AYSO PLAYER DEVELOPMENT INITIATIVE SUMMARY

Division	Ball	Match Duration	Players	Keeper?	Offside?	Throw In?	Punts?	Headers?	Kicks
6U	3	20 min	4 v 4	No	No	No	No		Kick off: Opponents 10 <u>feet</u> from center mark Goal kicks: Opponents must be at least 10 <u>feet</u> from the ball.
7U	3	40 min	6 v 6	No	No	No	No	No	Kick off: Opponents 8 <u>yards</u> from center mark Goal kicks / Corner kicks: Opponents must be at least 10 <u>feet</u> from the ball.
8U	3	40 min	6 v 6	No	No	No	No	No	Kick off: Opponents 8 <u>yards</u> from center mark Goal kicks / Corner kicks: Opponents must be at least 10 <u>feet</u> from the ball.
9U/10U	4	50 min	7 v 7	Yes	Yes	Yes	No	No	Kick off: Opponents 8 <u>yards</u> from center mark Corner kicks: Opposing team must be at least 8 <u>yards</u> from the ball.
11U/12U	4	60 min	9 v 9	Yes	Yes	Yes	Yes	No	11U/12U goalkeepers may punt or drop kick the ball.
13U/14U	5	70 min	11 v 11	Yes	Yes	Yes	Yes	Yes	Headers are allowed
15U/16U	5	80 min	11 v 11	Yes	Yes	Yes	Yes	Yes	
19U	5	90 min	11 v 11	Yes	Yes	Yes	Yes	Yes	

No offside in 6U-8U: No offside infraction but players should not be allowed to linger in front of the goal.

No throw-ins in 6U-8U: Throw-ins are replaced with kick-ins (no dribble-ins) at 6U and 8U. Defenders should be at least 10 feet from the ball.

Fouls in 6U-8U: Indirect free kicks (IFK) or kick-ins for all fouls. Defenders must be at least 10 feet from the ball or on the goal line between the goal posts.

Heading: Heading is banned for all divisions 12U and below. An indirect free kick will be awarded to the opposing team if a player deliberately touches the ball with his/her head during a match (taken where the player touched the ball with his/her head).

Goalkeeper Punts: For 9U to 10U, the goalkeeper shall not punt, drop kick or half-volley the ball. Instead of punting the ball, the goalkeeper may pass, throw or roll the ball. An indirect free kick will be awarded to the opposing team at the spot of the offense if a goalkeeper deliberately punts the ball during a match. An indirect free kick awarded to the attacking team inside the opposing team's goal area must be taken on the goal area line at the point nearest to where the goalkeeper punted the ball.

Build-Out Line Procedures (9U and 10U only):

- The build-out line should be equidistant between the top of the penalty area and the halfway line.
- The opposing team must move back behind the build-out line for a goal kick or when the goalkeeper has possession of the ball.
- The goalkeeper or player taking the goal kick does not have to wait for the opposing players to move behind the build-out line. After the ball is put into play, the opposing team can cross the build-out line and play resumes as normal. The first touch is from the goal kick or the pass from the goalkeeper.
- The play from the goalkeeper or from the goal kick may be played to a teammate outside of the build-out line.
- The build-out line on the defending team's side of the field shall be used as the line to determine offside. Players cannot be penalized for an offside offense between the halfway line and the build-out line.