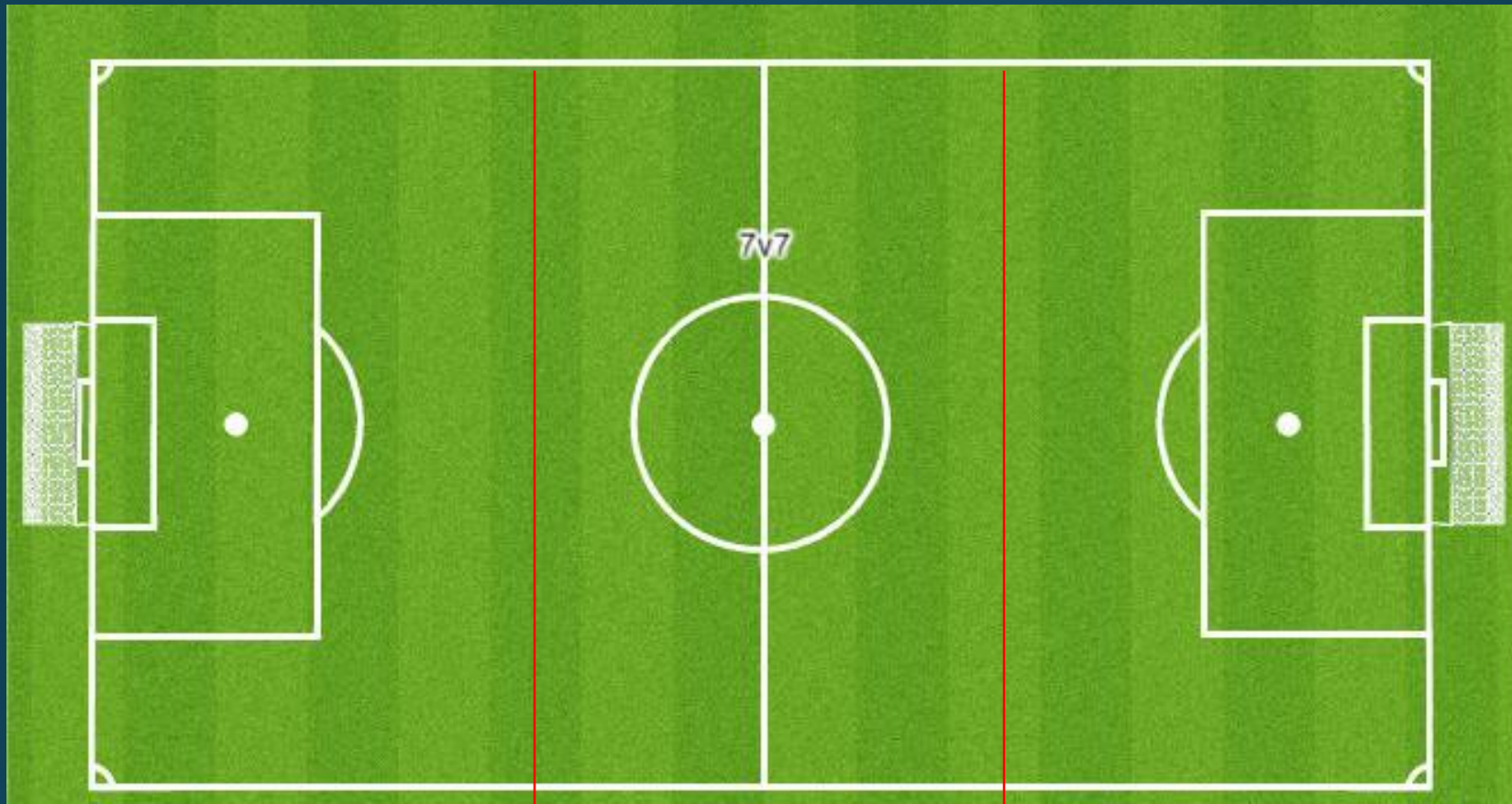


SJSL Guidelines

# Build out Line



U8-U10 Field Build Out Lines

- Located halfway between the top of the penalty area and midfield (Must be clearly marked on the field; you cannot use cones!)
- The build out line is used to promote playing the ball out of the back in an unpressured setting.
- When the goalkeeper has the ball for a goal kick, the opposing team must move behind the build out line. The ball cannot be touched until it passes out of the penalty area.



- When the goalkeeper has the ball during play (from the opponent), the opposing team must move outside the build out line.
  - 6 secs starts after opposing team is behind line
  - Cannot recross line until ball is “in play”
  - Ball is in play when it leaves the goal keeper’s possession (rolled, thrown or passed)



- **Off side**- The build out line on the attacking half of the midfield line for each team will be used to determine offside.
- **Who Moves**- Only the opposing team is required to move beyond the build out line.
- **Delay**- You can be cautioned for failure to timely move back past the build out line for “Delay of restart”.
- **Punt/Drop Kick**- If a GK punts or drop kicks the ball, an indirect free kick will be awarded to the opponent at the spot of the infraction.

## Answers to Common Questions

- **Early Play**- If the GK releases the ball before all of the opponents move beyond the build out line - play on.
- **Throws**- The GK may throw the ball beyond the build out line.
- **Goal Kick**- Opponents must be beyond the build out line for goal kicks and cannot touch the ball until it clears the penalty area as usual.
- **Kicking**- After a save, GKs may release the ball to the ground and then pass it.

## Answers to Common Questions