

Alexander Soccer Club general coach and game information

1. Contact your parents – phones call or texts (assuming the parents are ok receiving text messages).
 - a. Let them know when the first practice is and what your team color.
2. Have a parent meeting at your first practice.
 - a. Give printed copies of the schedule to any parents that want them (let us know if you need copies).
 - b. All **practices in the Fall** are on the main fields with the concession stand (between the HS Baseball field and Youth Baseball field).
 - c. All **practices in the Spring** are behind the School.
 - d. All games are at the main fields with the concession stand (between the HS Baseball field and Youth Baseball field).
 - e. Shirts will be ready before the first game.
 - f. If **thunder**, clear the field **until 30 minutes** after the **last time it was heard**.
 - g. If **lightning**, clear the field **until 30 minutes** after the **last time it was heard**.
 - h. No pets at the soccer fields (practices and games)
 - i. The school is a tobacco free zone. No smoking or smokeless tobacco.
 - j. Water/ drinks – every child should bring water to practices and games.
 - i. Concession stand will be open during games.
 - ii. Practices everyone should bring something to drink.
 - k. Pictures will be scheduled by Downard Photography. Any problems can be corrected directly with them. If they are not responsive or you have significant problems please let us know.
3. Coaches – We always **need coaches**. If you are **good with kids**, please consider coaching. We can provide training for gameplay and coaching. US Youth Soccer and other associations provide free online resources.
4. Referees – **We always need referees**. We do pay for each game. If you are interested or you know people interested, please let us know. Please remember we are all human, and **everyone sees the game differently**.
5. We have **online registration** available. We can **send text messages to parents**. Let us know if you would like to **add or remove phone numbers or emails**. The **website** also has **announcement** section. The website is www.alexandersoccerclub.com.
6. **Fund Raising** – Fundraisers help us keep our registration costs lower than anyone else in the area and helps us avoid having to search for sponsorship money. Fundraising pays for equipment, insurance, supplies, etc.
Concession stand – Parents can sign up for shifts during any games. Parents can donate their time or receive \$10 per shift back, up to the registration fee they paid.
7. Game Days – There are a couple changes in effect this season as a response to parent and coach surveys.
 - a. We are **separating parents and teams (kids and coaches)**. Please stay on the designated side lines. Please do not stand or sit behind goals.
 - b. You are expected to be supportive and set a positive example for the players. Inappropriate behavior pointed towards referees, players, and coaches will not be tolerated and you will be asked to leave the field. If there are issues or concerns, you are expected to raise them to soccer club board members.
8. All players must have a completed registration form. Players are assigned a team and should play for that team. Players can help another team when they are short players if it is ok with both teams' coaches and the team is the same age group he or she normally plays.
9. **Weather – Games and Practices** – Weather can be an issue. Practice cancellations will usually be determined by individual coaches. Sometimes we have to make a decision based on the conditions of the fields/safety for the players. Game cancellations will be determined by the soccer board – not individual teams – and can sometimes happen at the last minute. Sometimes the weather clears right as games are getting ready to start so we may have you show up at the fields before any determination is made. If we do need to cancel, the club will contact coaches, post an announcement to the website, and send email and text. Coaches will contact their team parents.

10. Lightning and/or thunder

- a. If **thunder, clear the fields until 30 minutes** after the last time it was heard.
- b. If **lightning, clear the fields until 30 minutes** after the last time it was heard.

11. Preschool – use size 3 ball

- a. Play 4v4 or 5v5 on one field. Sub kids every few minutes.
- b. 6 foot “Yellow” PUGG goals.
- c. **4 quarters 6-8 minutes each**
- d. Everything is a kick in
- e. No goalies

12. Kindergarten and 1st grade – use size 3 ball

- a. 4v4 on lined fields. Sub kids every few minutes.
- b. 4x6 foot portable goals or Yellow PUGG goals
- c. No shots from within the “shot arc”
- d. **4 quarters 6-8 minutes each**
- e. Everything is a kick in
- f. No goalies

13. 2nd and 3rd grade – use size 4 ball

- a. “full size” youth goals
- b. **4 quarters 10 minutes each**
- c. 6v6 or 7v7 (with goalies)
- d. No punts
- e. No other rule changes

14. 4th 5th and 6th grade – use size 4 ball

- a. “full size” youth goals
- b. **4 quarters 12 minutes each**
- c. 6v6 or 7v7 (with goalies)
- d. Punts - An indirect kick is awarded to the opposing team at the center spot on the hallway line if a goalkeeper punts or drop-kicks the ball in the air from his/her penalty area into the opponent’s penalty area
- e. No other rule changes

15. Let the kids “play”. When you have restarts (kick offs, goal kick, out of bounds, etc.) have the kids get in position for “offense” and “defense”. Try to get them to move around a little spread out but knowing that it will move to kids just running around (especially the longer they play without the ball going out of bounds and the younger the kids). Try to quickly set them back up at restarts and as they get older encourage them to do it without direction.

16. Buildout Line

1. Buildout line (“BO”) can be used in the 2/3 grade games.
2. BO are painted halfway between the top of the penalty box and the halfway line.
3. When a goalkeeper gains controls of the ball with their hands, then all opposing team players must promptly move beyond the BO line until the ball is put into play. Once all of the players for the opposing team have moved beyond the BO line, the goalkeeper can pass, throw, or roll the ball into play. The goalkeeper may not punt or drop kick the ball. After the ball is put into play, (i.e. the ball is released by the goalkeeper), the opposing team can cross the BO line and play resumes as normal.
4. Goalkeepers may put the ball into play prior to the opposing team’s players moving beyond the BO line, but by doing so, accepts the positioning of the opponents and the consequences of how play resumes.
5. The opposing team must also move behind the BO line during a goal kick.
6. If a goalkeeper punts or drop kicks the ball, an indirect free kick is awarded to the opposing team at the spot of the offense. If the offense occurs within the goal area, the IFK is to be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
7. The BO line will also be used to denote where offside can be called. A player shall not be penalized for an offside offense between the halfway line and the build out line. Players shall be penalized for an offside offense between the build out line and the goal line.