

2008 SAA Youth Soccer



To: All Soccer Players and Parents

From: Greg Berl & Brett Boehm, SAA Soccer Program Directors

Welcome to the 2008 Scottsville Athletic Association, Inc. (SAA) Youth Soccer Program! SAA is pleased to have you involved in our Youth Soccer Program. We look forward to meeting many of you during the upcoming soccer season. We have been actively involved with youth athletic programs in the Wheatland area for many years

There are many opportunities to help out with the program, including assistant coaching, linespersons, car-pooling. Inquire with the team head coaches or us on how you can help out. Please drop off and pick up your children on time and let the coach know in advance when your child will be late or not be in attendance. Lateness or unannounced absences force the coaches to make game plan changes, which can make playing time management difficult. In addition, the players need time to adequately warm-up before practice and games.

All players **must** wear protective hard plastic shin guards and soccer shoes with rounded, molded plastic cleats (Tykes division may wear sneakers, but soccer shoes are recommended). **No** earrings, watches, rings, necklaces, bracelets, wristbands or casts may be worn during game play or during practices. Hair bands, if used, must be elastic, with no balls on them. These rules will be strictly enforced for the safety of all players (Band-Aids may **not** be used to cover earrings).

This year all U8 through U18+ teams that play in the Intertown Soccer League will participate in the Chili Hot Dog Cup Tournament. Tournament fees will be paid for by SAA. We are also the Coordinators for the Soccer Program Intertown Division again this year. This letter includes guidelines for a parent's role in the program, SAA program rules and regulations, a soccer rules summary, as well as a basic description of the playing field and player positions (for both parents and players). Please feel free to contact us with any comments, questions or suggestions.

SAA Web Site: www.scottsvilleathletic.org

Contains lots of Soccer Program information including: team schedules, field maps and pictures.

Yours truly,

**Greg Berl &
Brett Boehm**

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I. Parents Role (see page 2):



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The role that parents play in the life of a youthful sports participant has a tremendous impact on the child's experience. With this in mind, SAA has written down some helpful reminders for all of us as we approach the upcoming sports seasons.

1. Let the coaches coach: Leave the coaching to the coaches, this includes: game strategy, goal setting, motivation and after game critique. Parents have entrusted the care of your player(s) to these coaches and they need to be free to do their job.
2. Support the program: Get involved. Volunteer. Help out with coaching, refereeing, fundraisers, transportation; anything to support the program. Your child has made a commitment to a youth sports program, help your child fulfill the obligation to the team and the program.
3. Be your child's best fan: Support your child unconditionally, regardless of on-field performance and outcome of the games.
4. Support and root for all players on the team: Foster teamwork. Your child's teammates are not the enemy. When teammates are playing better than your child, your child has a wonderful opportunity to learn from them. As your child's skills develop, others will learn from your child.
5. Understand and display appropriate game behavior. Be supportive, cheer, be appropriate. Encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game, practice, or other youth sports event. For leagues where SAA teams participate with teams from other towns, remember we all represent our community.
6. Reality test: Losing the game, but playing their best is a winning situation for the players. Remind your child to focus on "process" and not "results". Fun and satisfaction should be derived from "striving to win" and doing your best.
7. Keep youth sports in proper perspective: Help your child maintain a focus on schoolwork, relationships and the other things in life besides youth sports. Youth sports should not be larger than life for you. If your child's performance produces strong emotions in you, suppress them. Remember that your relationship will continue with your children, long after their playing days are over. Keep your goals and needs separate from your child's experience.
8. Have fun: We will try to challenge your child to reach past their "comfort level" and improve themselves as a player, and a person. We will attempt to do this in environments that are fun, yet challenging. We look forward to this process and we hope you do to!

II. General Rules and Regulations

The following is a summary of SAA Program rules and regulations that apply to all coaches, participants, parents and spectators. The SAA Board of Directors would like to thank everyone in advance for their compliance.

1. ALL coaches or trainers participating in SAA Youth Sports Programs must complete and sign an SAA "Coaches Code of Conduct" form for each individual program and each program season, prior to performing these activities. The "Coaches Code of Conduct" form includes a disclosure statement regarding legally documented history of child abuse/molestation or any other convictions or record that would bring unnecessary risk to the health and safety of the program participants.



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2. Anyone who is not registered for an SAA Program may NOT participate in SAA Program related practice or games.
3. An adult (18 years or older) authorized SAA coach or assistant coach MUST be present and supervise every practice and game. In addition, more than one adult MUST be present at every SAA sponsored activity.
4. Physical, mental and verbal abuse of any SAA Program players, coaches and other volunteers is not permitted. In appropriate touching of any kind is forbidden and MUST be reported to SAA representatives and responsible authorities.
5. Coaches are personally responsible for the behavior of their players and spectators supporting their team. All cheering should be of a positive nature, complementing, not criticizing team members or opponents. **Derogatory or inappropriate remarks made against any players, coaches, officials or other SAA agents will NOT be tolerated before, during or after a game.** This includes postings on the Internet or other publicly accessible media.
6. **There shall be NO smoking, drinking of alcoholic beverages, fighting or use of profanity on the fields or playing areas used for SAA Programs.**
7. It is the responsibility of all participants to keep the playing fields and surrounding area free of debris (i.e., empty water bottles).
8. No spectators shall be allowed in the playing area. Persons not directly involved with the game MUST NOT interfere with the progress of the game.
9. **Lightning is considered to be dangerous when thunder can be heard within 30 seconds of the flash.** When that occurs, the game must be suspended, and the teams must leave the field and seek safe shelter. **The game may not be restarted until 30 minutes after the last dangerous lightning.**
10. Players shall wear appropriate personal safety equipment (i.e., shin-guards) and players shall not wear jewelry during practice or games which could facilitate injury.
11. Players who are injured shall be removed from the field for an appropriate period of time; injuries shouldn't be "worked out" or "run off." Coaches should discourage parents/guardians and players from seeking a player's early return from an injury. Returning too soon can often lead to re-injury. Any participant injury (during practice or a game) shall be reported to the associated SAA Program Director within 24 hours.
12. SAA is focused on balanced teams for recreational leagues (size, skills, gender). SAA encourages and accepts requests for specific team placement (with a particular coach or other players), however execution of such requests cannot be guaranteed.
13. In younger age group recreational divisions (not competitive teams), specifically for player ages 5 - 12, all players who demonstrate desire and interest shall have, as nearly as practical, equal playing time. In older age group recreational divisions (not competitive teams), specifically for player ages 13 - 18, all players who demonstrate desire and interest shall have a fair and reasonable amount of playing time throughout the playing season. Each player who regularly attends practice and demonstrate the desire to play,



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shall be afforded the opportunity to play not less than the equivalent of 25% of the entire game.

III. Soccer Rules Summary

Rule	Description	When
Goal	<ul style="list-style-type: none"> A goal is scored when the whole of the ball crosses the whole of the line between the goal posts and below the crossbar. 	
Kick-Off	<ul style="list-style-type: none"> Every player in own half of field. Opposing players at least 10 yards away. Ball must be moved forward. Kicker must not play ball a second time until touched by another player. Can't score goal directly from kick-off. 	<ul style="list-style-type: none"> At start of game After half time. After each goal scored.
Throw-In	<ul style="list-style-type: none"> Thrower must face towards the field when throwing ball into play. Each foot must be touching sideline or ground outside of the sideline when releasing the ball. Thrower must use both hands on ball and deliver ball from over and behind head. 	<ul style="list-style-type: none"> After the ball has fully crossed either sideline. Possession transfers to the team who did not touch the ball last.
Drop Ball	<ul style="list-style-type: none"> Referee designates spot on field for drop between two players. All other players at least 10 yards away. Players kick ball on contact with ground. 	<ul style="list-style-type: none"> When it is not clear which team knocked the ball out of bounds. After a player injury has stopped play.
Goal-Kick	<ul style="list-style-type: none"> Kicked from anywhere in the goal-area (6-yard box). Cannot be kicked directly to goalkeeper. Ball must be kicked beyond penalty area (18-yard box). Can't touch ball until out of penalty area (18-yard box). Goal can't be scored directly from kick. 	<ul style="list-style-type: none"> After the ball has fully crossed the end line when last touched by the attacking team.
Corner-Kick	<ul style="list-style-type: none"> Kicked from within quarter circle of nearest corner flag post. Opposing players at least 10 yards away. Kicker must not play ball a second time until touched by another player. Goal can be scored directly from corner-kick. 	<ul style="list-style-type: none"> After the ball has fully crossed the end line when last touched by the defending team.



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Rule	Description	When
“Direct” Free Kick	<ul style="list-style-type: none"> • Kicked from spot of foul, except when occurs within goal-area. • Opposing players at least 10 yards away. • Kicker must not play ball a second time until touched by another player. • Goal can be scored directly from kick. 	<ul style="list-style-type: none"> • Awarded after opposing player commits a major foul outside of own penalty area.
“Indirect” Free Kick	<ul style="list-style-type: none"> • Kicked from spot of foul. • Opposing players at least 10 yards away. • Kicker must not play ball a second time until touched by another player. • Goal can’t be scored directly from free kick. 	<ul style="list-style-type: none"> • Awarded after opposing player commits a minor foul or misconduct. • Awarded after offside violation.
Penalty Kick	<ul style="list-style-type: none"> • Kicked from penalty mark. • All other players, except defending goalkeeper outside of penalty area. • Defending goalkeeper must stand on goal line; on whistle can move side to side. • Kicker must not play ball a second time until touched by another player. 	<ul style="list-style-type: none"> • When a major foul is committed by the defending team within own penalty area.
Off-Sides Violation	<ul style="list-style-type: none"> • Player is ahead of the ball in the attacking zone with fewer than one defender and goalkeeper between the player and the goal. Player must be actively involved in the play at the time. • Does not apply with free kicks, throw-ins or drop balls. • Indirect free kick for opposing team. 	
Fouls	<ul style="list-style-type: none"> • Kicking or attempting to kick an opponent. • Tripping an opponent. • Leaping through the air to tackle or block. • Running into opponent in a dangerous manner. • Charging an opponent from behind. • Hitting or attempting to hit an opponent. • Holding or pushing an opponent. • Touching the ball with a hand or arm. 	<ul style="list-style-type: none"> • Major foul = intentional. • Minor foul = unintentional.
Misconduct	<ul style="list-style-type: none"> • Player enters game without referee permission. • Player repeatedly violates rules. • Player argues with referee’s decision. • Player behaves in an unsportsmanlike manner. 	



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IV. Basic Playing Field and Position Descriptions

The following position descriptions are general in nature and the exact player formation is dependent on the Coach's strategy.

Forwards: Players on a team who are responsible for most of a team's scoring; they play in front of the rest of their team on the offensive third of the field where they can take most of its shots.

- **Striker** - Forward who plays towards the center of the field, primary scorers.
- **Wing** - Forward who stays wide to either side of the field. The main responsibilities of a wing is to feed the ball to the strikers and to take shots when they are open.

Mid-Fielders: Also called halfbacks. Players who link together the offensive and defensive functions of a team; they play behind their forwards, ahead of their defenders, primarily in the center (neutral) third of the field.

Defenders - Also called fullbacks. Players who function primarily in the defensive third of the field and whose major role is to repel attacks on the goal by the opposing team.

- **Stopper** - Defender that guards (marks) the best scorer on the attacking team, often the opposition's striker.
- **Sweeper** - Defender that plays closest to own goal behind the rest of the defenders; a team's last line of defense in front of the goalkeeper.

Goalkeeper - Player positioned directly in front of the goal that tries to prevent opponents' shots from entering the goal for a score. The goalkeeper is the only player allowed to use hands and arms, though only within the penalty area.

