

Player Development Initiatives



WHY? Reasons per USSF:

- Focus moves away from the team and onto the individual player
- The focus moves away from bigger, faster, stronger

DEVELOPMENT OVER WINNING!

USSF “Development and winning do not have to happen independently from one another”

USSF “Our misguided desire to win at all costs at the youth levels often comes at the expense of individual player development”

USSF ”This change will cause many parents and coaches to rethink how teams will be formed moving forward and this should take place with each individual player in mind based on his or her developmental needs”

WHAT IS IT?

Mandated changes by the US Soccer Federation, for Youth Soccer, that must be implemented by 2017.

- Birth Year Registration (All ages)
- **Small Sided Games In an Age Appropriate Setting**
- Changes for Player Safety
- Games Modified for the Development of **Every Player**

HOW DOES IT AFFECT AYSO?

The changes for AYSO are fairly minor because AYSO had already embraced many of these principles before this mandate. The few biggest changes for us are Birth Year Registration, some new Restart Rules, and Build-out lines in the 10U age division.

BIRTHYEAR REGISTRATION:

	6U	8U	10U	12U	14U	16U	19U
2017-18 Season	Born in or after 2012	Born in 2010 and 2011	Born in 2008 and 2009	Born in 2006 and 2007	Born in 2004 and 2005	Born in 2002 and 2003	Born in 1999, 2000 and 2001

AYSO PLAYER DEVELOPMENT INITIATIVES MODIFIED PLAY RULES:

(Changes for Area 2D AYSO are Highlighted in Red)

	6U	8U	10U	12U	14U	16U	19U
Field Size	25x15 yds	35x25 yds	55 to 65 by 35 to 45 yds	70 to 80 by 45 to 55 yds	100 to 110 by 50 to 60 yds	Regulation	Regulation
Max. Goal Size	4x6 ft or current	4x6 ft or current	6.5x18.5 ft	7x21 ft	24x8 ft	24x8 ft	24x8 ft
Ball Size	3	3	4	4	5	5	5
Players on Field	4v4	4v4	7v7	9v9	11v11	11v11	11v11
Min. Players Required	3	3	5	6	7	7	7
Game Duration	2x10 min halves with quarter subs	2x20 min halves with quarter subs	2x25 min halves with quarter subs	2x30 min halves with quarter subs	2x35 min halves with quarter subs	2x40 min halves with quarter subs	(See 16 U for joint coed)
Substitutions	At quarter breaks and to replace injured player	At quarter breaks and to replace injured player	At quarter breaks and to replace injured player	At quarter breaks and to replace injured player	At quarter breaks and to replace injured player	Free Substitution at stoppages	Free Substitution at stoppages
Restart for Ball Out of Play	Kick in (no Throw in) - Indirect	Kick in (no Throw in) from Touch, Goal Kick or Corner Kick	Throw In from touch line, Goal Kick or Corner Kick	Throw In from touch line, Goal Kick or Corner Kick	Throw In from touch line, Goal Kick or Corner Kick	Throw In from touch line, Goal Kick or Corner Kick	Throw In from touch line, Goal Kick or Corner Kick
Offside	NO	NO	YES (see Build Out Line)	YES	YES	YES	YES
Buildout Lines	NO	NO	Midway between Midfield and the top of the Penalty Area	NO	NO	NO	NO
Goal Keeper	NO	NO	YES	YES	YES	YES	YES
GK PUNTING or DROP KICK	-	-	NO	NO	YES	YES	YES
Intentional HEADING	NO	NO	NO	NO *	YES	YES	YES

* Because 11U is included in this Age Division

BUILD OUT LINES (10U ONLY):

- The build out line promotes playing the ball out of the back in a less pressured setting
- When the goalkeeper has the ball, either during play (from an opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (no punting or drop kicks)
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes (Timing: Release of the Goalkeeper)
- The build out line in the teams attacking half is used for offside determination. Players are not considered to be in an offside position when they are on the defensive side of this line, even if they are past midfield.

