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Revised April 2, 2013

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RECREATIONAL SOCCER INFORMATION

1. **CONTACT INFORMATION**

- a. Director of Recreational Soccer– Sharon Cherney, 763.221.4110, scherney@tonkaunited.org
- b. Rec Administrator – JoAnn Magnuson, 952.475.9178, rec@tonkaunited.org
- c. Director of Coaching and Player Development- Jonathan Schaefer, 952.475.9178, jschaefer@tonkaunited.org
- d. U9-U10 Age Group Staff Coach (traveling) = Kelly Taylor, 973.902.2443, ktaylor@tonkaunited.org

2. **GAME START:** Games need to start on time. This is important especially in the early part of the year when it gets dark early. If a team is short players, consider loaning them a player or reducing the number of field players in order to make the game happen.

3. **REFEREE’S:** No Referees for Pre-K – 1st grade games. Teams may have one coach from each team on the field to guide and teach the players.

4. **PACT:** There is zero tolerance for yelling at the officials/coaches by players, fans and coaches. These referees are young kids who are just starting out in their referee careers. Be nice!

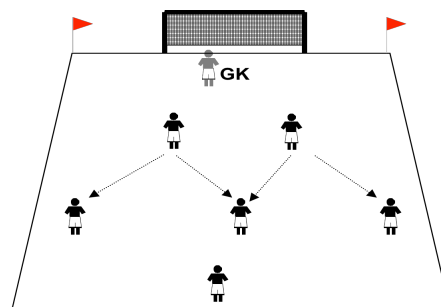
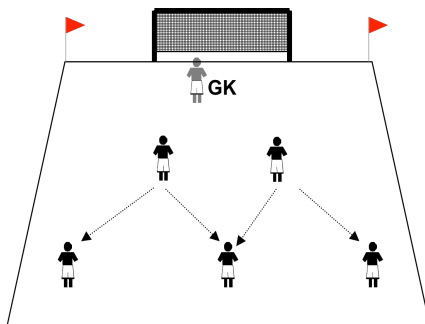
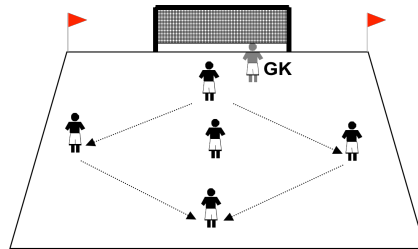
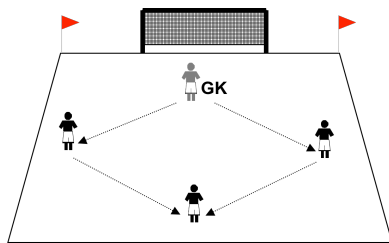
5. **INCLEMENT WEATHER:** Check the website for up to date cancellations for games. We will also have updates on our Tonka United Facebook and Twitter pages. If teams are unsure, they must show up. Remember, soccer games are often played in the rain.

6. **RESCHEDULING GAMES:** There are no re-scheduling games. Please contact opposing team’s coach and share players to complete rosters and play games. You can also borrow players from other teams in your same age group.

7. **GARBAGE:** Be sure to clean up after your team. Leave the fields cleaner than when you arrived.

8. **GOAL SAFETY:** DO NOT ALLOW PLAYERS TO HANG ON THE GOALS OR NETS.

9. **TEAM SET UP:** 4v4/6v6/7v7



Tonka United Recreational Soccer Coaching Manual

10. **RECREATION PROGRAM RULES & COACHING MANUAL:** <http://www.tonkaunited.org/Default.aspx?tabid=182550>
11. **COACHING SESSIONS:** <http://www.tonkaunited.org/Default.aspx?tabid=182550>
12. **SOCCER SATURDAY REC CLINICS:** May 11, 2013 and June 15, 2013
13. **TONKA BLAST:** Saturday, June 29, 2013
14. **SUMMER STARZ/FOOTHOLDE SOCCER CAMPS:** www.footholde.com
15. **VOLUNTEERS:** Tonka United runs on great volunteers. If you know of anyone that has a passion for kids and wants to make a difference, ***please register as an adult volunteer online.***
16. **FAQ's:** <http://www.tonkaunited.org/Default.aspx?tabid=182555>

MYSA National Background Check

New this year is the online national background check as required by our affiliate, MYSA. This process replaces the former notarized paper form requirement in previous seasons. Please note that all coaches/assistant coaches must complete this process.

See below for instructions. National Background Check Website link also available at http://tonkaunited.org/tr_coachmgr.php

- National Background Check Website: <http://mnyouthsoccer.org/programs/backgroundcheck.cfm>
- Click on the "Client Log-In" tab
- User ID: MYSTNK
- Password: MYSTNK
- Click on the "Request" tab
- Type in your full legal name to authorize your electronic signature
- Complete all required fields noted with a red asterisk
- The required searches will automatically populate - do not make any changes/additions
- Click the "Continue" button
- Click the "Add/Edit Jurisdictions" button
- First Search Select: Felony/Misdemeanor, MN, and Statewide
- Second Search Select: Felony/Misdemeanor, MN and enter your county of residence
- Click on the "Add Searches to Order" button
- To complete the process, click on the "Agree and Submit Order" button
- Upon successful completion of the background check, you will receive a confirmation page to print for your records

Address: 18328 Minnetonka Boulevard, Deephaven MN 55391

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PHILOSOPHY AND BENEFITS

Tonka United Recreational Soccer Coaching Manual

Welcome to the Tonka United Recreational Soccer family, where we provide each player (ages 4-17) the opportunity to play soccer in a supportive and rewarding environment that emphasizes fun and skill development through equal participation.

Our Developmental Philosophy focuses on:

- **Age-appropriate** soccer instruction and field sizes
- **A fun-filled learning and playing environment**
- Professional coaching **education** and support

What benefits will our children experience in the Tonka United Recreational League?

- Age-appropriate soccer instruction to develop skills
- Small-sided games that allow for **more goals, more touches, more activity**, more psychological engagement and more fun!
- Non-pressure playing environment focused on equal playing time
- **Enjoyment of the game** through learning, movement, and cooperative play
- A closing league tournament and jamboree (**Tonka Blast!**)
- Fun, games, more fun and more games!

Tonka United Soccer Association offers a Recreational Program based upon the guidelines of the United States Youth Soccer (National Organization), which gives kids a quality soccer experience through smaller fields, smaller teams and plenty of experience to handle and be around the ball.

At the Recreational level your child is able to enjoy the fun, excitement and exercise of outdoor soccer regardless of his or her experience. For those players participating in the recreational program who really excel amongst his/her peers, we encourage you to try our traveling (competitive) program, where your son or daughter will:

1. Compete with and against players at a higher competitive level.
2. Experience professional training throughout the winter, spring, summer, and fall.
3. Become a better soccer player!

For more details, please refer to our RECREATIONAL tab on our website at www.tonkaunited.org.

COACHING KINDERGARTEN–1ST GRADE PLAYERS (4-6 year olds)

PLAYER CHARACTERISTICS

- **Short attention span** – everything else will get their attention before soccer
- They will dribble and never pass. It is OK!
- Show them what direction the goal is for them to score on – they may not know
- Present one problem or instruction at a time
- Demonstrate all activities and rules – show them!
- Psychologically fragile
- Play without pressure
- Individually oriented – **ME.ME.ME!**
- Constantly in motion, but don't understand pace – 100% effort til' they crash!
- Limited physical coordination – top heavy and often fall
- Most players cry immediately when something hurts
- Will need you to tie their shoes

COACH CHARACTERISTICS

- Positive reinforcement needed – encouragement
- Enthusiastic and able to laugh when they do something funny – sense of humor
- Ability to play with them and have fun is key
- Patience and the ability to let go of having things work out perfect
- Be able to provide many activities to accommodate short attention span

INVOLVING THE PARENTS

At the Kindergarten-1st Grade groups, adults are less prone to worry about the results. They are willing to accept that it's too early to put pressure on the players. It is important to get the parents involved for team communication, carpools, etc.... Parents should be taught to cheer on the sidelines, but **not to give instruction**. It is important at this age to teach parents the foundation of "letting the kids play." The more parents you can get to help during practices and games the better

PLAYER DEVELOPMENT GUIDELINES

Age-level Skills	Developmental Guidelines	Game Coaching Points
<p>U5-U8 Fun Phase</p> <ul style="list-style-type: none"> • Fun is #1! • Dribbling is #2 • Movement is #3 • Balance • Enthusiasm • Imagination 	<ul style="list-style-type: none"> • Uninterrupted Play – FLOW! • 1 v 1 Get Outta’ Here • 2 v 2, 3 v 3, 4 v 4 • 5-10 minute games & activities • No GK needed • ≤ 1 hour training sessions • Games, fun, games, fun, games 	<ul style="list-style-type: none"> • Dribbling for Speed – Toe down and turned inward, using outside of laces • Changing Direction - turns • Cuts n’ Pullbacks • Soft 1st touch keeping ball close • Body over ball, balance
<p>U6 Psychology: sharing; fair play; parental involvement; “how to play”; emotional management Fitness: balance; running; jumping; movement education Tactics: where is the field; which goal to kick at</p> <p>U8 Psychology: working in pairs; sportsmanship; parental involvement; “how to play” (Dribbling is better than booting it!); age-appropriate activities; emotional management Fitness: agility; eye/foot and eye/hand coordination; introduce the idea of cool-down; movement education Tactics: being exposed to all positions; 1 v 1 attack; introduce the names of positions</p>		

HOW SHOULD I COACH MY TEAM?

1. Make practice look like the game
 - a. PLAY! Kids ages 4-6 should spend most of their time playing small games to small goals
 - b. Having goalkeepers at this age is not important for soccer development – it just keeps a player from running, playing, moving, and chasing the ball
2. A Typical Session: following a progression should be utilized most of the time:
 - a. Warm-up (A Fun Game or 2 v 2, 3 v 3 **Street Soccer**)
 - b. Play a fun dribbling games from the manual or coaching card
 - c. **1 v 1 Get Outta’ Here** (Coach controls the game and flow with the balls)
 - d. Finish with a 4 v 4 game or scrimmage another team. DO NOT play bigger than 4 v 4.
3. **Focus on Dribbling Skill.** This is the most important skill for our younger players (U8 and younger) to learn. Your players will naturally look like a beehive chasing the ball. That’s OK! Let them run and chase. Don’t get caught up into having them play specific positions at this age.
4. Encourage Attacking, Running, Chasing, Dribbling, and More Running!
 - a. Your team should **start each kick off in the shape of a diamond.**
5. **Positive Coaching** is a must! Some positive coaching responses...
 - a. Great...now, how can we do it faster?
 - b. Very good...now, can you show me how to dribble with your feet?
6. **Let them play!** The game does not have to ever stop for you to coach. Coach and guide player’s while the game continues on. Avoid the impulse to “coach” your players from “play to play.”

COACHING POINTS FOR REFERENCE

KEYS TO SUCCESSFUL DRIBBLING

- Keep your knees bent for balance and quick direction changes.
- For dribbling with speed, rotate toes slightly inward making contact with outside of laces.
- Maintain soft contact with the ball and close control with both feet.
- Use all parts of your feet in warm-up: inside, outside, laces, sole.
- Change speed and direction cutting ball past defender with inside/outside of foot.
- Don't focus (keep your eyes) only on the ball, lift your head often.

KEYS TO SUCCESSFUL GAME PLAY

- Keep them moving.
- Encourage and reward hustling.
- Provide a positive and fun-filled atmosphere.
- Rotate subs and positions.
- Coach, educate, and support during games.
- Explain the rules of the game
- Focus on getting them playing in the correct direction

COACHING ACTIVITIES CHECKLIST

The following list is provided for coaches to use after every practice or game. The list is actually appropriate for coaches of players of any age. If the answer is YES to all the questions posed below, then it is safe to say that the children were involved in a **DEVELOPMENTALLY APPROPRIATE**, safe, and fun environment directed by a coach who taught, cared and communicated well. If there are **SMILES ON FACES** and they are **EXCITED** about coming back to the next practice or game, then they had **FUN** and you were successful.

- Are the activities **FUN**?
- Are the activities **ORGANIZED**?
- Are all of the children **ENGAGED** in the activities?
- Is **CREATIVITY and DECISION-MAKING** a part of each session?
- Are the activity spaces **SAFE and APPROPRIATE**?
- Is the coach's **FEEDBACK positive**?

DO'S OF COACHING

- **USE GUIDED DISCOVERY...ASK MEANINGFUL QUESTIONS.** The coach guides the players, through effective age-appropriate questioning, to discovery.
- **MAKE A DIFFERENCE.** Be motivational and inspirational. Enthusiasm and positive energy are contagious.
- **KEEP PLAYERS ACTIVE AND ENCOURAGE PLAYER MOVEMENT.** If the activity is static, use helpers or assistants (parents) to keep everyone involved and active. Stay away from lines in training as they keep players waiting, losing attention and focus.
- **REINFORCE CORRECT TECHNIQUE.** In all activities and games continually emphasis the use of correct techniques. Reinforce good technique positively.
- **ROTATE POSITIONS.** In game situations change positions often to give players a taste of various aspects of the game.
- **USE 1 V 1 AND SMALL-SIDED GAMES IN EVERY PRACTICE.** This is the foundation for developing confident players.
- **DEVELOP PLAYER RESPECT AND SPORTSMANSHIP.** Continually get players to support one another. To show good sportsmanship towards all players.
- **FUN AND ENJOYMENT.** Players will respond and want to continue if things are fun. Create their enjoyment. Use positive reinforcement and refrain from negative comments.
- **LET THEM PLAY!** Players need to learn from the game and have a mind of their own when it comes to skill development.

DON'TS OF COACHING

- **NO LAPS, NO LINES, NO LECTURES**
 - They don't want to run without the ball, they don't want to stand still, they don't want to hear you talk!
- **DO NOT CONTROL THEM, GUIDE THEM**
 - Show them the direction to go and let them go! Do not tell them when to pass, dribble, or shoot.
- **DO NOT REACT NEGATIVELY DURING A GAME**
 - If you're a negative coach, you're developing negative people.

GAMES

GET OUTTA HERE!

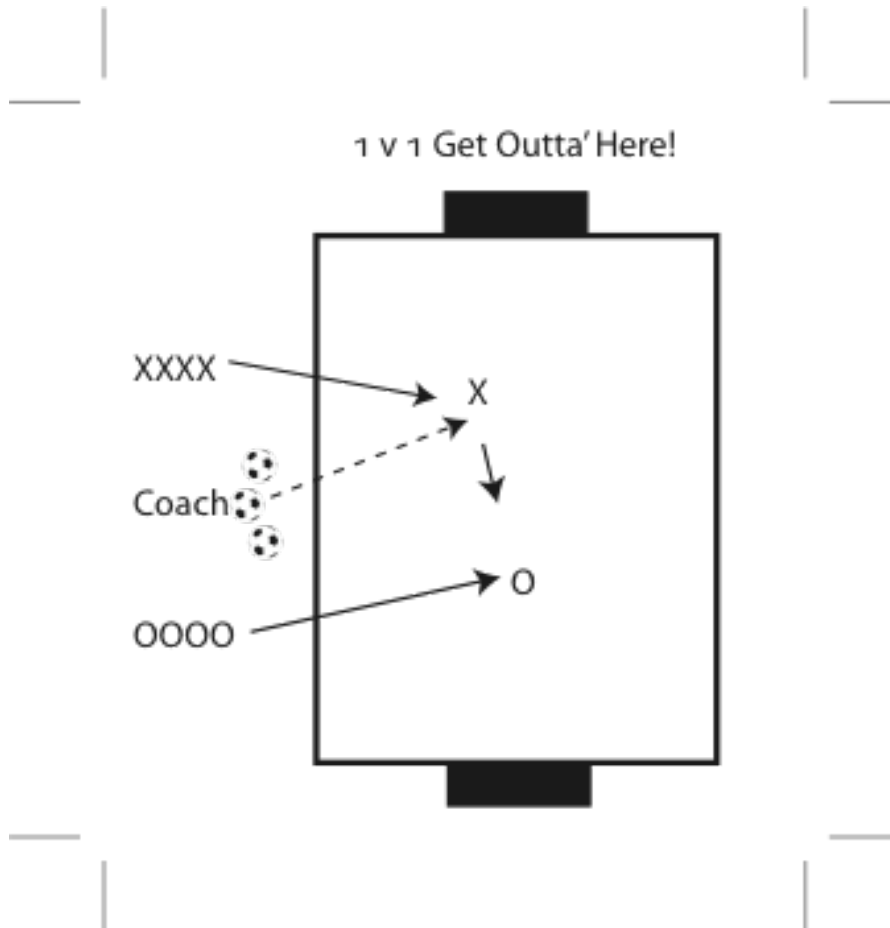
Two teams, one lined up on each side of the Coach, who is the Boss of the Balls on the sideline in the middle of a 20 x 12 yd field. The game starts when the coach rolls a ball out into the field (DO NOT constantly remind players to GO!). The 1st player from each line enters the field to play 1 vs. 1 to goals. The two players retreat back to their lines when 1) the ball goes out of bounds, 2) coach yells "GET OUTTA HERE!", or 3) a goal is scored. Coaches can roll more than 1 ball out at a time but should not roll more than two.

COACHING POINTS:

1. Players should lower their center of gravity by bending down. This will allow sharper changes of direction.
2. Can you fake out your opponent?
3. Celebrate all goals!

TRY THESE VARIATIONS:

1. 2 v 1. Roll a ball out to play 1 v 1, whichever player can get the ball back to their own line gets to add a player to attack opponent 2 v 1.
2. 2 v 2



BODY PART DRIBBLE

All players start with a ball and dribble in a confined space. The group

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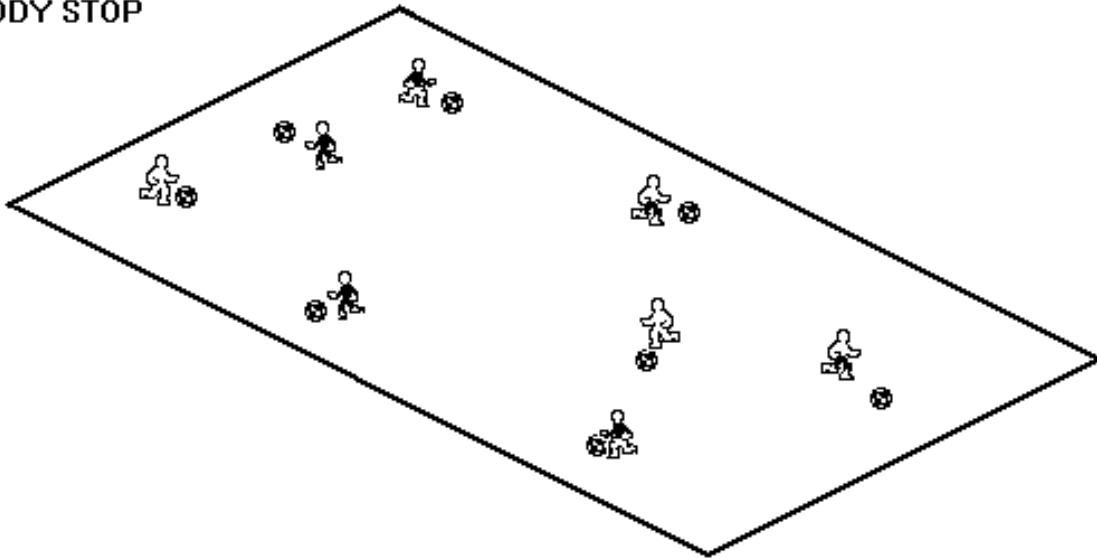
leader calls out a body part, for example, "KNEES". Players must stop the ball with that body part as fast as possible.

Try: Head, elbow, heel, nose, left ear, etc... be creative!

COACHING POINTS:

1. Players should avoid collisions and control the ball.
2. Encourage moving at different speeds and in different directions.
3. Leader should vary timing of stoppages so players must work on reaction time and listening skills.

BODY STOP



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CONES DRIBBLING

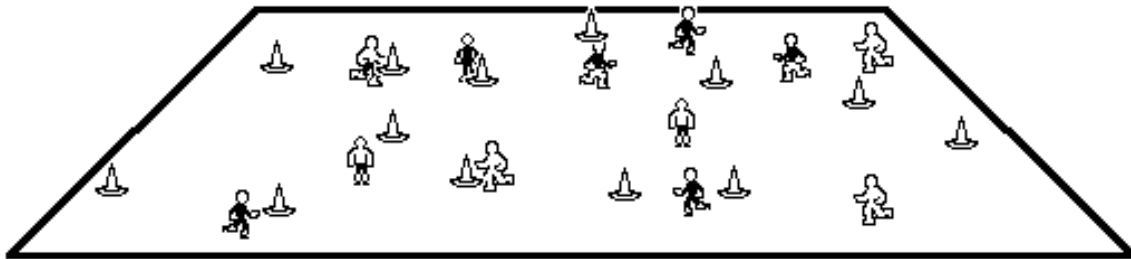
Spread cones or discs all over the field. Coach signals to begin the game. All the players pick up as many cones as possible while controlling their soccer ball. Each player should keep track of how many cones they get. In the next game they try to get more.

COACHING POINTS:

1. Make sure the players dribble while they go from cone to cone.
2. As players pick up cones they must bend down, this is good dribbling form especially when changing direction. Players should lower their center of gravity by bending down. This will allow sharper changes of direction.
3. Encourage players to beat their best. This will force them to go faster.

TRY THESE VARIATIONS:

1. Use only right foot, then only left.
2. Player must dribble around the cone before you pick it up.
3. Player must roll ball over cone with the sole of foot.



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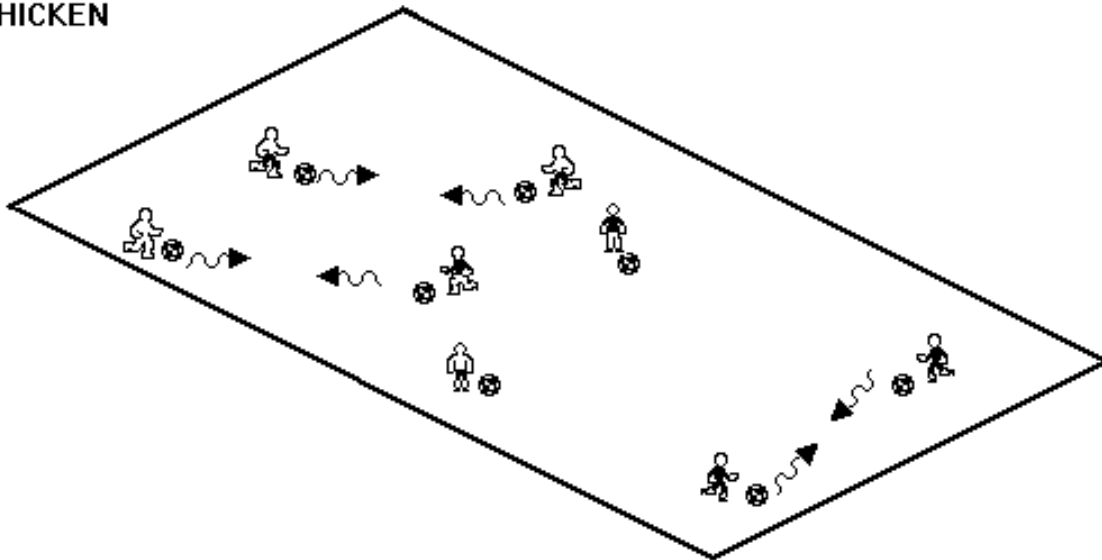
CHICKEN DRIBBLING

Each player has a ball and play takes place in a gridded rectangular space. Players make eye contact with each other and dribble under control straight at each other. At the last possible moment, players avoid contact by going around each other with quick footwork. Players continue to dribble and seek another player to oppose.

COACHING POINTS:

1. Players should be moving fast, but under control. The object is to avoid contact.
2. Players must dribble straight at each other, not angle away.
3. As opposing players get closer to each other, smaller steps and more contacts with the ball will aid in control, but must be performed quickly.
4. While players seek opposition, they must keep the ball moving.
5. To improve players' vision, divide the field into two or three sections. Players must find challenges in other sections. This will help their vision away from the ball.

CHICKEN



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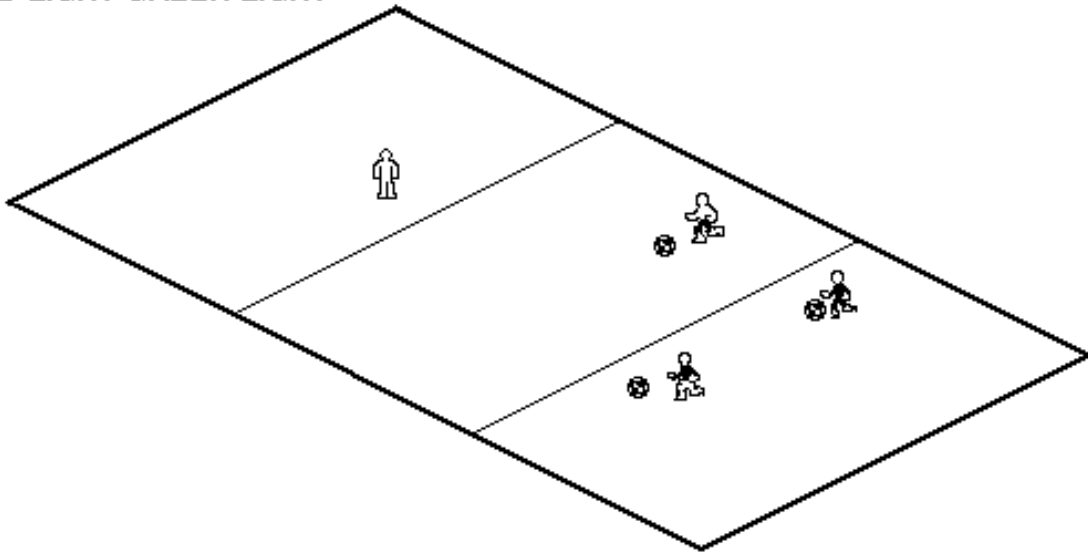
RED LIGHT GREEN LIGHT

Each player has a ball, except the one player designated as the light. Lines from start to finish should be approximately 20-30 yards. Players start a line opposite the light. The player who is the light faces away from the group and calls out "green light". Players begin to dribble toward the light. When the light turns around and calls out "red light", players must freeze their bodies and the ball. If the light catches players still moving or dribbling, he sends them back to the starting line. The first player to cross the line where the light is standing is the winner and becomes the new light.

COACHING POINTS:

1. Encourage players to dribble under close control.
2. This drill promotes quick reactions and dynamic balance.

RED LIGHT GREEN LIGHT



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HOSPITAL TAG DRIBBLING

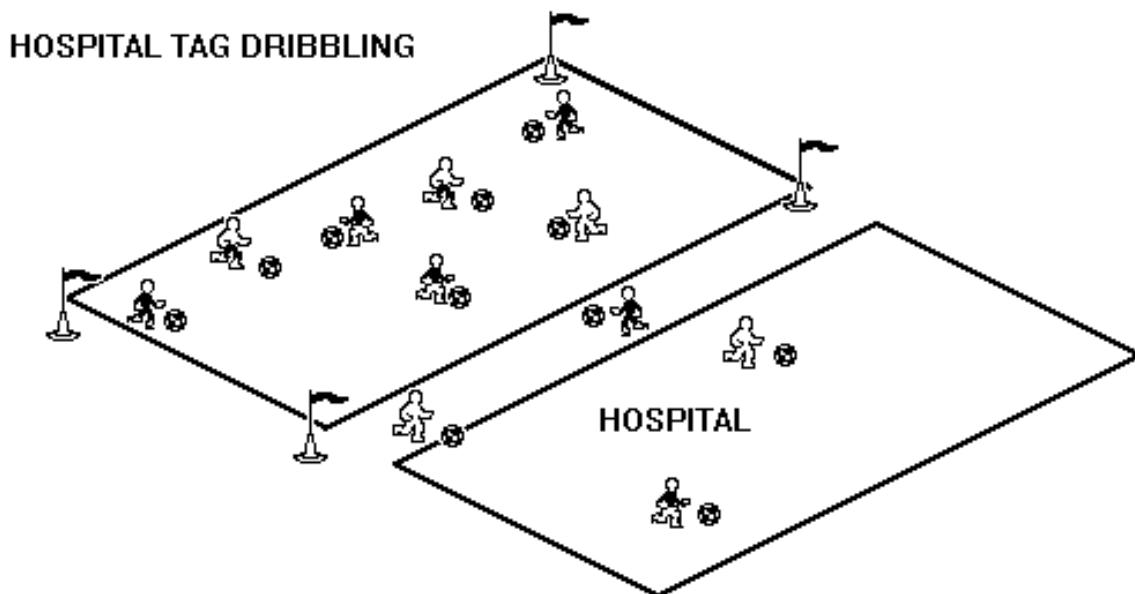
All players with one ball in a defined space. Set up a second space for the hospital. Players must dribble around in the main space and try to tag other players while controlling the ball. If tagged, player must hold the part of the body that was touched by the ball. After player is tagged for the third time, he must go to the hospital. While in the hospital space, the players practice some dribbling move. After completion they come back to the game and begin to play with a fresh start.

COACHING POINTS:

1. Make sure players are controlling the ball while tagging others.
2. Encourage rapid changes of speed and direction. This will help them catch other players by surprise.
3. Encourage players to attack while they have free hands, but when both hands are holding tagged body areas they must employ defensive dribbling and go away from attackers.
4. Give players various dribbling moves, such as pull backs, stepovers or quick feet.

TRY THESE VARIATIONS:

1. Can only dribble with one foot. Use one up, the other down to help players remember.
 2. Can only use the inside of foot to dribble.
- Can only use the outside of foot.



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CLIFF HANGER PASSING

Players start at the marker and pass their ball as close as possible to the cliff without going over. Players should run after the ball and mark the location where it stops. Then try again, attempting to get closer than previous tries without going over.

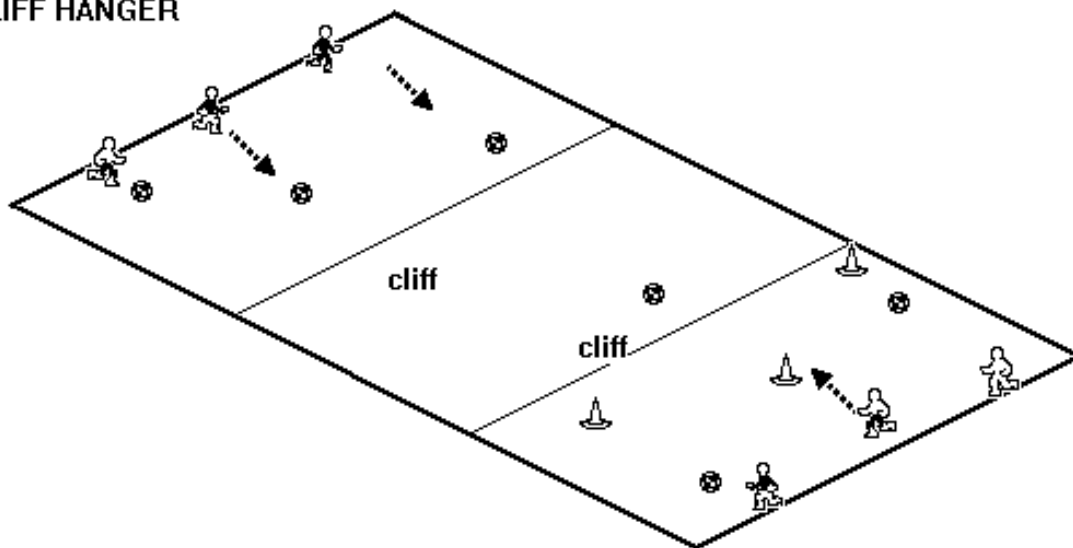
COACHING POINTS:

1. This activity helps players with the pace of their passing.
2. Vary the distance of the cliff line.
3. Have players practice using different foot surfaces for passing.

TRY THESE VARIATIONS:

1. Players must run at top speed and stop ball when they get to cliff.
2. Have players dribble in place before they pass the ball.

CLIFF HANGER



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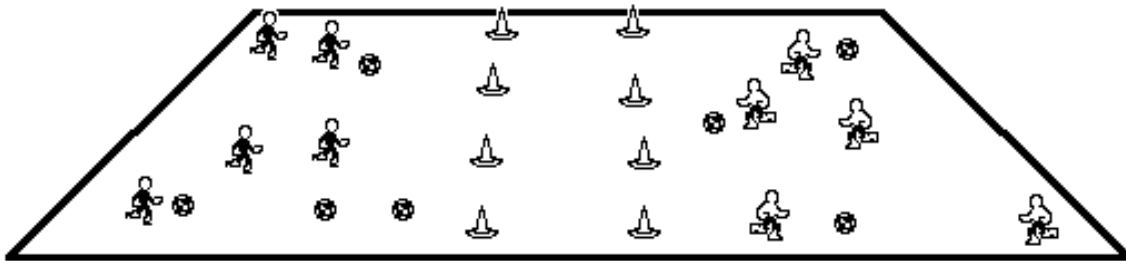
KEEP YOUR YARD CLEAN

Create a 5-10 yard neutral area that no player can enter. Use a minimum of one ball per two players (for best results, use a ball for each player). On command, each team tries to keep its side free of balls by kicking through the neutral zone to the opposite side. Play for a specified time limit.

After players understand the game, try some of these variations:

1. Must use two touch, one to receive, second to kick the ball back.
2. Only use inside of foot when passing.
3. Only use instep (laces) when shooting.
4. Must do a soccer move, then kick across.
5. As players get better and more powerful, increase the neutral area to promote longer and harder kicks.
6. Use fewer balls. Now players must make a pass to a teammate, who then kicks the ball across.

KEEP YOUR YARD CLEAN



RECREATIONAL SOCCER RULES OF THE GAME

Tonka United Recreational Soccer Coaching Manual

Pre-K – 1ST GRADE (U4-U6)

Revised April 4, 2012

Rules are based on the US Youth Soccer recommended modifications to the FIFA Laws of the Game.
FIFA Laws of the Game can be found at www.ussoccer.com/referees.

Law 1 – The Field of Play: Field Dimensions = 20 x 30 yards

Law 2 – The Ball: Size three (3)

Law 3 – The Number of Players: A match is played by two teams, with each team consisting of not more than four players. **There are NO goalkeepers.** If one or both teams have fewer than four players, make the best game you can (have fun, you can share players).

Substitutions: At any stoppage of play and unlimited.

Playing time: Each player SHALL play a minimum of 50% of the total playing time.

Law 4 – The Players' Equipment: Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

- Tonka United team uniforms must be worn; no look-alike T-shirts should be used. Non-uniform clothing is allowed based on weather conditions, but Tonka United jersey should be the outer layer.
- All players must wear shin guards and socks that entirely cover them.
- Tennis shoes (not slip-on shoes) are acceptable, cleats or turf shoes are optional.
- No jewelry is allowed such as bracelets (including fabric bands), watches, neckwear, earrings (including small studs), or hair ornaments containing metal or hard plastic. Prescription glasses are permitted if secured with straps.

Law 5 – The Referee: No Referees for Pre-K – 1st grade games. Teams may have one coach from each team on the field to guide and teach the players.

Law 6 – The Assistant Referees: None.

Law 7 – The Duration of the Match: Kindergarten- 1st grade teams play 32 minute games. Four 8 minute quarters of running time. There shall be 2 minutes between quarters and 5 minutes between halves. Alternate the team kicking off each quarter. Pre-K teams play 20 minute games - running time.

Law 8 – The Start and Restart of Play: Conform to FIFA, with the exception of the opponents of the team taking the kick-off are at least four (4) yards from the ball until it is in play.

Law 9 – The Ball In and Out of Play:

- **No throw-ins for Pre-K – 1st Grade games.** When the ball goes out of play across either sideline, a kick-in or dribble-in will take place according to the directions below. This will help keep the game flowing.
 - Instructions for kick-in or dribble-in: The player whose team gains possession of the ball places the ball on the touchline where the ball originally exited the field and either passes the ball back in to a teammate or dribbles the ball into the field

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of play. The ball is immediately in play once it is touched. No defender may be within 5 yards of the ball at the start of the kick-in or dribble-in.

- **No corner kicks for Pre-K – 1st Grade games.**
- **A Goal kick will be awarded when the ball crosses over the goal line and a goal is not scored (no matter whom the ball touches last). The defending team must fall back behind the center line at the start of a goal kick.** The player taking the goal kick will place the ball on any part of the line that marks 15 ft from their goal and the goal kick will be taken from there.
- Kick-off from the center line when a goal is scored.

Other specifications for ball being out of play

- The ball is considered out of play if it crosses completely over the goal line or sidelines.
- A ball that bounces off of a goal post or cross bar remains in play. A ball that bounces off of the referee remains in play.
- “Touched” is used in the descriptions below, not “played”. For example, if a red player kicks the ball and it touches a blue player before crossing the line, the ball is awarded to the red team.
- **At any time during the game if a team is having trouble and taking too much time to get the ball in play, either coach on the field can start the game by rolling ball out into the field of play.** This **Game Flow™ method** will help keep the players playing and moving – as well as keep them psychologically engaged.

Law 10 – The Method of Scoring: Conform to FIFA.

- A goal will be awarded when the ball passes underneath the cross bar between the goal posts and completely over the goal line, if no rule violations have been committed.
- If the ball is in play, a goal is awarded to the attacking team regardless of how the ball crosses the goal line.
- A goal can be scored from field play as well as directly from a kick-off and kick-in.
- After a goal is scored, the game is restarted by a kickoff at the center of the field by the defending team.

Law 11 – Offside: None.

Law 12 – Fouls and Misconduct: Conform to FIFA with the exception that all fouls shall result in a direct free kick. The referee/coach/parent must explain ALL infringements to the offending player. No cards shown for misconduct.

Law 13 – Free Kicks: Conform to FIFA with the exceptions that all kicks are direct and all opponents are at least four (4) yards from the ball until it is in play.

Law 14 – The Penalty Kick: None.