

Community Soccer Club
Coaches Game Guidelines
www.communitysoccerclub.com

Scoring Policy

In an attempt to insure the enjoyment of the game by all players and fans, while not unduly reducing playing time for the players, the following policy will apply to help control excessive goal differentials between teams:

In the event one team achieves a 4-goal advantage over its opponent, the coach of the team with the goal advantage shall remove one player from the field and the coach of the team with the goal disadvantage shall add one player to the field. Likewise, if the goal differential reaches 5 goals, the same action shall be taken. If the goal differential continues to increase, the process of removing a player by the team with the advantage and adding a player by the team with a disadvantage shall continue. Should the goal differential be reduced, players shall be added/removed in reverse manner until the teams are back evenly matched.

It is expected that if the disadvantaged team has no additional players to add that the team with the goal advantage shall loan players as needed, until the goal differential is reduced.

Coaches are expected to cooperate with the spirit of this rule by adjusting positioning and skill levels of the players on the field to maintain, to the extent practical, parity between teams. The referee shall maintain a record of the game score and shall rule on any disputes as to the correct game score.

For the Kindergarten league, follow the same guidelines as above except the trailing team should NOT remove a player.

Kindergarten (Division Coordinator: Vic Johnson)

Teams play 5 v 5 with no goalkeeper. One coach from each team is allowed on the field to help the players with their positions and to give instructions on technique. A second coach may be positioned off the field behind the goal if desired. Coaches are not permitted to interfere with play or to enter the goal arc at either end. A size 3 ball is used. Play is four (4) eight-minute periods with two-minute breaks at quarters and a five-minute break at half time. Players get two chances on throw-ins, and referees and coaches are urged to instruct them on proper technique. Offside is not to be called. Defending players cannot enter the circular area in front of the goal unless the ball is in the area. Also, on all goal kicks the opposing team shall retire behind the mid line. Referees are to call all hard body contact, even if not intentional. No heading permitted. Game report forms are not required for kindergarten.

Grade 1 & 2 (Division Coordinator: Rick Dencer)

Rules are the same as above except as follows. Teams play 8 v 8 including the goalkeeper. A size 4 ball is used and play is four (4) ten-minute periods. No coaches are permitted behind the goals. Offside should only be called if it's blatant, and then only after a warning. Referees are to advise the players verbally so they begin to understand this law. Again, referees are to call all hard body contact and kicking, even if not intentional. No heading permitted. Game report forms are required.

Grade 3 & 4 (Division Coordinator: Nicole Curet)

Rules are the same as above except as follows. Teams play 9 v 9 including the goalkeeper. Coaching is allowed from the touch line at mid field only. A size 4 ball is used. Play is four (4) thirteen-minute periods. All laws, including throw-ins and offside, are enforced; however, referees may still use discretion in allowing second chances on illegally-executed throw-ins. Referees are encouraged to state what the infraction was so the players know what they did and what the corresponding punishment was. No heading permitted.

Grade 5 & 6 (Division Coordinator: Mark Ostergren)

Rules are the same as above except as follows. Teams play 10 v 10 including the goalkeeper. A size 4 ball is used. Play is two (2) thirty-five minute periods. All laws, including throw-ins and offside, are enforced. No heading permitted.

Grades 7 - 9 (Division Coordinator: Rick Bodenschatz)

Rules are the same as above except as follows. Teams play 11 v 11 including the goalkeeper. A size 5 ball is used. Play is two (2) forty-minute periods. Control of the game is more formal at this age level. The players should know the laws and explanations should not be necessary. However, the team captain may ask a question during a stoppage of play and, provided the question is asked politely and sincerely, referees are requested to answer honestly. Heading is permitted at this age level.

Game Report Forms:

Game report forms are available on our website in Adobe Acrobat ® (.pdf) format. Please print out the form, fill in the names of all players on the roster, and provide a copy to the referee at check-in before each game. Game report forms are NOT required for Kindergarten games.

Field Layout (subject to change – visit web site for current map)

