

Aces House League Spring 2022 – Coach Quick Reference Sheet

PROGRAM SUPERVISOR: Kevin Wollnik, 847.506.7133 or kwollnik@ahpd.org

REGISTRATION AND TEAM FORMATION

Players in the same registered practice time slot teams are on the same team, and each team will need at least one coach per game field. K through 4th grade teams need two coaches. 5th through 8th grade teams need one coach.

Players on a 5v5 team play in a pool, and all coaches work collectively with all players in a practice time slot. We do not split players registered for the same practice time into two independent teams. **Coaches cannot add players to their rosters.**

Brackets:

- Kindergarten - two simultaneous 5v5 games, no goalies
- 1st through 4th grade – two simultaneous 5v5 games with goalies
- 5th/6th grade – one 9v9 game with goalies
- 7th/8th grade – one 9v9 game with goalies

GAME SCHEDULES

To see your schedule, go to the Soccer Coaches' Corner at <https://www.arlingtonacessoccer.net/coaches-refs/> and scroll down to click on the game schedule link. Please forward this link to your team!

PRACTICES

Practice begin two weeks prior to your first game, and all players who have registered for your practice time and location are on your team. All teams have a 1 hour weekly practice. We have soccer curriculum for several ages on the Coaches Corner webpage!

GAMES

Rules of Conduct: To ensure a positive experience for all participants, please observe the following:

- Have your team ready to play at the designated game time. Game cancellations are determined by the AHPD or the referees. Coaches cannot call off a game.
- Goal lines must be kept clear of coaches and spectators.
- In 5v5 games, there are two fields set up adjacent to each other. Teams and coaches sit on the sidelines between the fields, with each team sitting on one side of the Halfway Line. Spectators sit across the field (on the outside sidelines) across from their team's bench. In 9v9 and 11v11 games, the above still applies, but there is only one field. Teams may choose the sideline for the bench, but both teams should be on the same sideline.
- Both teams should line up and bump elbows at the end of every game. There should be no unsporting comments or contact.

- Coaches, spectators, and reserve players are not allowed on the field of play during a game without the expressed permission of the referee (except in Kindergarten, where one coach will be on the field to referee). If a player is injured, wait until the referee signals to you before stepping onto the field.

Rules of play: Please refer to the online House League Manual for a more complete list of game rules.

- **At kick-off**, the ball may be kicked in any direction. The player taking the kick-off, and only that player, may stand in the attacking half of field for the kick.
- **Deliberate heading is NOT permitted grades K-6.** Restart is an indirect free kick for the opposing team.
- **Build Out Line.** In grades 1-4, goalkeepers are not allowed to punt and, when the keeper has possession of the ball, the opposing team must back up past the Build Out Line (midway between the penalty area and the halfway line) until the keeper puts the ball into play.
- **Uniform:** Players should wear their reversible jerseys to every game: **Home wears white; away wears blue.** Shin guards are required for all games and practices. Soccer shoes are recommended, but not required. Goalkeepers must wear a jersey that is neither white nor blue. Players may not wear jewelry, hard-brimmed hats, or non-prescription glasses. Prescription glasses must be secured with a snug eyeglasses band.
 - **If you have a player who needs a jersey, they may purchase one, in person, at Pioneer Park, 500 S. Fernandez (Monday – Friday, 9am to 5pm and Saturdays, 9am – noon).**
- **Borrowing players:** We encourage coaches to borrow players if they will be short-handed for a game. Borrowed players **MUST BE REGISTERED FOR THE CURRENT SEASON** and must be the same age or younger than the team on which they are subbing. You may borrow players from other teams in your bracket, including the opposing team. Please share players if you are playing a team that is short-handed!
- **Play time:** Uninjured players must play at least half of each game. If you have a player who regularly misses practices or misbehaves, speak with the player's parents. Sitting on the bench will not improve a player's behavior.
- **Substitutions** are unlimited but must be made with referee consent at the following times:
 - Prior to your throw-in or the other team's throw-in (if they are subbing players).
 - Prior to either team's goal kick.
 - After either team has scored a goal.
 - After an injury on either team, when the referee stops play.
 - At half-time, or quarter.
- **Goalie possession:** goalies may possess a ball in their hands for up to 6 seconds. Any longer than 6 seconds will result in an indirect free kick for the opposing team. When the goalie possesses the ball, players should make every effort to avoid contact. Referees may whistle play dead to avoid injurious contact. Deliberate contact with the goalie may result in ejection and/or suspension.
- **Injury stoppage:** In grades 5-8, games will not stop for injured players until the next referee whistle - unless the referee deems the injury serious enough to warrant immediate care. A player who receives an injury that requires a stoppage of play must be substituted.
- **Mercy rule:** If one team reaches a 4-goal advantage, the opposing team may add one player to the field. If a team reaches a 6-goal advantage, a 2nd player may be added; for an 8-goal advantage, a 3rd player may be added; for a 10-goal advantage, a 4th player may be added. If the team with extra players scores and lowers the goal differential, it must remove the appropriate number of extra players.

REFEREES

It is the referees' job to view games from a different perspective than you. Communication between coaches and referees should always be respectful. Spectators should communicate only with coaches, not referees.

If a referees do not show up for a game, the game should be played with two opposing coaches refereeing together. Contact Kevin at kwollnik@ahpd.org after your game to report that you played a game without officials.

WEATHER CANCELLATIONS

In the case of inclement weather or poor field conditions, the AHPD may close fields. **Field closures are posted on the AHPD website and weather hotline - 847.577.3003 extension 5, and coaches are notified by email.** If bad weather is forecast, keep an eye on the website. If a practice or game is cancelled, contact your team immediately. The Park District contacts coaches and posts information but does not directly email players.

If the AHPD does not close your field, come to your scheduled game ready to play. At this point, only the referee has the authority to cancel a game. If your field has a Thor Guard alarm, it will sound one long tone for lightning within a ten mile radius and three short tones for "all clear" when lightning has not been detected for 15 minutes. If the field does not have a Thor Guard alarm, the referee will stop the game when he or she sees lightning. The game will be postponed until no lightning is observed for 20 minutes. If a game is still postponed within 20 minutes of its scheduled finish, the referee will call the game over.

MISSING A GAME?

If you will be short a coach for a game, recruit one of the other parents to fill in. If you will be short players, please reach out to other teams for subs. If your team will miss a game, please let us know as soon as possible so that we may inform the other team and the referee. If you and the other team would like to play a make-up game, please let us know. We can help you find an available field or set of fields. However, **we will not assign referees for make-up games.**