**AYSO Region 813 Player Development Initiatives for Fall and Spring Core Programs**

**BUILD OUT LINE**

1. For 8U and 10U, the build out line shall be utilized on these fields.
2. The build-out line shall be placed across the field equidistant between the top of the penalty area and the halfway line.
3. The opposing team must move behind the build-out line for a goal kick or when the goalkeeper has possession.
4. The player taking the goal kick does not have to wait for opposing players to move behind the build-out line to put the ball into play. The goal kick may be played to either side of the build-out line. The ball is in play after the ball is kicked and clearly moves, after which the opposing team may cross the build-out line. If an opponent crosses the build out line before the ball is in play and interferes with the goal kick, the kick is retaken.
5. The goalkeeper in possession of the ball in their hands does not have to wait for the opposing players to move behind the build out line to release the ball. The ball may be released to either side of the build out line, after which the opposing team may cross the build out line. If an opponent crosses the build out line before the ball is released and interferes with play, an indirect free kick is awarded to the goalkeeper’s team at the point where the opponent crossed the build out line.
6. The build-out line in the opponent's half 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 that build-out line.

**GOALKEEPER PUNTS**

1. For 8U and 10U, the goalkeeper shall not punt, nor drop kick the ball.

2. An indirect kick will be awarded to the opposing team at the spot of the offense if a goalkeeper for 8U or 10U deliberately punts the ball during a match, except that an indirect free kick awarded to the attacking team inside the opposing team’s goal area must be taken on the goal area line which runs parallel to the goal line at the point nearest to where the goalkeeper punted the ball.

**GOALKEEPER TIME PLAYED**

1. 5U and 6u will not have Goalkeepers
2. 8U and10U Goalkeepers may not play for more than ½ of the game with at least one additional quarter played on the field
3. 12U and older Goalkeepers may play the entire game in the goal

**3 GOAL RULE**

The 3-goal rule in AYSO is a measure taken to prevent blowouts and ensure that all players, regardless of skill level, have an opportunity to contribute and enjoy the game. It's designed to make games more balanced and less likely to discourage less skilled players.

1. No individual player in 8U/10U/12U or 14U may score more than 3 goals in a game unless their team is losing, in which case they can score until the game score is tied.
2. All goals scored by a player that violate the above rule will not be counted toward the final score of the game.
3. The restart of a goal scored that violates the rule will be a goal kick for the losing team.