

RULES AND INSTRUCTIONS TO COACHES FOR MICRO SOCCER PROGRAM U6's

The Alameda-Contra Costa Youth Soccer League (ACCYSL) Microsoccer program is a developmental soccer league, where the kids learn by playing small-sided games of 4-a-side. This allows all players to have more touches on the ball during a game. Too many players on the field means many players will not touch the ball at all. The emphasis of the program is on FUN, and learning the basic skills (dribbling, passing and shooting) for soccer.

NO SCORES OR TEAM STANDINGS ARE KEPT to promote the joy of sport without worry of winning or losing. There should be absolutely no emphasis on who is "winning." We encourage the coaches to respond to the question "What is the score?" with the answer "I don't know - we are not keeping score, we are just trying to have fun". We hope that coaches will mainly teach the kids how to score goals, as opposed to emphasizing how to prevent goals. The entire reason we do not keep score is so that it doesn't matter if the team gives up a goal. To develop confident players, let them play without fear of failure.

Basic game is:

4 v. 4, (coaches may agree to play 5 v. 5 if both teams have sufficient players) But 4 v. 4 is the preferred number.

No goalies in either case.

Kick-ins instead of throw-ins.

Balls must be called out if they completely cross over any of the marked boundaries.

Teams play 2 mini games simultaneously. At half time, teams switch so that each plays the other half of the opposing team.

Games are two 20-minute halves with 2 quarters per half with a brief half time for the switch. Ideal play time scenario:

Play 10 minutes – 3-5 minutes rest – 10 minutes end of first half. 5-7 minutes (half time) Begin Second Half - 10 minutes - 3-5 minutes rest -10 minutes (game over). Total game playing time 40 minutes

Please remember for the safety of the children – shin guards, soccer cleats must be worn during the game. No jewelry, necklaces, bands (rubber, plastic, cloth, etc.) and earrings can be worn. New ear 10 minutes 3-5 minutes rest piercing can be taped up with band aids. SOX must be worn OVER shin guards to protect accidental knee injuries.

Each game is scheduled into a ninety minute slot. There is a significant warm-up/practice time before the game begins.

HOWEVER, games must be concluded by the end of the time slot.

No referees are provided. No score is to be kept, and there should be absolutely no emphasis on who is "winning." Several adults from each team should monitor the game, facilitating restarts after the ball goes out of bounds. Adults should correct violations of the laws of the game in a teaching manner. If a monitoring adult feels that a child is engaging in seriously rough play, he or she should stop the game and explain to the child what he or she is doing that is not allowed. Other adults should refrain from interfering, even if they do not see the situation exactly the same. Remember, all the adults are supposed to be working together as soccer instructors.

Game Cancellation Procedures: A coach who cannot field a team for a scheduled game must call the opposing coach. If the coaches involved can agree on a time and place to play, they may make up any game that has not been played for any reason. There are no makeup's scheduled by the league.

Rain Out Procedures: For weather-related cancellation information, check the league web site at www.ACCYSL.org. Or, one designated person from each team may call the ACCYSL weather report line at 848-1339. Some fields may be canceled on Friday night, so if weather is an issue, check on Friday after 7:30 p.m. If a field has not been canceled as of Friday night, and there is further rain during the night, it may be canceled on Saturday morning, so check again after 8:00 a.m. on Saturday before assuming that the games are on. Determinations as to whether to play or cancel are made by club officials of the club that is responsible for the field. NOTE: fields have different drainage dynamics and needs for protection. Often, games will be canceled on one field and not on another. Do not assume because one child's game is canceled that all games are canceled.