



# 2017-2018 Player Development Initiative

Washington Youth Soccer has adopted the US Soccer Player Development Initiatives

# Player Development Initiatives



In addition to the Law Changes for 2018, US Soccer has put forward specific ***Player Development Initiatives (PDI)*** to improve the playing environment for 6-12 year olds

- ***Washington Youth Soccer*** has adopted the US Soccer Player Development Initiatives
  - *Implemented the following initiatives with **immediate** effect:*
    - **Concussion Initiative (Detailed Here)**
    - **Small Sided Games (Detailed Here)**

# Player Development Initiatives

## Concussion Initiative



## Objectives

- Provide an age appropriate environment
  - Standards align with physiological needs of players based on year of birth
- Uniformity across the country and across membership
  - Similar to the outcomes listed for birth year registration, having consistent standards allows U.S. Soccer, and the programs of our members, to provide more meaningful messaging and education for parents, players, coaches and referees

# Player Development Initiatives

## Concussion Initiative



- Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the referee\* is instructed to stop play to allow for treatment/evaluation
- If the player leaves the field of play for additional evaluation, a substitution can be made in that moment
- The player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player

\* Since there is no referee in 4v4, this responsibility falls to the coaches and parents

# Player Development Initiatives

## Concussion Initiative



- Any coach or parent insisting on returning the player to the game **without approved clearance will result in the referee\* ending the game**

*\*In consideration of Washington's Lystedt Law, the referee is instructed to NOT permit players to return unless documentation of clearance is provided OR available rules of competition provide a clear guidance on what documentation of clearance procedure must be followed to take all responsibility of return to play off of the referee.*

\*Since there is no referee in 4v4, this responsibility falls to the coaches and parents involved

# Player Development Initiatives

## Concussion Initiative



- Deliberate heading is **NOT** allowed in U6, U7, U8, U9, U10, or U11 games  
**Deliberate heading is permitted ONLY in U12 and above**

Age Group	Infringement	Restart	Location	Notes
4 vs. 4	Deliberate Heading	Indirect Free Kick	Spot of foul	4 vs. 4 does not have a goal area, so location is <b>always</b> 'spot of the foul'
7 vs. 7	Deliberate Heading	Indirect Free Kick	Spot of Foul	If infringement occurs in the goal area by defending team, restart on the goal area line parallel to the goal line nearest point to where it occurred. By attacking team, anywhere in the goal area.
9 vs. 9 ( <b>U11 Only</b> )	Deliberate Heading	Indirect Free Kick	Spot of Foul	



# 2018 Player Development Initiatives

**Standards of Play 4 vs. 4**

**U6, U7, & U8**

# Player Development Initiative

## Standards of Play 4 vs. 4



### **Law 1 – Field of Play**

-25-35 yards (length)

-15-25 yards (width)

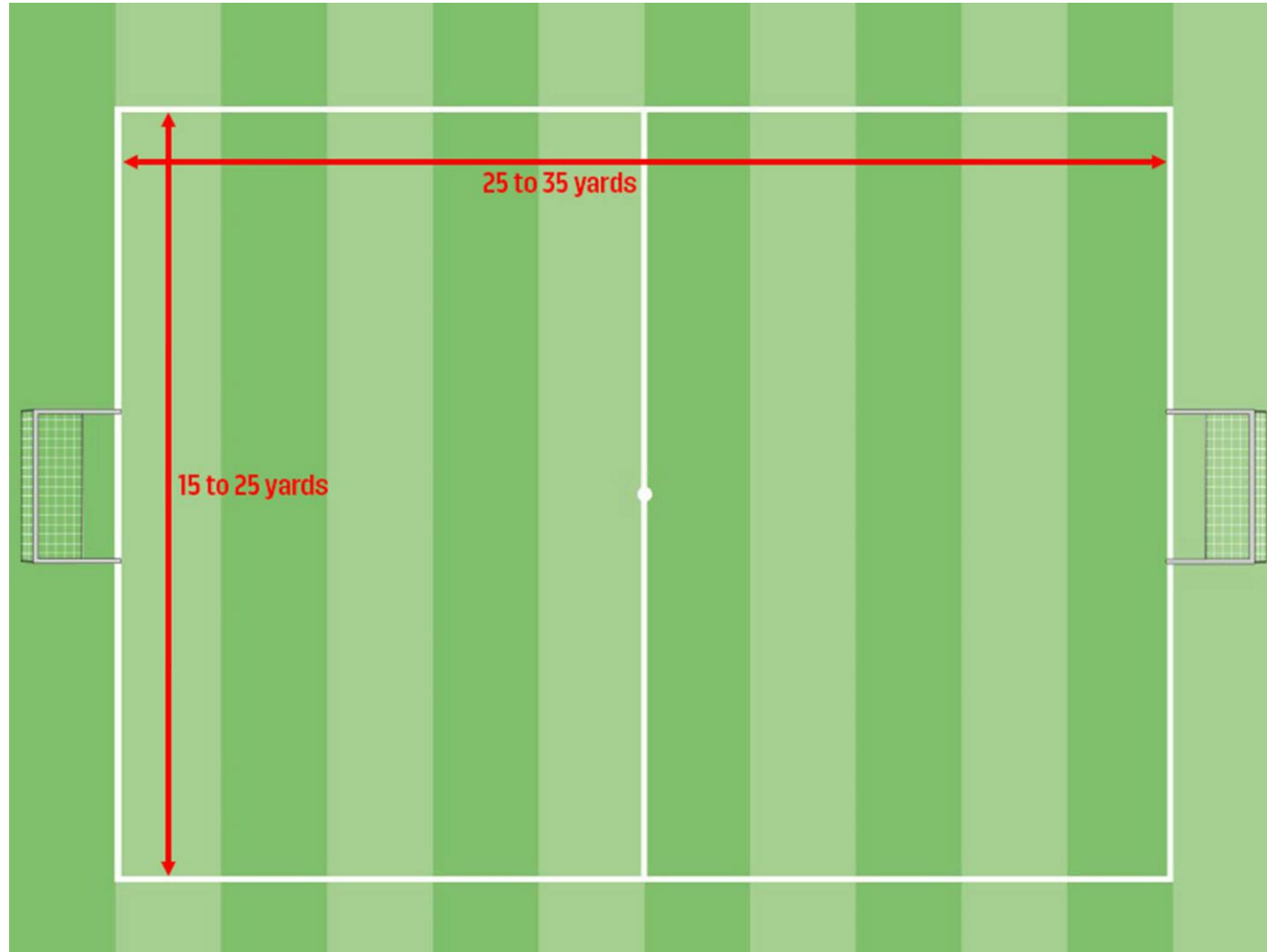
-Goals should be no larger than 4 feet (height) x 6 feet (width)

-Corner flags are not needed



# Player Development Initiative

## Standards of Play 4 vs. 4



## Field Markings

# Player Development Initiative

## Standards of Play 4 vs. 4



### Games

- Size 3 ball
- 4v4 (no goalkeepers)
- Shin guards are required
- Substitutions are unlimited and can occur at any time
- 4 quarters
  - *No more than 10 minute quarters*
  - *5 minute breaks between quarters*
  - *Playing times can be less than 10 minutes when managed by the coaches and parents*

# Player Development Initiative

## Standards of Play 4 vs. 4



### Games

- Kick offs, free kicks, throw-ins, goal kicks and corner kicks are used to start or restart play
- Kick-ins and/or dribble-ins are also acceptable
- Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner
- If used, all free kicks are indirect
- Opponents should be 10 feet away from the ball on all restarts
- No penalty kicks
- No offside

# Player Development Initiative

## Standards of Play 4 vs. 4



### Games

- Registered and certified referees are not needed at this level
- Since there is no referee, coaches are expected to manage the game environment from the touchline using these standards of play and their best judgement
- Together, coaches and parents are expected to create and promote a fun and safe environment for the players



# 2018 Player Development Initiative

**Standards of Play 7 vs. 7**  
**U9 & U10**

# Player Development Initiative

## Standards of Play 7 vs. 7



### Build Out Line

- The build out line promotes playing the ball out of the back in a less pressured setting
- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed)
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play

# Player Development Initiative

## Standards of Play 7 vs. 7



### Build Out Line

- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If the punt or drop kick 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

# Player Development Initiative

## Standards of Play 7 vs. 7



### Build Out Line

- The build out line will also be used to denote where offside offenses can be called
- 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 goal line



# Player Development Initiative

## Standards of Play 7 vs. 7



### Build Out Line

- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past 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

# Player Development Initiative

## Standards of Play 7 vs. 7



### Build Out Line

- To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play
- Coaches are responsible for addressing these types of issues with their players
- Referees can manage the situation with misconduct if deemed appropriate
- Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line

# Player Development Initiative

## Standards of Play 7 vs. 7



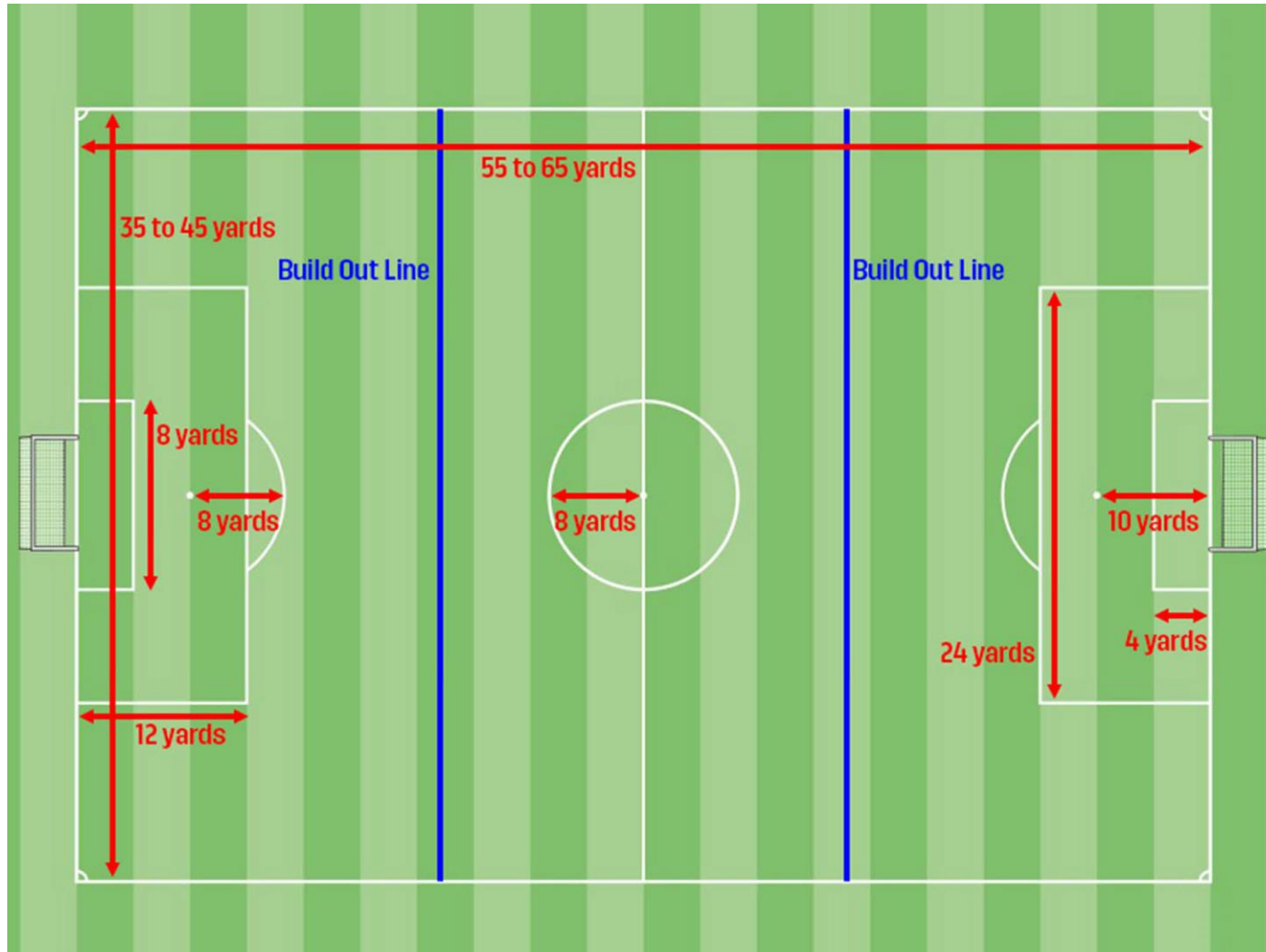
### Modified Laws of the Game

#### Law 1 – Field of Play

- 55-65 yards (length)
- 35-45 yards (width)
- Goals should be no larger than 6.5 feet (height) x 18.5 feet (width)
- A 6.5 feet (height) x 12 feet (width) goal is recommended based on the age and ability of the players
- Diagram contains recommended field markings and dimensions
- Build out lines should be equidistant between the penalty area line and halfway line

# Player Development Initiative

## Standards of Play 7 vs. 7



## Field Markings

# Player Development Initiative

## Standards of Play 7 vs. 7



### Modified Laws of the Game

#### Law 2 – Ball

- Size 4

#### Law 3 – Players

- 7v7 (6 field players and 1 goalkeeper)

- Game may not start or continue if there are less than 5 players on a team

- Substitutions are unlimited and can occur at any stoppage

# Player Development Initiative

## Standards of Play 7 vs. 7



### Modified Laws of the Game

#### **Law 5 – Referee**

-Minimum certification as a U.S. Soccer Grade 9 Referee

#### **Law 6 – Other Match Officials**

-Used at the discretion of the competition

#### **Law 7 – Duration of the Match**

-2 halves

-25 minutes halves

-10 minute halftime

-No added time

# Player Development Initiative

## Standards of Play 7 vs. 7



### Standard Laws of the Game

**Law 4** – Players' Equipment

**Law 8** – Start and Restart of Play

**Law 9** – Ball In and Out of Play

**Law 10** – Method of Scoring

**Law 11** – Offside

**Law 12** – Fouls and Misconduct\*

**Law 13** – Free Kicks

**Law 14** – Penalty Kick

**Law 15** – Throw-in

**Law 16** – Goal Kick

**Law 17** – Corner kick

*\*With the exception of deliberate heading and punting*



# 2018 Player Development Initiative

**Standards of Play 9 vs. 9**

**U11 & U12**



# Player Development Initiative

## Standards of Play 9 vs. 9



### Modified Laws of the Game

#### Law 1 – Field of Play

-70-80 yards (length)

-45-55 yards (width)

-Goals should be no larger than 7 feet (height) x 21 feet (width)

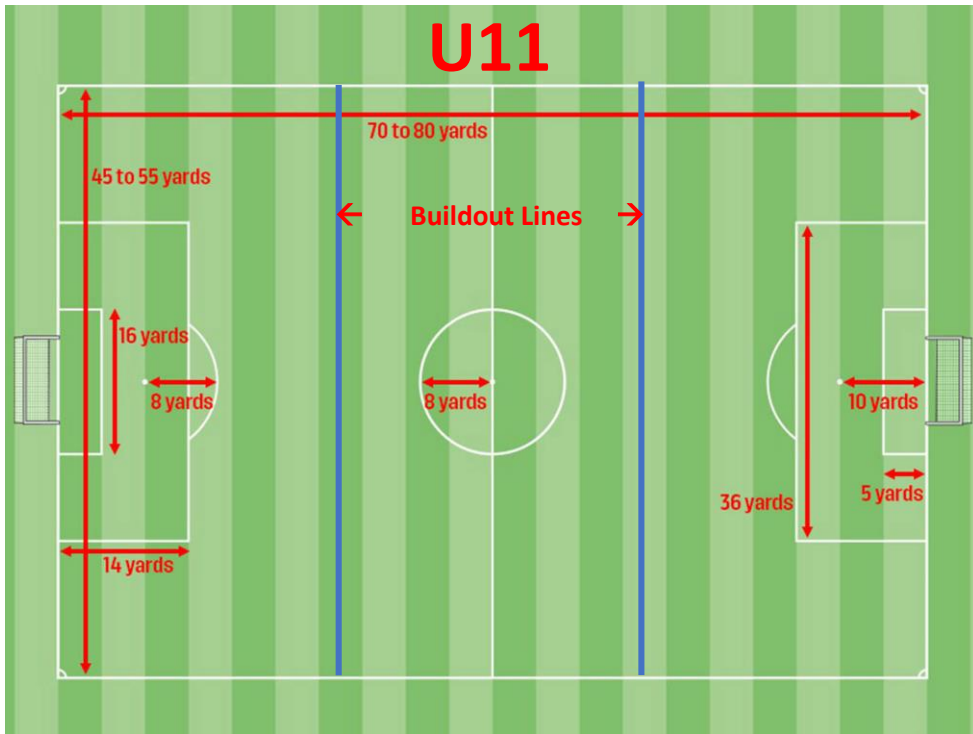
-A 6.5 feet (height) x 18.5 feet (width) goal is recommended based on the age and ability of the players

-Diagram contains recommended field markings and dimensions

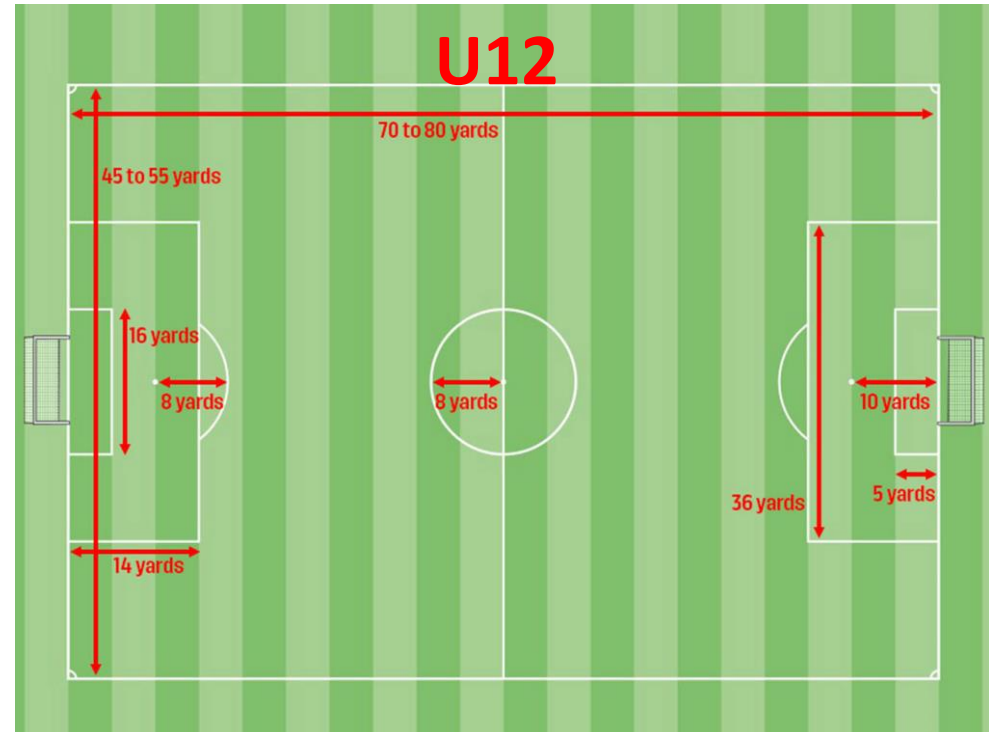
-**For U11 Only** - Build out lines should be equidistant between the penalty area line and halfway line

# Player Development Initiative

## Standards of Play 9 vs. 9



## Field Markings



# Player Development Initiative

## Standards of Play 9 vs. 9



### Build Out Line (U11 Only)

- The rules for use of the Build Out Line for U11 are the same as covered for 7 vs. 7 play

Reminder: (U11 Only: GK not allowed to punt or drop kick the ball)

- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If the punt or drop kick 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

# Player Development Initiative

## Standards of Play 9 vs. 9



### Modified Laws of the Game

#### **Law 2 – Ball**

- Size 4

#### **Law 3 – Number of Players**

- 9v9 (8 field players and 1 goalkeeper)

- Game may not start or continue if there are less than 6 players on a team

- Substitutions are unlimited and can occur at any stoppage

# Player Development Initiative

## Standards of Play 9 vs. 9



### Modified Laws of the Game

#### **Law 5 – Referee**

-Minimum certification as a U.S. Soccer Grade 9 Referee

#### **Law 6 – Other Match Officials**

-Used at the discretion of the competition authority

#### **Law 7 – Duration of the Match**

-2 halves

-30 minutes halves

-10 minute halftime

-No added time

# Player Development Initiative

## Standards of Play 9 vs. 9



### Standard Laws of the Game

**Law 4** – Players' Equipment

**Law 5** – The Referee

**Law 8** – Start and Restart of Play

**Law 9** – Ball In and Out of Play

**Law 10** – Method of Scoring

**Law 11** – Offside \*\*

**Law 12** – Fouls and Misconduct\*

**Law 13** – Free kicks

**Law 14** – Penalty Kick

**Law 15** – Throw-in

**Law 16** – Goal kick

**Law 17** – Corner kick

\* With the exception of deliberate heading in U9, U10, and U11 games

\*\* with the exception of offside from the build out lines in U9, U10 and U11 games

# Player Development Initiative

## Review



**Washington Youth Soccer has included the following for U6-U11 age groups:**

- No Heading
- U9-U11: The use of the Build out Lines
- U9-U11: Goalkeeper - No Punting or Drop kicking

*\*deliberate heading is permitted in U12*

### **Build-out Line Reminders:**

- a. Goal-kick, the opposition can enter the build area as soon as the ball leaves the penalty area
- b. GK in possession with their hands. The opposition can enter the build out area as soon as the goalkeeper puts the ball into play.

### **Offside:**

- For U6-U8 - No Offside rule
- For U9-U11 - Offside in effect at the build out line (NOT the halfway line)
- For U12 ONLY - Offside in effect at the halfway line

# Player Development Initiative

## Review



	U6 6 & under	U7 7 & under	U8 8 & under	U9 9 & under	U10 10 & under	U11 11 & under	U12 12 & under
Field Size Ranges	Length 25-35 Width 15-25	Length 25-35 Width 15-25	Length 25-35 Width 15-25	Length 55-65 Width 35-45	Length 55-65 Width 35-45	Length 70-80 Width 45-55	Length 70-80 Width 45-55
Maximum Goal Size	Height 4 Width 6	Height 4 Width 6	Height 4 Width 6	Height 6.5 Width 18.5	Height 6.5 Width 18.5	Height 7 Width 21	Height 7 Width 21
Ball Size	3	3	3	4	4	4	4
Players	4 vs. 4 No GK	4 vs. 4 No GK	4 vs. 4 No GK	7 vs. 7 GK	7 vs. 7 GK	9 vs. 9 GK	9 vs. 9 GK
Game Time (minutes)	4 x 10 min	4 x 10 min	4 x 10 min	2 x 25 min	2 x 25 min	2 x 30 min	2 x 30 min
Offside	No	No	No	Yes (Past buildout Line)	Yes (Past buildout Line)	Yes (Past buildout Line)	Yes (Past halfway line)
Heading	No	No	No	No	No	No	Yes





# 2017-2018 Player Development Initiative

Washington Youth Soccer has adopted the US Soccer Player Development Initiatives

End of Lesson