



# SDI

## Quick Referee Tip

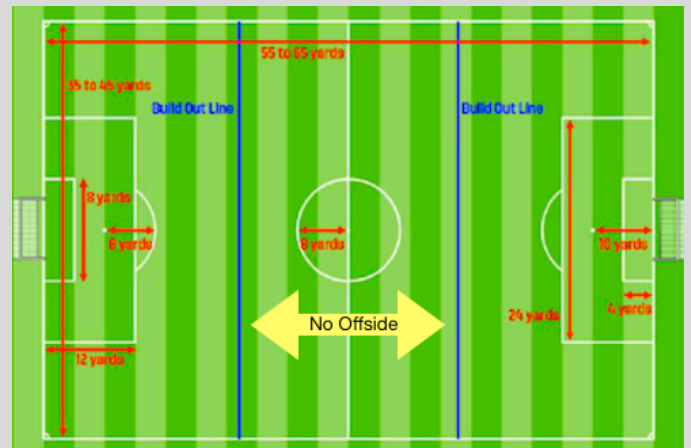
### MANAGING THE BUILD OUT LINE

Continued questions & feedback from game day indicates we still need to work on managing the 7v7 games. Keep it simple! Don't over think it, don't make it harder than it needs to be. We must understand the rules and manage the build out line, this is our job. You might also need to help explain to players, coaches and parents who are new to the game; so let's review and clarify these frequent questions.

### THE BUILD OUT LINE

- A dashed or different color marking across the field.
- Used in determining if a player offside.
- A player can only be judged offside between the build out line & the goal line.
- AND... we must manage the players during goal kicks & when the goalkeeper has possession!

It is our job to make sure that 7v7 games are played with the correct management of the build out line, this is our job, and you will be explaining what needs to happen to these young players during the games.



### OPPONENTS MUST MOVE BEHIND BUILD OUT LINE?

**YES, YOU NEED TO MAKE SURE THE OPPONENTS MOVE BEHIND THE LINE, IT IS YOUR JOB AS THE REFEREE!**

It's simple - enforce this at 2 times only 1) Goalie has the ball in hand 2) Goal kicks

#### How long to the players need to remain behind the build out line?

GOAL KICK... ball is in play when it leaves the PENALTY AREA, this is when players may cross the build out line & pressure the ball.

GOALIE HAS BALL IN HANDS... GK with the ball is entitled to wait until opponents are behind the build out line before releasing the ball, when opponents are behind the build out line, the 6 seconds for the GK begins.

When can the opponents cross the build out line & pressure the ball? Simple - when the goalkeeper releases the ball by throwing or rolling it & it goes to the intended recipient, or crosses the build out line. If the goalie releases the ball before the opponents have retreated behind the line, don't stop play, it's a quick restart & they risk losing possession of the ball.

Remember - no drop kicks or punts by the goalkeeper. If they do? Indirect Free Kick to the opponent, if this occurs when the GK is in the goal area, the IFK restart is on the goal area line nearest the offense.

### WHAT ELSE?

- Remember, keep it simple! It should be easy to manage these games, use your voice, explain to players, and make sure they move behind the build out line when it's required, this ensure the philosophy of the small sided games happens, building out of the back unpressured.
- **Most importantly, always remember that safety of the players is #1, and these 7v7 games should be FUN!**