

ST IVES SOCCER CLUB INCORPORATED



U6 Coaches

Handbook 2005

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Guide for new U-6 coaches

2005 Soccer Season

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Background – (Why this handbook exists)

We would like to thank all of you for volunteering your time to coach the kids and hope that you will find this season to be both fun and exciting. As this is invariably the first soccer season for both you and your child, and as you may not have the experience of being part of a soccer team since your youth, we have compiled this manual to help guide you through the first season of coaching the U-6 kids.

This guide has been specifically written to help the new Under 6 teams get a grip on the junior game, and as such excludes the older age groups rules of the game.

If you have the experience of coaching or being involved in soccer before, you may still get some benefit out of this handbook as it has been written specifically with U-6 kids in mind.

To start with let's look at the kids that you will be coaching. These kids develop physically and mentally at different rates. This will create a range of ability levels that you will need to be aware of when planning your practices. As much as possible you should try to organize activities that will allow all of the players to be successful and have fun. This will take a little more planning on your part when organizing your practices, and we hope you will discover the rewards of watching all of the players develop. With this in mind here is a list of the generalized characteristics of the players, and things to expect from the kids you will be coaching.

Characteristics Of U - 6 Players

- The kids attention span is not at a competitive stage.
- They are more focused towards small group activities.
- They are always in motion: scratching, jumping, rocking, etc.
- They psychologically bruise easily. They will tend to remember negative comments for a long time. We suggest that you shout praise. Give "hints".
- They want everybody to like them.
- They are starting to develop physical confidence. (Most are able to ride a two-wheel bicycle.)
- They are starting to imitate older players or sports heroes. They want the same "gear" as them.
- They lack sense of pace. They tend to go flat out until they drop.
- Their skeletal system is growing rapidly and often results in apparent lack of coordination.
- Their cardiovascular and temperature regulation system is not developed. As such their heart rate peaks quickly and they overheat quickly. Make sure that they get adequate water breaks.
- They have a limited understanding with personal evaluation. "If they try hard, they performed well" regardless of the actual performance. As such they need to be encouraged constantly, and asked "Now, can you do this?"
- They can recognise when the ball is out of play and remembering what goal they are going for... but, in the heat of battle, they will sometimes still forget. They still find it difficult to really be aware of more than one thing at a time.

Things You Can Expect

U-7 and U-8 kids are a bit more compliant than their U-6 counterparts. They will be able to follow 2 or 3 step instructions and are starting to have a good understanding about what it means to play a "game". They are also starting to cooperate more with their team mates. In fact, they now will recognize that they even have team mates by the fact that they occasionally, and we mean occasionally, will pass the ball to a team mate, on purpose. It will take a while before the U-6 kids get to this level when playing the game. Some other things that you can expect to happen during a season with this age group are:

- There will be falls and kids crying as they have run into another player and been hurt during the season, but they will usually pick themselves back up and will get back on the field.
- The puddle in front of the goal is still too tempting to resist.
- Some of the girls are a lot tougher than the boys.
- It will be impossible to remember who is whose best friend as you try to make up teams.
- They will wear their uniform to bed.

A 5 year old will laugh at your most stupid jokes.

Use the opportunity, it may never come again.

Your Team

The kids in your team have been selected in the specific group for a variety of reasons. Skills, same school, friends are all part of the dynamics. We try to get an evenly balanced set of skills, however it is very difficult to grade the U-6 team correctly as most of the kids have not played before and some kids will pick up the skills quicker than others.

You do need to have some stronger players in the team so that the other kids can learn from them. If you find that you have one or two kids that are of a much higher standard than the rest of your team, then you may end up with a scenario where the two kids dominate the game and the other kids do not get a chance at the ball. In turn the other kids are not having fun or learning and you need to make the committee aware of this. It may be necessary to move the child between teams to make sure there is a good balance for all the kids to excel and enjoy playing the game.

The reverse may also be true where most of the players have a very good skill and one player does not, that player may tend to not want to play.

The above scenarios typically show up early in the season when we can easily accommodate changes without too many problems. If you believe it would be in the best interest of the team to play the player in a more skilled or less skilled team (only when there is a very noticeable difference in skills) then consult with the relevant child's parent. Advise of the scenario and suggest that the child has a game with another team. Make contact with the other teams coach or manager advising of the issue and see if you can get a half game with the other team. We are sure the other coaches will appreciate the problem and accommodate the request.

Before making any final changes you need to let the club registrar know and request the change on the ground above. The club registrar has the final say and will then make the decision as to the team most suitable to the club, and advise all parties concerned.

We will not move kids around after grouping of the team for any other reason than the above.

Training Guidelines

The emphasis for training the U-6 kids needs to be placed on the individual's ability to control the ball with his/her body. They are still there to have fun, and because some of the players may be brand new to the sport, it is imperative that activities are geared towards individual success and participation.

- Check ball size and see that it is correctly inflated. Size 3 ball is used in U6-U9
- Small sided soccer is the best option for these players. Not only will they get more touches on the ball, but also, it is an easier game to understand.
- Because of rapid growth spurts during this age, players will go through times when they seem to have lost control of their body. What they could easily do 2 weeks ago now seems unattainable. Be patient.
- Passing is not an important part of their game, no matter how much anybody yells at them to do otherwise, it is much more fun to dribble and shoot. Let them.
- Stretching is important, along with a good warm-up. It is a club and association requirement that all kids have good shin guards. Safety and preventive measures take on added significance. Do not let kids on the field if they do not have shin guards and make sure the kids and parents know the rule.
- Training once a week is plenty. Sessions need not go longer than one hour as it will be hard enough keeping their concentration up for this length of time.
- Learning how to control the ball in training should be the main objective. The kids at this age need to touch it as many times as possible during fun activities, this will get them to pick up ball control skills.
- Challenge them to get better by practicing on their own. There is no rule which states that they can't learn by themselves, no matter how important we think we are.
- Incidental things are important. They are forming the habits that will impact their future participation. Ask them to take care of their equipment (water bottle included), cooperate, listen, behave, and try hard. Realize, however, that they often forget and will need to be reminded often.
- Ask them to work with others to solve a particular challenge. Start them with just one partner and work from there.
- Put them into competitive environments as much as possible. This will not only keep them focused, but it will allow the game itself to teach them. It also will keep things fun for them, and allow you to deal with issues such as 'winning' and 'losing' which is a very big concern for them (even though this is not a competition).
- Now it is possible to teach them positional play with the expectation that they will get it some of the time. However, it is absolutely necessary that you do not allow players to specialize in any one position. They need to learn basic principles of the game, first. Having them play all of the positions is best for their individual development. Remember, our first responsibility is to develop players and let them have fun.

Whenever possible, allow them to solve their own puzzles. Don't immediately give them solutions on how they can play better.

Regaining attention, expect to lose their attention, whether it is a someone walking a big dog or a loud burp. Yelling "Simon says hands on head" (followed by a 15 second game) is far more effective than yelling "listen to me". A loud burp will often work even better.

Coaching

Four C's of Coaching

Competence – Developing the skills

Confidence – Develop the belief that the athlete can do the skill

Care – Show them that they have value beyond soccer

Commitment – Will be developed in the kids if the other three things happen

Performance Feedback

The kids thrive on feedback, and yes even though it is a team sport these kids need to sometimes stand out. We recommend that you frequently tell them what they have done right. Make sure that you tell them what you want them to do and re-enforce this by showing them what you want them to do.

When mistakes are made teach without sarcasm, ridicule, or put downs.

Where do I as the coach start to get my kids trained?

The first place to start is here, read this guide cover to cover and remember you are not training a professional team and you are not in a competition. You are training kids who have invariably never played the game before, and they are playing the game for FUN.

Remember there is a lifeline if you are stuck. Contact the committee and we will get someone to help you or point you in the right direction. If the kids are not having fun, you are not having fun and the end result is that these kids may not want to play soccer ever again.

To start with make sure that you plan your practice –

Activities Check list

Are the activities fun?

Are the activities organized?

Are the players involved in the activity

Is creativity and decision making being used?

Are the spaces used appropriate for the players?

Is your feedback appropriate?

Are there implications for the game?

Training Exercises

There are a number of exercises to get you started training the kids

To Start with, never try an exercise that involves waiting in line, if they wanted to stand on a field and watch people fool with the ball they would be playing cricket. The best training exercises involve everyone doing something active or else waiting for the ball to come to them next.

Below are lists of some activities we recommend for this age group to get them started (Remember, get the kids warmed up and stretched)

Around the World – Set out four or five cones in a large area. Have in mind either local cities or countries of the world. Name each cone and then have the players dribbling inside the area. On command they must dribble around the country/city that you name. Also name several countries/cities at one time.

Running Bases - Players try to dribble their ball without being tagged. If they get tagged, they exchange places with the tagger. Have taggers carry a bib to distinguish themselves. Hand bib over to the player that is tagged and use their ball to dribble. Players are safe in any one of the 4 bases. Only one player allowed in a base at one time. If a new player enters a base, the old player must leave.

Relay Races – Set up 3 or 4 courses so that each team only has 3 or 4 players in it. Initially have the players run the course without a ball. Then add in a ball and add restrictions. Dribbling with left foot, right foot, rolling the ball.

4v4 dribbling – setup a 4v4 game, allow players to score either by dribbling across end line or by shooting the ball through a single small goal. Give double points for dribbling across the end line.

Retrieve the ball – Get the players in pairs with one ball, each pair brings you their ball. You throw the ball in some direction giving the players directions about how they must retrieve the ball and bring it back (3 passes, 2 passes each, 3 different body parts, 8 passes, etc.)

Golf – Setup gates (two cones close together) around your practice area, see the lowest number of passes a team can make in getting through all of the gates. Have each pair keep track of their scores. You may want to keep track of the score for the entire team and then challenge them to do it again in fewer passes.

Passing with pressure – Now add in one or two defenders, see how many goals the players can score in 2 minutes, defenders go around blocking the goals but not taking the ball away.

Fox & hounds – Tag game, one or two players start with balls and try to hit their team mates below the waist with the ball. If a player gets hit then they must also get a ball and help catch the others.

4v4 Passing Game – Play a 4v4 game in quarter field grid. Put two goals on the end line in the corners. Scoring is by stopping the ball anywhere on the line or passing through an open goal. Grid should be setup so it is longer than it is wide.

Link Tag – Create pairs of players and have them link arms, break one of the pairs apart and give one of them a bib, the player with the bib is it and will chase the other player until they link up with one of the pairs, the player on the other side of the link must now leave the link and run.

Punt & Catch – Get players in pairs again, one ball per pair, one player punts the ball up in the air and the other tries to catch it after it bounces once. They then trade off. Add restrictions such as player must sit down and get back up before catching the ball. Can they catch it without the bounce?

Keep your yard clean – Split team into two groups setup a dividing line in the middle of the field. Every player has a ball. On signal from you the players kick their ball into the other half of the field. The players keep kicking balls out of their area until you stop the game. Count up how many balls are on each side of the grid.

Capture the cone – Now set some boundaries up with a 4 – 6 cones on each end line. Play 4v4 game where players can get point for either shooting the ball across the line or get extra point for knocking down a cone.

Free Game – Set up a quarter field and let the kids play without coaching, let them just have some fun. (The only requirement is to referee the game so that the rules are applied and learnt.)

The above exercises are a great way to start the kids off with ball skills. You must also pay some attention to getting the kids into positions for starting the game from the start of the halves or a goal. The kids will need some idea of where to stand before your first game. They also need to know where to stand for goal kicks. You will have their attention for a few minutes only, and it may be worthwhile in the first few training sessions, spending a few minutes setting the field up with parents as players and opposition and getting everyone to start in the right spot.

If your training time is the same time as another under 6 team with similar skills as yours, both teams can benefit from spending some time together at the beginning of the training session so that you can place kids into positions and show them what to do, and to have the last 10 minutes of the training session playing a game between the two teams.

If you do not have a training time with another U-6 team, use the parents. Remember that you have limited time before the kids are to be distracted to get this exercise done so use parents to assist in this positioning.

Involving The Parents

It is imperative you as the coach get the parents involved. You as a coach have volunteered to work with the kids and teach them the game. You have not volunteered to be a baby sitter so that the parents can get a cup of coffee. You should let the parents know what you expect of them and as such we recommend that you advise and discuss some of the following points with your team parents.

- Work out a means of contacting everyone without one person doing all of the calling. (Phone chains) in the event of changes to practices or games due to rain or other issues.
- By now you should have a team manager to handle all of the administrative details and ensuring all the paperwork required by the club is done. (you cannot do it all yourself)
- Discuss the laws of the game with the parents so that the parents watching the game can know what is happening. This also helps the kids to learn more about the game and the rules of the game when they ask questions before or after games and practices.
- Training and game schedules. Let the parents know how you feel about starting and ending on time, what your attendance expectations are, what you think is a good excuse to miss training.
- What each player should bring to training: A filled water bottle (with water, not juices) is essential, shin guards, soccer boots or sneakers.
- Most importantly, your philosophy about coaching U-6 players. Let them know that everyone plays; that the game does not look like the older player's games; that you are there to ensure that their child is safe and has fun, as well as learn about soccer.
- What your expectations for them are during game time. How do you want them to cheer? Do they know that they should not coach from the sidelines?
- Make sure that all parents know that you will not let kids on the field if they do not have shin guards.
- Above all, try to enjoy yourself. If you do they probably will too.

Your Teams First Inter Club Game

As you by now know, we fall under the Ku-ring-gai District Soccer Association (KDSA). They set the rules for the district. The key point to know are that for U6/U7 a maximum of 6 players are on the field at one time, and that there are no off sides.

Encourage parents to arrive 20 - 30 minutes prior to commencement of game allowing them time to settle down, warm-up, sign match card, make late team changes and receive any Coach instructions

It is important in younger age groups that each player has the opportunity to play in different positions – forward, back, goalkeeper etc, To help with this policy, it is useful to keep a record for each match showing.

- who played full game
- who played half a game
- notes on positions played
- who played goalkeeper
- who was absent
- who scored the goals
- final result
- any comments which may be useful for the future (eg to assist the **Coach's Report** at the end of the season).

It is unlikely any official referees will be available for non competition age groups. Generally the Manager or nominee will referee half a game, so knowledge of the rules is essential. (Get the other parents involved, rotate the referee position so that every parent has a turn. Review the rules section and make sure your team parents know the rules. Arrange refereeing details with opposing Manager. As a note **Please bring a whistle each week.**

The match ball is usually supplied by the home team (You are the home team if you are the first team listed on the game draw between the two teams - check size and see that it is correctly inflated. e.g. Size 3 ball is used in U6-U9.

Substituting Players During The Game

Your first thoughts may be to replace the players as soon as possible to keep the parents and kids happy, don't. If you follow some of the advice in this manual, you will typically find that the kids burn out and want to have a rest. If you make sure that you have a record of who started in which position, you will be able to plan a fair rotational system to ensure that kids who start the game this week start as reserve the following week, and that you don't start the second half with the same reserves you started the first half with (Unless of course the kid does not want to play).

Try changing players after 10 Minutes, it will give the kids on the field time to settle down, and will give you time to get a feeling for how the player is performing, and let you enjoy some of the game yourself.

When you replace players, in U-6 you can change players without asking the referee while the ball is in play. Try not to run on the field with the kids, pulling players off and placing new ones on. Set the standard by calling for the player to come off and when the player is off the field, send the new player on.

After The Game

We as a club would like to encourage sportsmanship and fairness. A great way of doing this is to get all the players together and to go shake hands with the other team. Discourage the kids from bragging if they have won, by reminding them they may have lost the game and would have felt bad if the same thing had happened to them. Even though the U-6 game is not competitive, the kids will keep score.

After the shaking of hands, get the kids together and talk about the game, what worked and what did not, ask them if they had fun. Try announcing a player of the week (or two) as the kids like to feel special. Rotate this award by finding other ways to reward players other than for scoring or saving goals. Things like helping another player when they were hurt, trying hard, improvement since the previous week, trying something new. Giving a trophy out and collecting it back the following practice works well, provided you get the trophy back so that another kid has a turn (If you do this let the parents know how important it is for the other kids that you get the trophy back in time for the next game) – Even stamping the kids hand with a smiley face is a great reward for the child.

Lastly remind the kids and parents about instructions for the following week (eg training and match times). Also advise special events such as Club functions, raffles, team photos, etc.

Coping With Bad Player Behaviour

- You are not babysitters, make that known.
- Set standards from the start
- Deal firmly but fairly
- No swearing, inappropriate clothing, fighting, bullying or discrimination on any grounds
- Send players home in extreme cases

Coping With Parents That Complain

To avoid this, communicate, make selection and training criteria and standards clear to everyone, so that you can gain their commitment.

If receiving a complaint, pay reasonable attention to the complaint, deal with it fairly, but if you believe your actions are defensible, communicate your position assertively but politely.

If in doubt about anything during the season, feel free to liaise with any Committee Member.

Safety First & Injury

At all times as a coach or manager you must ensure that the player's safety comes first. You need to be aware of the players and surroundings.

We have already mentioned that players may not take the field without shin pads. Other things to look out for are watches and jewellery. These items may not be worn whilst on the field as they can pose an injury risk to other players.

Before the game starts, specifically if your game is first, or before practice, check the field for stick or rocks and remove them from the playing surface

If a player is injured on the field and they are lying on the ground, DO NOT pick the player up. If the player gets up off the field under his/her "own steam" the chances of significant injury is minor. Moving an injured child who cannot get up by themselves must be left to a medical professional.

KDSA Rules Simplified For The U-6 Game

Non Competition Format

The competition will be played so games are played right till the end of the season. No points tables are maintained and no divisions are visible. Learning basic skills, gaining an understanding of the game and enjoying the game are the most important aspect at this age. Locally published points tables are actively discouraged, as they are counter productive to the principles of the game being for fun and learning.

Coaching Of Players

Coaching of young players is permitted but only from the sideline. **At no time** are coaches allowed on the field to coach. The KDSA Junior Football Committee will not tolerate this kind of behaviour. Standing behind or on the goal line IS NOT PERMITTED. This includes spectators and officials / coach / manager. All spectators must observe from the sidelines.

Dress Code

All players must be dressed correctly in approved club strip – socks, shorts, club shirt. Shirts must be worn by all players (Numbers are not required for the players at this age group). Shirts should be tucked in. Boots may have moulded sole, plastic or metal screw studs (providing the last are deemed safe by the referee). Shin pads are mandatory. No watches or jewellery are permitted on the field, make sure you check players before the game as these can cause an injury in the heat of the game.

Forfeits

Forfeiting should be a very last resort – try to borrow from other teams first (most junior players will happily play an extra game). If it is necessary to forfeit, KDSA should be given 48 hours notice (The club is penalised for late notification). The team must notify their Club Secretary who must notify the opposition Secretary and the KDSA Office. . Notification before 4.00pm on a Friday – Forfeit form must be must be faxed or emailed to the KDSA by your club secretary. Forfeits after 4.00pm on a Friday must be handled by the Club Secretary. They are to phone the opposition club contact and the referee's appointments officer

Grading And Regrading Of Teams

Clubs will be required to grade players for the A and B teams playing in the U6 and U7. Results are monitored throughout the season, and teams moved whenever necessary to ensure fair games. This will be co-ordinated by a KDSA Junior Football Committee sub committee and will constantly review the teams over the season. Regrading will occur at round 5, 10 and 15. All changes will be on the web site, no later than Thursday night.

Grounds Dressing

All clubs are required to dress one or more fields, and this is usually delegated to teams on a rostered basis throughout the season. When it is your team's turn, please make sure you get a nominated parent from your team to dress the field properly. A field without nets is a great inconvenience to players, and fines will be incurred. Be aware that referees cannot officiate at a ground that does not have corner posts. This is a FIFA rule and will be enforced by referees.

Interchange

Full interchange applies to U6-U9 :

- Can only occur during a stoppage in play
- Can take place at any time with referee's approval
- Must take place at halfway mark
- Player must fully leave the field before interchange player enters the field of play

Mini Soccer Rules - Under 6 & Under 7 Age Groups

(a) The Ball Size 3

(b) Duration of Games 20 minutes each way, 5 minutes half time.

(c) Number of players

- A maximum of nine players may be registered per team.
- Games will be conducted between teams of 6 players, one player in each team being nominated as goalkeeper.
- All players in attendance at a game shall play at least half a game unless injured (refer playing rules below).

(d) Playing Rules

Games will be played according to the FIFA Laws of Association Football with the following modifications:-

- Games will be conducted as friendly games, competition points and tables will not apply.
- Goal kicks may be taken from anywhere inside the goal area.
- Corner kicks will be taken from the corner area. Opposing players should be at least 5 metres from the ball
- There will be no penalty kicks.
- All free kicks awarded inside the goal area (for both sides) will be taken with the ball placed on the arc defining the goal area at the point nearest the position of the offence.
- No deliberate offside is allowed. Deliberately placing a player or players in an offside position is contrary to the spirit of the match and is discouraged.
- A player marking or obstructing the opposing goalkeeper will be penalised by an indirect free kick taken from the centre of the arc defining the goal area.
- Full interchange of team members including the goalie is permitted.
- All free kicks are to be indirect. An 'indirect' free-kick is one where a goal can not be scored unless it has been touched by another player other than the kicker. Opposing players should be at least 5 metres from the ball when a free kick is taken.

Starting and Playing the Game

The match is started by a kick-off from the centre mark (Centre of the field). The team winning the toss of a coin shall decide which goal it shall attack in the first half and the other team shall take the first kick-off.

Following half-time, the match is restarted with teams changing ends and the kick-off being taken by the side that did not start the match.

Where there is a clash of colours, the home (or first-mentioned) team will change. (Use bibs)

All matches will be played on Saturdays.

Official referees are not necessary. Parents from both teams officiate. Your team does one half and the other team the other. The role of the referee in matches is to encourage the participants, offer constructive advice where appropriate and provide positive praise to players from both sides.

A goal is scored when the ball has wholly crossed the goal-line between the goal-posts and under the cross-bar. A goal cannot be scored direct from the kick-off.

The ball is out of play when it has wholly crossed the goal-line or the side-line, or when play has been stopped by the referee. These lines are part of the field of play.

When the ball leaves the field of play by crossing the side-line, it should be thrown in from the point at which it left the field of play. The player taking the throw-in must face the field with both feet on the ground and throw the ball into the field delivering the ball from the back of the head using both hands. Players should be given a second attempt if their first throw is invalid. The referee or coach, should assist the player to achieve the correct method. Following two foul attempts the throw-in is then given to the opposing team.

When the ball passes wholly over the goal-line (but not between the goal-posts) and was last touched by a player from the defending team then a corner kick is awarded. Opposing players should be 5 metres from the ball. A goal can be scored from a corner kick.

Only goalkeepers may touch the ball with their arms or hands, and only within their goal area.

A player may not kick, trip, jump at, strike, hold, push, charge from behind or violently charge an opponent. The referee should consider the intention of players relative to the above offences and at all times encourage sporting conduct.

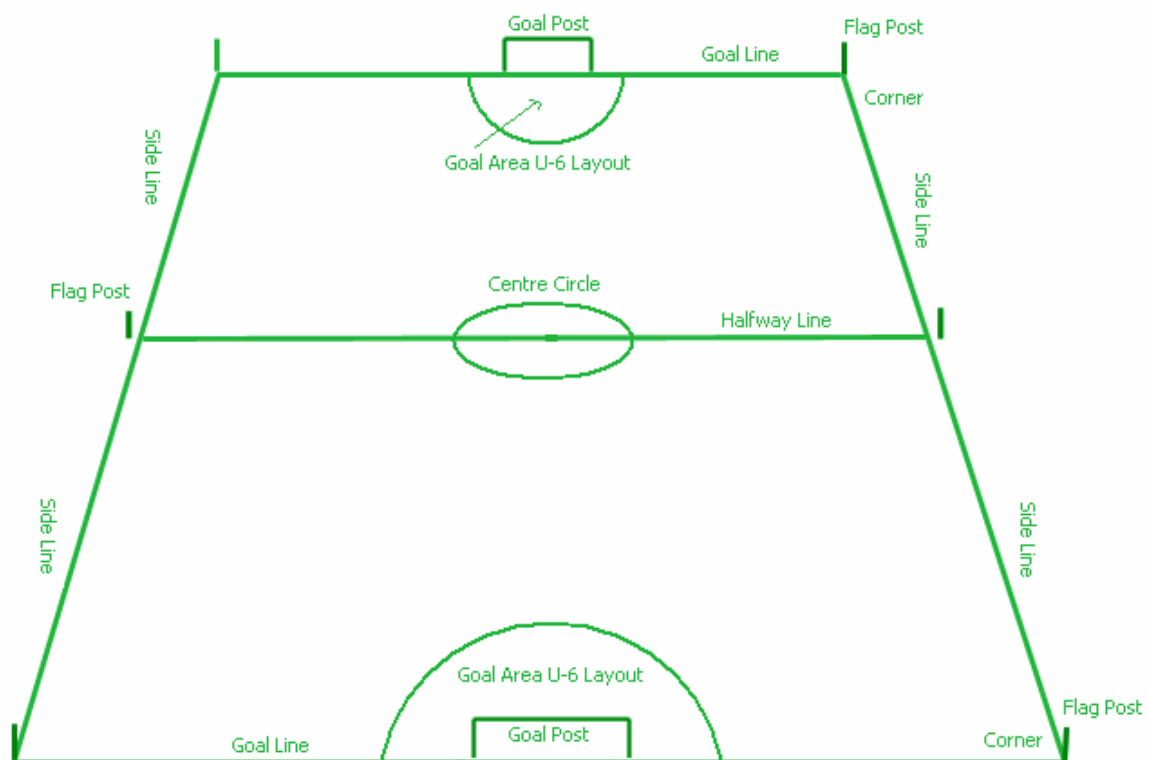
If a free kick is awarded to the defending team within the goal area, the kick can be taken from anywhere inside the area. If a free kick is awarded to the attacking team within the goal area, the kick should be taken from the edge of the goal area at the point from where the offence was committed.

Other free kicks are taken from where the foul occurs.

Penalty kicks do not apply in U-6 matches.

No person shall be allowed within the area directly behind the goal area while the match is in play.

The diagram below represents the field for the U-6 games. This configuration changes as the kids get older and will increase in size accordingly.



Our Code Of Conduct

Parents Code

WHAT EVERY PARENT SHOULD REMEMBER ABOUT SPORT!

1. Do not force an unwilling child to participate in sport.
2. Remember children are involved in sport **for their** enjoyment.
3. Encourage your child always to play by the rules.
4. Teach your child that honest effort is as important as victory so that the result of each game is accepted without undue disappointment. Never ridicule or yell at your child for making a mistake and losing a game.
5. Applaud good play by your team and by members of the opposing team. Do not publicly question the referee or umpire's judgment and never his/her honesty.
6. Support all efforts to remove verbal and physical abuse from children's sport.
7. Recognise the value and importance of volunteer Coaches. They give up their time and resources to provide recreational activities for your child.

Coaches Code

1. Be reasonable in your demands on the players' time, energy and enthusiasm. Remember they have other interests.
2. Teach your players that the rules of the game are mutual agreements which no-one should evade or break.
3. Avoid over-playing the talented players. The 'just average' players need and deserve equal time.
4. Remember children play for fun and enjoyment and that winning is only part of it. Never ridicule or yell at the children for making mistakes or losing a game.
5. The scheduling and length of practice times and games should take into consideration the maturity level of the children.
6. Develop team respect for the ability of the opponents, as well as for the judgment of referees and opposing coaches.
7. **Always** follow the advice of a doctor in determining when an injured player is ready to play again.
8. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
9. Any physical contact with a young person should be appropriate to the situation and necessary for the player's skill development
10. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.

Players Code

1. Play for the fun of it, not just to please your parents or coach.
2. Play by the rules, and never argue with a referee's decision. Let your captain or coach ask any necessary questions.
3. Control your temper. No mouthing off.
4. Treat all players as you would like to be treated. Don't interfere with, bully, or take unfair advantage of any players
5. Remember that the goals of the game are to have fun, improve your skills and feel good. Don't be a show off or always try to get the most points.
6. Co-operate with your Coach, team mates and opponents, for without them you don't have a game.

All up, cherish childhood and teenage sport for what it is – **FUN**. No more no less.

General Notes

Communication

Remember you are a vital part of the communication process. Please feel free to talk to Committee Members on relevant matters. They will also advise you of various matters which you will need to communicate to your players/parents. Dissatisfaction results if the communication process breaks down.

General Committee Members

The Club is managed by a Management Committee which meets each month, on the fourth Wednesday of the month at 7.30 pm at the Warrimoo Clubhouse. All Managers and Coaches are invited and encouraged to attend these meetings so that communication between the teams and the Committee is optimised.

Gala Day

The KDSA Gala Day is a round robin, then knockout competition. This occurs at the end of the season and is typically the last game in August. Ensure team members/parents are familiar with details. You will be made aware of the Gala Day rules before the time. On Gala Day, matches may start as early as 8.00 am with a minimum of 2 matches per team. Team members should put aside the entire day for play because if the team reaches the final they may be required to play their final in the afternoon.

End Of Season

You will be asked to fill in a COACH'S REPORT. Please do so and return it completed to the Club Secretary or Registrar together with **The Team Manager's Manual**, also provide Manager's comments as necessary, (eg: recommendations for next year).

Wet Weather, playing in the rain

It is up to the Team Manager/Coach to contact their Team Members and advise them that their match has been cancelled. No contact with either the KDSA or another Committee Member is necessary. **IF NOT ADVISED OTHERWISE, ASSUME YOUR MATCH IS ON.**

Training Cancellations

Please note that the closure of grounds for training may occur the week following wet weather so the grounds can re-establish themselves for the following Saturday/Sunday matches. Please check the Wet Weather number after 3pm on your day of training under these circumstances to ensure the training ground is not closed. **Training on Council grounds that are closed incurs the club a fine.**

Match Requirements

The following are the requirements for a game, we do issue match cards, balls and first aid kits. All kids must have a water bottle (With Water)

- MATCH CARD
- MATCH BALL (properly inflated) – (you will need a bicycle pump and needle attachment)
- FIRST AID KIT
- WATER BOTTLE
- ICE PACK
- WHISTLE

Team Equipment Kit

By accepting your Team's equipment, you are accepting the responsibility of looking after that equipment to the best of your ability. **YOU ARE NOT FINANCIALLY RESPONSIBLE FOR ANY LOST OR DAMAGED EQUIPMENT.**

The best way to avoid lost or damaged shirts is for Players not to wear their shirts anywhere other than at the game. **(It is a Club Policy that shirts are not to be worn at any other time).** Collect all shirts at the end of a game and use a roster system so that each parent takes their turn in washing the shirts. This way you always know where the shirts are.

The Balls and First Aid Kit should be brought to both training and match games. During the game make sure you put all the balls somewhere safe, as many balls go missing each season while everyone is watching the game.

Should you need to replace any equipment for any reason, or if you require any additional equipment please contact the Club Equipment Officer.

St.Ives Soccer Club Borrowing Policy

KDSA Guidelines

Non Competition (Under 6's to 9's)

- 1) Players are not permitted to play in lower age groups. You cannot get U-7 player to play
- 2) Players are permitted to play unlimited games in:
 - i) higher age groups
 - ii) any grade within the same age group.

(It should be noted that the difference between grades (when playing down players) be kept to a minimum so as to avoid unfairness to the opposition).

eg. 7A player playing for the 7C's is permissible, however a 7A player playing for the 7G's should be avoided.

In addition to the KDSA Guidelines above:

Teams must supply players to teams of higher age groups or grades with the same age group (competition in particular) unless the following circumstances occur:

- i) The Coach/Manager of the borrowing team does not notify the Coach / Manager of the other team.
- ii) Except in the case of emergency the Coach/Manager of the team borrowing the player does not give a reasonable amount of notice prior to the commencement of a match to the Coach/Manager of the other team. Eg. If the absence of a player is known well in advance requests for additional players should not be organized at 9pm Friday evening for an 8.30am match.

Cancellation of borrowed players must be done within 12 hours prior to the commencement of the game otherwise the team is committed to use those players for a minimum of half the game. This applies when registered team members subsequently become available.

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