

U . S . S O C C E R F E D E R A T I O N



Player Development Initiatives

A resource for parents, coaches and referees supporting the growth and improvement of grassroots soccer



The coaching and playing environment needs to be improved for 6-12 year olds

- Too much emphasis placed on the result of the game
- The priority should be to develop skills and abilities
- There is a need to educate and empower parents and coaches
 - U.S. Soccer offers grassroots courses specifically designed for introductory coaches working with players 12 and younger



We can't keep doing the same thing and expect to get different results

- Long-term development of players is the top priority
 - Kids under the age of 12 don't win World Cups so we should not treat them like adults or professional players
- Players need to be put in the best possible environment to succeed
- There are no shortcuts
 - Success requires a long-term approach and commitment
- Individual development and fun soccer experience is a priority



First set of changes designed to grow and improve the game

- Birth Year Registration
 - Registering players according to a January 1 to December 31 timeframe
- Small-Sided Games
 - Development philosophy and playing standards for players 12 and younger



Objectives

- The focus moves away from the team and onto the individual player
 - Development and winning do not have to happen independently from one another
 - Our misguided desire to win at all costs at the youth levels often comes at the expense of individual player development
 - 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



Objectives

- The focus moves away from bigger, faster, stronger
 - Changing to birth year registration doesn't eliminate relative age effect (RAE) because whenever there is a defined age range, someone will be the oldest and someone will be the youngest
 - However, this change does help better understand and account for RAE
 - Parents and coaches should have an increased awareness of a player's birth month relative to his or her peer group and level of performance
 - This should help combat focusing on kids that appear to be better simply because they are up to 364 days older than a teammate or opponent

Birth Year Registration



Objectives

- Uniformity across the country and across membership
 - The current landscape is highly variable
 - Having uniformity doesn't mean that all soccer will look the same in all places at all times
 - It does mean that the soccer community can be better aligned with U.S. Soccer's player development objectives and we can collectively harness the advantage our nation's diversity and populations has to offer
 - A uniform framework also allows U.S. Soccer, and the programs of our members, to provide consistent messaging and education for parents, players, coaches and referees



Objectives

- Aligns with international standards for youth development
 - This means aligning with the international standards used by the world's leading soccer nations so that kids in the United States are developing in an environment similar to those playing in Germany, France, Spain, etc.

Birth Year Registration Chart



	U6 6 years old and younger	U7 7 years old and younger	U8 8 years old and younger	U9 9 years old and younger	U10 10 years old and younger	U11 11 years old and younger	U12 12 years old and younger
2016-17 Season	Born in 2011	Born in 2010	Born in 2009	Born in 2008	Born in 2007	Born in 2006	Born in 2005
2017-18 Season	Born in 2012	Born in 2011	Born in 2010	Born in 2009	Born in 2008	Born in 2007	Born in 2006

	U13 13 years old and younger	U14 14 years old and younger	U15 15 years old and younger	U16 16 years old and younger	U17 17 years old and younger	U18 18 years old and younger	U19 19 years old and younger
2016-17 Season	Born in 2004	Born in 2003	Born in 2002	Born in 2001	Born in 2000	Born in 1999	Born in 1998
2017-18 Season	Born in 2005	Born in 2004	Born in 2003	Born in 2002	Born in 2001	Born in 2000	Born in 1999



Objectives

- Develop improved skills with the ball
 - Improve confidence and comfort
- Develop intelligence with and without the ball
 - Promote faster decisions and better awareness
- Develop partnerships within the team



Objectives

- Provide an age appropriate environment
 - Standards align with physiological needs of players based on year of birth
- Uniformity across the country and across membership
 - Similar to the outcomes listed for birth year registration, having consistent standards allows U.S. Soccer, and the programs of our members, to provide more meaningful messaging and education for parents, players, coaches and referees

Small-Sided Games Chart



	U6 6 years old and younger	U7 7 years old and younger	U8 8 years old and younger	U9 9 years old and younger	U10 10 years old and younger	U11 11 years old and younger	U12 12 years old and younger
Field Size Ranges (yards)	Length 25-35 Width 15-25	Length 25-35 Width 15-25	Length 25-35 Width 15-25	Length 55-65 Width 35-45	Length 55-65 Width 35-45	Length 70-80 Width 45-55	Length 70-80 Width 45-55
Maximum Goal Size (feet)	Height 4 Width 6	Height 4 Width 6	Height 4 Width 6	Height 6.5 Width 18.5	Height 6.5 Width 18.5	Height 7 Width 21	Height 7 Width 21
Ball Size	3	3	3	4	4	4	4
Players	4v4 No GK	4v4 No GK	4v4 No GK	7v7 GK	7v7 GK	9v9 GK	9v9 GK
Game Time (minutes)	4x10	4x10	4x10	2x25	2x25	2x30	2x30
Offside	No	No	No	Yes	Yes	Yes	Yes



4v4 Standards



Player Development Philosophy

- Coaches should have the age appropriate license issued by U.S. Soccer
- Formal games are not needed so playing with and against teammates at the end of each training session (1-2 per week) should be sufficient
- Formal rosters and teams are not needed so having a flexible and fluid approach to training and playing is recommended
 - While playing, everyone should participate a minimum of 50% of the time
 - With 4 players on the field, having 6 players on each “team” when the “game” is played helps maximize participation and engagement



Player Development Philosophy

- Here are some examples of having a flexible and fluid approach to training and playing
 - Utilize “in-house” programs that have everyone train and play as a pool of players rather than as distinct teams
 - This approach allows players to train and play with a variety of other kids based on numbers, ability, age, height, weight, etc.
 - If using teams with a set roster of players, players can be mixed up during the game at the end of the training session to provide variety



Player Development Philosophy

- Results and standings should not be recorded
- Travel should be limited as much as possible
- Players should not be participating in events (tournaments, showcases, festivals, etc.)
- Remember that safety and fun are the top priorities so make adjustments as needed to ensure both are being promoted



Concussion Initiative

- Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the referee* is instructed to stop play to allow for treatment/evaluation as needed
- If the player leaves the field of play for additional evaluation, a substitution can be made in that moment
- The player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player
- Any coach or parent insisting on returning the player to the game without approved clearance will result in the referee* ending the game

*Since there is no referee in 4v4, this responsibility falls to the coaches and parents involved



Concussion Initiative

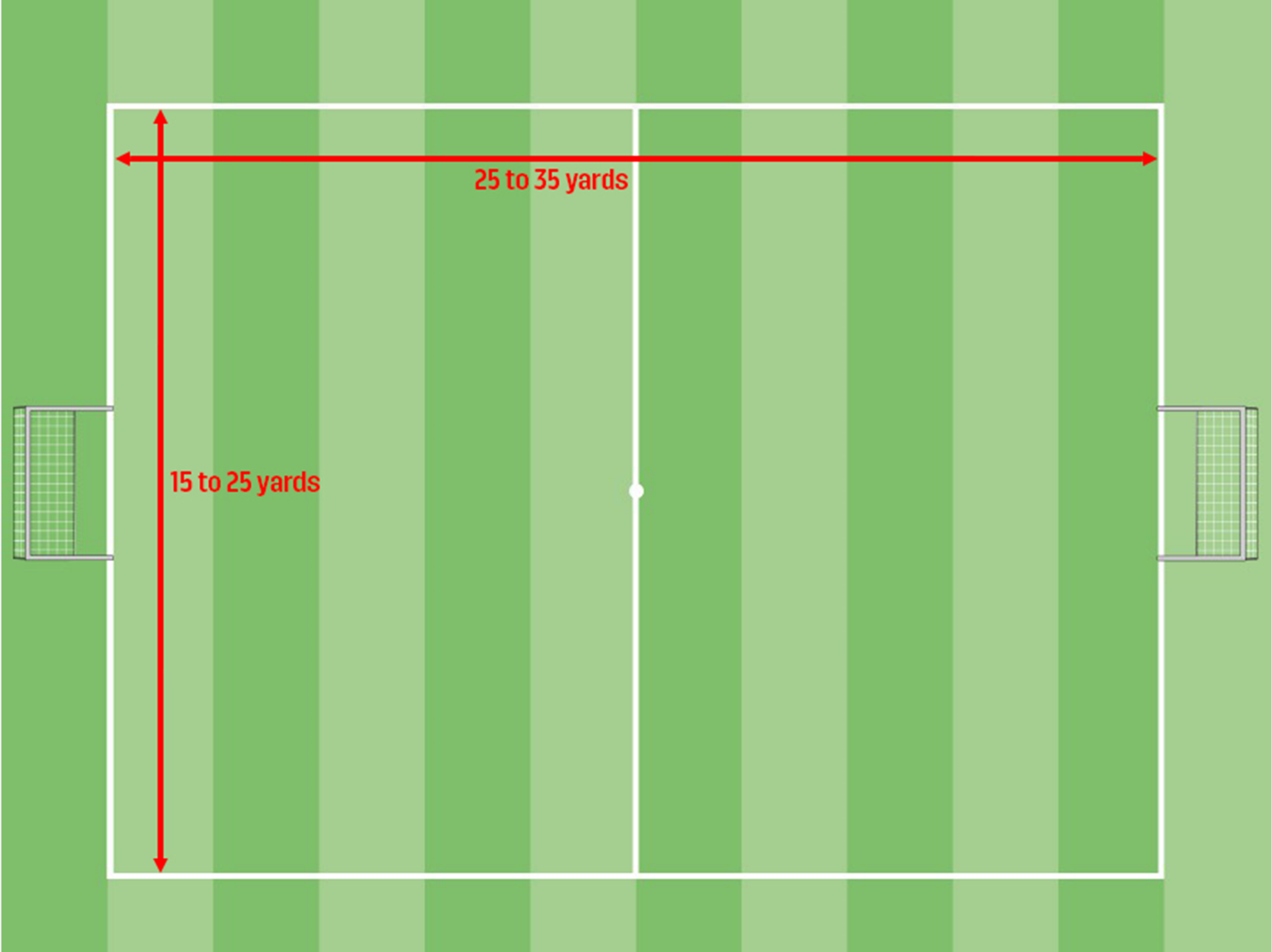
- Heading is not allowed in 4v4 games
- If a player heads the ball in a game, whether deliberately or accidentally, an indirect free kick should be awarded to the opposing team from the spot of the offense
- In a controlled and individual environment (where heading is an isolated skill being taught away from any form of opposition or other aspects of the game), the use of lightweight balls (foam, balloon, etc.) would be acceptable for teaching heading technique



Standards of Play

- Field
 - 25-35 yards (length)
 - 15-25 yards (width)
 - Goals should be no larger than 4 feet (height) x 6 feet (width)
 - Corner flags are not needed

4v4 Standards of Play





Standards of Play

- Games

- Size 3 ball
- 4v4 (no goalkeepers)
- Shin guards are required
- Substitutions are unlimited and can occur at any time

- 4 quarters
- No more than 10 minute quarters
- 5 minute breaks between quarters
- Playing times can be less than 10 minutes when managed by the coaches and parents

4v4 Standards of Play



Standards of Play

- Games

- Kick offs, free kicks, throw-ins, goal kicks and corner kicks are used to start or restart play
- Kick-ins and/or dribble-ins are also acceptable as restarts when the ball has gone out over the sidelines
- Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner
- If used, all free kicks are indirect
- Opponents should be 10 feet away from the ball on all restarts
- No penalty kicks
- No offside



Standards of Play

- Games
 - Registered and certified referees are not needed at this level
 - Since there is no referee, coaches are expected to manage the game environment from the touchline using these standards of play and their best judgement
 - Together, coaches and parents are expected to create and promote a fun and safe environment for the players



7v7 Standards



Player Development Philosophy

- Coaches should have the age appropriate license issued by U.S. Soccer
- The training-to-game ratio should be 2-3 training sessions per game played
- Rosters should include no more than 12 players
- Players should participate in no more than 20 games per calendar year and in no more than one game per day
- Every player should play a minimum of 50% of the time in each game



Player Development Philosophy

- Results and standings should not be recorded
- Players should have a minimum of 2 rest days per week during the season along with planned breaks from organized soccer during the calendar year
- Any travel should be limited to no more than an hour away
- Events (tournaments, showcases, festivals, etc.) should provide a predetermined number of games with no advancement, placement games or champions

Concussion Initiative

- Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the referee is instructed to stop play to allow for treatment/evaluation as needed
- If the player leaves the field of play for additional evaluation, a substitution can be made in that moment
- The player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player
- Any coach or parent insisting on returning the player to the game without approved clearance will result in the referee ending the game

Concussion Initiative

- Heading is not allowed in 7v7 games
- If a player heads the ball in a game, whether deliberately or accidentally, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If a header 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
- In a controlled and individual environment (where heading is an isolated skill being taught away from any form of opposition or other aspects of the game), the use of lightweight balls (foam, balloon, etc.) would be acceptable for teaching heading technique



Build Out Line

- The build out line promotes playing the ball out of the back in a less pressured setting
- 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
- 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)
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
- The opposing team must also move behind the build out line prior to a goal kick and may only cross the build out line once the ball has left the penalty area



Build Out Line

- 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



Build Out Line

- 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 line and the build out line
- Players can be penalized for an offside offense between the build out line and goal line



Build Out Line Practical Applications

- 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 he or she does so accepting the positioning of the opponents and the consequences of how play resumes



Build Out Line Practical Applications

- 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
- Coaches are responsible for addressing these types of issues with their players
- Referees can manage the situation with misconduct if deemed appropriate
- 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

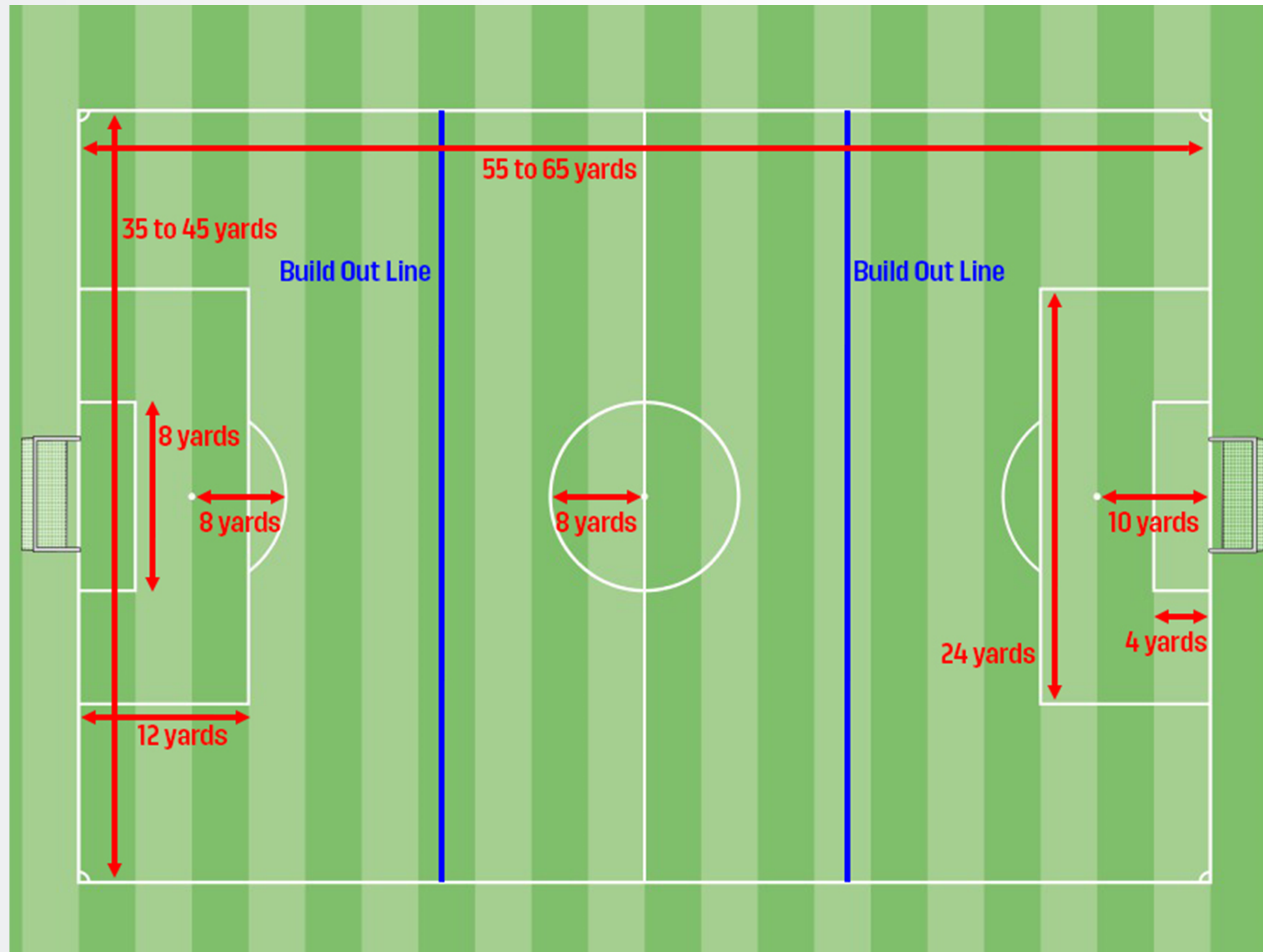
7v7 Standards of Play



Modified Laws of the Game

- Law 1 – Field of Play
 - 55-65 yards (length)
 - 35-45 yards (width)
 - Goals should be no larger than 6.5 feet (height) x 18.5 feet (width)
 - A 6.5 feet (height) x 12 feet (width) goal is recommended based on the age and ability of the players
 - Diagram contains recommended field markings and dimensions
 - Build out lines should be equidistant between the penalty area line and halfway line

7v7 Standards of Play



7v7 Standards of Play



Modified Laws of the Game

- Law 2 – Ball
 - Size 4
- Law 3 – Players
 - 7v7 (6 field players and 1 goalkeeper)
 - Game may not start or continue if there are less than 5 players on a team
 - Substitutions are unlimited and can occur at any stoppage



Modified Laws of the Game

- Law 5 – Referee
 - Minimum certification as a U.S. Soccer Grade 9 Referee
- Law 6 – Other Match Officials
 - Used at the discretion of the competition



Modified Laws of the Game

- Law 7 – Duration of the Match
 - 2 halves
 - 25 minutes halves
 - 10 minute halftime
 - No added time

7v7 Standards of Play



Standard Laws of the Game

Law 4 – Players' Equipment

Law 8 – Start and Restart of Play

Law 9 – Ball In and Out of Play

Law 10 – Method of Scoring

Law 11 – Offside

Law 12 – Fouls and Misconduct*

Law 13 – Free Kicks

Law 14 – Penalty Kick

Law 15 – Throw-in

Law 16 – Goal Kick

Law 17 – Corner kick

*With the exception of deliberate heading and punting