

INTER-COUNTY SOCCER LEAGUE

U8



2014 Coaching Manual

Inter-County Soccer League

2014 EXECUTIVE

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1 - Each player that dresses for the game must play 50% of the game unless injury or illness prevents this (note: this is the coach's responsibility not the referees).

2 - Coaches, Managers, Team Officials and Parents shall not criticize Game Officials at any time throughout the game and shall encourage the same attitude from the players and other supporters. Our referees and assistant referees are learning too. Coaches are responsible for their bench and spectators. If there is a problem with spectators, the coach of the spectator's team will be asked to deal with that person. If the spectator is not part of either team the home coach is responsible for dealing with that person.

3 - Rivalry and antagonism between towns/clubs/teams is strictly forbidden. We need each other to have a valid and fun recreational league.

4 - Coaches must stay and coach from their "bench area" only. There is a maximum of 2 coaches and 1 team manager at each bench. Team benches must be on the other side of the field away from the spectators. Spectators are not allowed at the end of the fields.

5 - There will be NO smoking at the field by either coaches or parents. Please ask your parents to move to the parking lot if they wish to smoke during a game or practice.

6 - Only the referee can cancel play during the game or just prior to the start of the game. Normally this would be due to thunderstorms (lightning present). The home coach should notify the visiting coach of field closures before 5:00 PM.

7 - Fields must be properly lined with goal nets installed. Fields must be clean and appropriate for playing. Poor field conditions must be reported to the division convener immediately following the game.

8 - No scores or standings will be kept

The Ball

A size 4 ball will be used and provided by the home team.

Number of Players

A match is played between two teams where one of the players on the field must be designated as the goalkeeper. The maximum number of players is 5.

Substitutions:

Unlimited substitutions may be made throughout the game. All substitutions are only allowed at the discretion of the Referee and the Referee shall be advised of all substitutions.

Substitutions may be made on any stoppage.

Players' Equipment

Players shall not wear anything which endangers themselves or other players.

Basic compulsory equipment shall consist of:

- a jersey or shirt with sleeves
- shorts
- socks
- shin guards
- appropriate footwear

Shin guards:

- must be completely covered by the socks
- are to be made of rubber, plastic or a similar suitable material
- must provide a reasonable degree of protection

Colours:

- The two teams must wear colours that distinguish them from each other and also the referee.
- Each goalkeeper must wear colours which are distinguishable from all outfield players and the referee. Pinnies / bibs are recommended to save jersey switching.

Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

A player who is asked to leave the field of play because of defective or dangerous equipment may not re-enter the field of play until the referee is satisfied that the equipment is permissible. The equipment may only be inspected during a stoppage in play.

Jewellery is not permitted and cannot be taped. Medic Alert bracelets and necklaces are the exception provided that they are fastened securely so as not to bring danger to any other player. The referee should be aware of any player that is wearing one of these.

Any hair apparel must be of soft fabric, no plastic or metal items are to be worn. Sports hijabs / headscarves are permitted.

Referees have the final say on the safety of equipment.

The Referee

The authority of the referee:

Each match is controlled by a CSA accredited referee who has full authority to enforce the Laws of the Small Sided Game. The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, is final.

Powers and Duties:

The referee:

- team officials who fail to conduct themselves in a responsible manner and may, at his discretion, expel them from the field of play and its immediate surroundings

Duration of the Match

Periods of play

The match shall last two equal periods of 20 minutes each.

Half-time Interval:

Players are entitled to a half-time interval of 5 minutes.

Allowance for Time Lost:

Allowance is made in either period for all time lost through:

- substitutions
- assessment of injured players
- removal of injured players from the field of play
- wasting time
- any other cause

The allowance for time lost is at the discretion of the referee.

Start and Restart of Play

Definition of Kick-Off

A kick-off is a way of starting or restarting play:

- at the start of a match
- after a goal has been scored
- at the start of the second half

A goal may be scored directly from a kick-off.

Procedure

Before the kickoff at the start of the match

- a coin toss is held by the referee, between the coaches of each team
- the team that wins the toss decides which goal it will attack in the first half
- the other team takes the kick-off to start the match
- the team that wins the toss takes the kick-off to start the second half of the match
- in the second half of the match, the teams change ends and attack the opposite goals

Kick-off

- after a team scores a goal, the kick-off is taken by the other team
- all players must be in their own half of the field
- the opponents of the team taking the kickoff must be 5 metres away from the ball until it is in play
- the ball must be stationary on the centre mark
- the referee gives a signal
- the ball is in play when it is kicked and moves forward
- the kicker must not touch the ball again until it is touched by another player

Infringements and Sanctions

For any infringements of the kick-off procedure, the kick-off is retaken.

Definition of dropped ball

A dropped ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Small Sided Game. Some examples of this are an injury or interference by an outside agent.

Procedure

The referee drops the ball at the place where it was located when play was stopped, unless play was stopped inside the penalty area, in which case the referee drops the ball on the penalty area line parallel to the goal line at the point nearest to where the ball was located when play was stopped. Play restarts when the ball touches the ground.

Infringements and Sanctions

The ball is dropped again:

- if it is touched by a player before it makes contact with the ground
- if the ball leaves the field of play after it makes contact with the ground, without touching another player

If the ball enters the goal:

- if a dropped ball is kicked directly into the opponents' goal, a goal kick is awarded
- if a dropped ball is kicked directly into the team's own goal, a corner kick is awarded

Ball in play and not in play

Ball not in play

The ball is not in-play when:

- it has wholly crossed the goal line or touch line whether on the ground or in the air
- play has been stopped by the referee

Ball in play

The ball is in play at other times, including when:

- it rebounds off the goalpost, crossbar, or corner flag post and remains in the field of play
- it rebounds off the referee

The Method of Scoring

A goal is scored when the whole of the ball has crossed over the goal line between the goal posts and under the crossbar, provided that no infringement of the Laws of the Small Sided Game has been previously committed by the team scoring the goal.

Offside

There is no offside for 5v5 games.

Pass-In

A pass-in is a method of restarting play.

A pass-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air. A goal cannot be scored directly from a pass-in.

Procedure

At the moment of delivering the ball, the kicker:

- faces the field of play
- has part of the ball on or behind the touch line

All opponents must stand no less than three (3) metres from the point at which the pass-in is taken. The ball is in play with it enters the field of play.

After delivering the ball, the passer must not touch the ball again until it has touched another player.

Infringements and Sanctions

For any infringement of this Law, the pass-in shall be retaken.

Goal Kick

A goal kick is a method of restarting play.

A goal kick is awarded when the whole of the ball passes over the goal line either on the ground or in the air, having last touched a player of the attacking team, and a goal has not been scored. A goal cannot be scored directly from a goal kick.

Procedure

- The ball is kicked from any point within the penalty area by a player of the defending team
- Opponents cannot touch the ball until it is in play
- The ball is in play once it leaves the penalty area and is touched by a teammate or the ball leaves the defending half of the field.

Infringements

If the ball is not kicked directly out of the penalty area from a goal kick or is touched by an attacking player prior to leaving the defending half:

- the kick is retaken

Corner Kick

A corner kick is a method of restarting play.

A corner kick is awarded when the whole of the ball passes over the goal line either on the ground or in the air, having last touched a player of the defending team, and a goal has not been scored. A goal may be scored directly from a corner kick.

Procedure

- the ball must be placed within the corner arc nearest to where the ball crossed the goal line
- the corner flag post must not be moved
- opponents must remain five (5) metres from the corner arc until the ball has been kicked
- the ball is in play when it is kicked and moves

Infringements and Sanctions

For any infringement of this Law, the corner kick shall be retaken.

Inter-County Soccer League
2014 U8 Teams

Convenor: Dave Pohlman

Email: dep@wightman.ca

Hanover	The Giddy Goblin Paul Dawson	Colour: Burgandy 519-386-0518
Hanover	Pita Pit John Oswald	Colour: Lime Green 226-434-2188
Hanover	Walmart Chris Prues	Colour: Royal Blue 519-364-6184
Hanover	Canadian Tire Marcia Frook	Colour: Red 519-881-2061
Hanover	Hanover Auto Center Leanne Carter	Colour: Orange 519-270-7534
Markdale	Bernard's Quality Cars Kenneth Taylor	Colour: Light Blue 519-986-1919
Markdale	Russell Crane Service Louie Reale	Colour: Dark Blue 519-986-4000
Mount Forest	Home Hardware Ron Harper	Colour: Gold/Black 519-323-2437
West Grey	Durham Lonnie Dowsling	Colour:

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2014 - U8 Schedule

All games at 7:00 PM

Date	Game#	Field	Home	Away
Wednesday	101	CN1	Walmart	The Giddy Goblin
Jun-04	102	Golf Course 1	Bernard's Quality Cars	Pita Pit
	103	CN2	Hanover Auto Center	Durham
	104	Fairgrounds North	Home Hardware	Canadian Tire
			Bye:	Russell Crane Service
Wednesday	105	CN1	The Giddy Goblin	Hanover Auto Center
Jun-11	106	Golf Course 1	Russell Crane Service	Bernard's Quality Cars
	107	CN2	Pita Pit	Canadian Tire
	108	Fairgrounds North	Home Hardware	Durham
			Bye:	Walmart
Wednesday	109	CN1	Hanover Auto Center	Walmart
Jun-18	110	Durham U8 #1	Durham	Russell Crane Service
	111	CN2	Pita Pit	Home Hardware
	112	Golf Course 1	Bernard's Quality Cars	Canadian Tire
			Bye:	The Giddy Goblin
Wednesday	113	CN1	The Giddy Goblin	Pita Pit
Jun-25	114	CN2	Canadian Tire	Durham
	115	Golf Course 1	Russell Crane Service	Walmart
	116	Fairgrounds North	Home Hardware	Hanover Auto Center
			Bye:	Bernard's Quality Cars
Wednesday	117	CN1	The Giddy Goblin	Home Hardware
Jul-02	118	CN2	Hanover Auto Center	Bernard's Quality Cars
	119	Durham U8 #1	Durham	Walmart
	120	RC Minor	Pita Pit	Russell Crane Service
			Bye:	Canadian Tire
Wednesday	121	CN1	The Giddy Goblin	Durham
Jul-09	122	Golf Course 1	Russell Crane Service	Hanover Auto Center
	123	Fairgrounds North	Home Hardware	Bernard's Quality Cars
	124	CN2	Walmart	Canadian Tire
			Bye:	Pita Pit
Wednesday	125	CN1	Canadian Tire	The Giddy Goblin
Jul-16	126	Golf Course 1	Bernard's Quality Cars	Walmart
	127	CN2	Hanover Auto Center	Pita Pit
	128	Golf Course 2	Russell Crane Service	Home Hardware
			Bye:	Durham

Wednesday	129	Golf Course 1	Bernard's Quality Cars	The Giddy Goblin
Jul-23	130	Durham U8 #1	Durham	Pita Pit
	131	CN 1	Walmart	Home Hardware
	132	CN 2	Canadian Tire	Russell Crane Service
			Bye:	Hanover Auto Center
Wednesday	133	CN 1	The Giddy Goblin	Russell Crane Service
Jul-30	134	Durham U8 #1	Durham	Bernard's Quality Cars
	135	CN 2	Canadian Tire	Hanover Auto Center
	136	RC Minor	Pita Pit	Walmart
			Bye:	Home Hardware
Wednesday		Golf Course 1	Bernard's Quality Cars	Russell Crane Service
Aug-06		Fairgrounds North	Home Hardware	Durham
(friendlies)	6:45 - 7:05	CN 1	Pita Pit	The Giddy Goblin
		CN 2	Walmart	Canadian Tire
	7:10 - 7:30	CN 1	Pita Pit	The Giddy Goblin
		CN 2	Walmart	Canadian Tire
	7:30 - 7:55	CN 1	Hanover Auto Center	Walmart