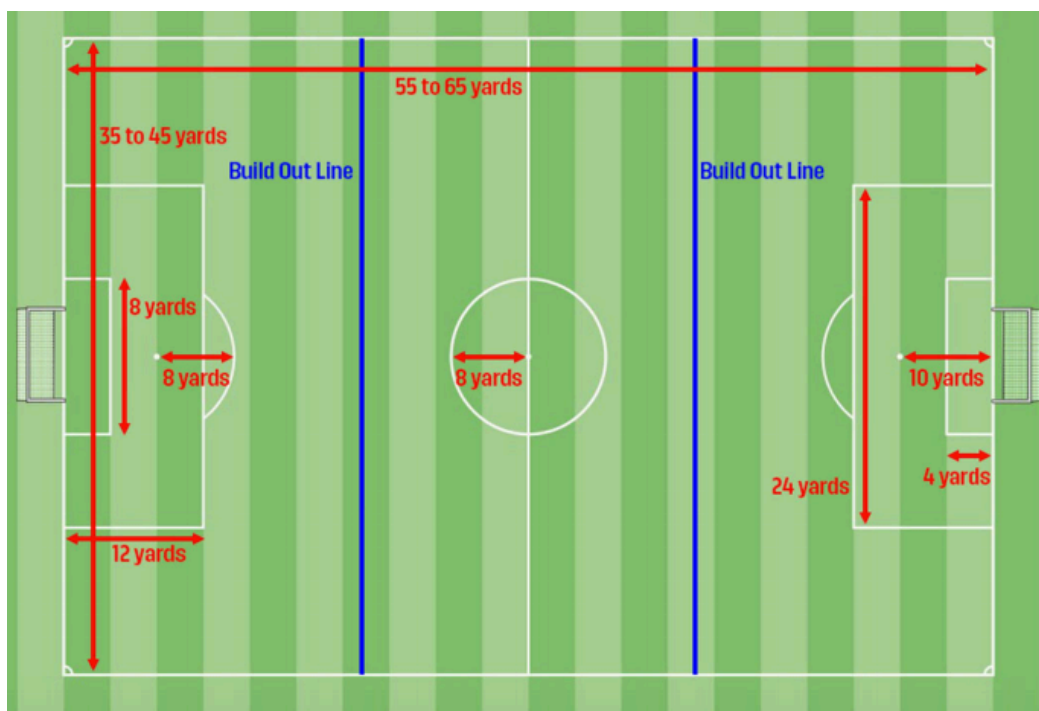




BOULDER VALLEY YOUTH SOCCER

Build Out Line for 7v7 Games



1. The build out line promotes playing the ball out of the back in a less pressured setting
2. Either yellow cones or pink cones on all 7v7 fields will mark the build outline.
3. 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
4. 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)
5. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal

6. The opposing team must also move behind the build out line during a goal kick until the ball is put into play
7. 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
8. The build out line will also be used to denote where offside offenses can be called
9. Players cannot be penalized for an offside offense between the halfway line and the build out line
10. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line
11. 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
12. 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
13. Coaches are responsible for addressing these types of issues with their players
14. Referees can manage the situation with misconduct if deemed appropriate
15. 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