## WASHINGT 2 N YOUTH SOCCER <br> US Soccer Player Development Initiatives

## WYS All Levels League Implementation 9U,10U,11U \&12U

www.WashingtonYouthSoccer.org

## US Soccer 9U,10U,11U and 12U PDI

Washington Youth Soccer has adopted the US Soccer 9U-12U Player Development Initiatives.
Please note the 9U-11U age group changes that include:
$>$ No Heading. If player heads the ball regardless of the outcome (own goal, goal, preventing a goal) an in-direct free kick is given, NO Card.
$>$ The use of the Build out Line
$>$ GK No Punting or Drop kicking

## Build-out Line Reminders:

a. Goal-kick: the opposition can enter the "build out line" area as soon as the ball leaves the penalty box/area.
b. GK in possession of ball with their hands. The opposition retreats back to the "build out line", they can enter the build out area as soon as the goalkeeper puts the ball into play.
c. If the GK puts the ball into play quickly (throw, roll or set the ball at their feet) the opposition can now defend immediately, even if they are inside the "build out line" area.

Offside:
Is in effect at the build out line (NOT the halfway line) for 9U-11U The 12 U age group follows FIFA Laws.
$>$ GK No punting or dropkicks

## 9U-10U Rules of Competition

$>$ No heading: deliberate heading indirect free kick
$>$ Build out lines: 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. Example: If the goalkeeper makes a save and is in possession with their hands the opposition drops behind the build out line and if the goalkeeper places the ball on the ground the ball is in play.

$>$ GK No punting or dropkicks

## 11 U Rules of Competition League Play ONLY

$>$ No heading: deliberate heading indirect free kick
$>$ Build out lines: 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. Example: If the goalkeeper makes a save and is in possession with their hands the opposition drops behind the build out line and if the goalkeeper places the ball on the ground the ball is in play.
Min Goal Size: 6.5 Height and 18.5 Wide Max Goal size: 7 Height and 21 Wide Field Ranges below

Match Length $2 \times 30 \mathrm{~min}$ 9-ASIDE
Offside at Build out line


## 12U Rules of Competition

Min 6.5 Height and 18.5 Wide
Max Goal size: 7 Height and 21 Wide Field Ranges below

Match Length $2 \times 30 \mathrm{~min}$ 9-ASIDE
FIFA Laws


## 9U and 10U 7-ASIDE <br> FIELD LAYOUT ON AMERICAN HIGH SCHOOL FOOTBALL FIELD

Field Size *Approximately $64 \times 45$ yards
*Range within PDI field size


## 11U 9-ASIDE. LEAGUE PLAY ONLY <br> FIELD LAYOUT ON AMERICAN HIGH SCHOOL FOOTBALL FIELD

Field Size Approximately $80 \times 53$ yards
*Range within PDI field size


## 12U 9-ASIDE

FIELD LAYOUT ON AMERICAN HIGH SCHOOL FOOTBALL FIELD

Field Size *Approximately $80 \times 53$ yards

www.WashingtonYouthSoccer.ory

## Important Information

$>$ Goals with solid posts and cross bar are to be used. No Bownet style goals to be used.
$>$ Goals must have nets attached. The nets must be good working order.
$>$ Penalty kicks for all ages 9U+
> FIFA Laws of game with regard to direct and indirect free kicks, penalty kicks and throw-in.
$>12 \mathrm{U}$ - If field length does not meet PDI standards, if both coaches agree to play the game, NO PUNTING from GK allowed.

