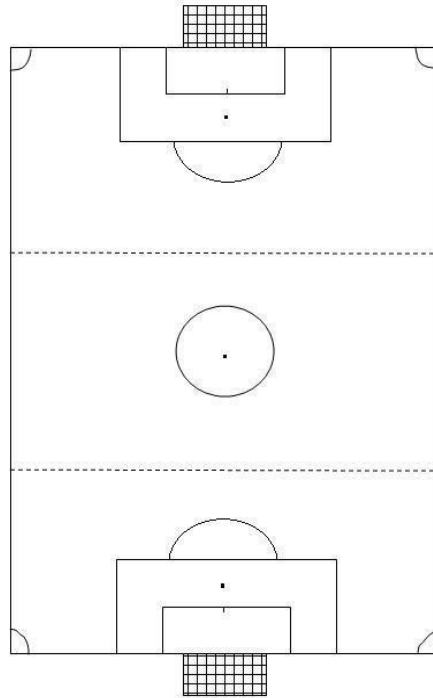


Idaho Rush U6 thru U10 field layout and rules



The build out line promotes playing the ball out of the back in a less pressured setting.

- The two lines should be dashed and should separate the field into thirds.
- During a goal kick or when the goalkeeper has the ball in his or her hands during play, the opposing team must move behind the build out line until the ball is put into play.
- The goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed).
- The ball is in play when it is touched outside of the penalty area.
- After the ball is put into play by the goalkeeper, Only ONE PLAYER from the opposing team can cross the build out line. Once the ball crosses the buildout line or the opposing player wins the ball, play will resume as normal.
- 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 (s)he does so accepting the positioning of the opponents and the consequences of how play resumes. If this occurs it's game on for all players. The normal dash line rule is discarded.
- 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.
- 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 spot and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

