

Aces House League Spring 2019 – Coaches' Quick Reference Sheet

CONTACT INFORMATION

Community Centers: Your first point of contact for soccer related questions.

- Camelot Park: Kevin Keister (kkeister@ahpd.org, 847.577.3052)
- Frontier and Recreation Parks: Mark Grassi (mgrassi@ahpd.org, 847.577.3016)
- Pioneer and Heritage Parks: Tom Divello (tdivello@ahpd.org, 847.506.2734)

AHPD Athletics Office: If you need to reschedule a game, have referee questions, or need information about Aces training, contact the AHPD Athletics Office.

- Athletic Supervisor – Matt Healy (mhealy@ahpd.org)
- Rick Geati – Head of Referees (rgeati@gmail.com)

REGISTRATION AND TEAM FORMATION

Fall season teams stay together in the spring. Players who register for spring season are added to existing teams based on available space. Our priority is to create neighborhood teams with an equal number of players on each team. We allow one mutual friend request per player and cannot accommodate multiple or circular requests.

Parents who miss the registration deadline should contact their community center supervisor. Late registrants will be placed on a wait list and added to teams that need players. **Coaches cannot add players to their rosters.**

- Kindergarten - Coed (two simultaneous 3v3 games, no goalies)
- 1st grade (5v5)
- 2nd through 4th grade (7v7)
- Boys 5th/6th grade (9v9)
- Girls 5th/6th grade (5v5)
- 7th/8th grade - Coed (11v11)

GAME SCHEDULES

Game schedules are now viewable at AHPD.org. 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.

PRACTICES

Two weeks before your first game, begin holding weekly one-hour practices.

- Complete and return the Practice Field Request Form.
- You may practice in open park space (grassy areas without a striped field or nets), please be aware that those spaces are "first come, first served" and that some areas are reserved for other sports. **Do not practice in or near the outfield of a baseball diamond in the spring.** The baseball fields are reserved during baseball season, and it is not safe to share them.
- If you practice on a soccer field, check the "weekly conflicts" list in the Coaches Corner of the Aces section on the AHPD website to see if your practice field has been reserved for a game. Games trump

practices. If there is a game scheduled during your practice, please move to open space at the same park or to another available field.

The Aces program has a variety of clinics and camps available year round. You may find these programs online, in the AHPD program guide, or by contacting Lisa Rudnicki at acesafs@gmail.com for more detailed information.

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 grades K-2, teams sit on opposing sidelines with their spectators. In grades 3-8, teams sit on one sideline and spectators sit on the opposing sideline across from their team's bench.
- Both teams should line up and shake hands or "high five" 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. If one of your players 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.
- **Game roster:** Teams must field the minimum number of players or forfeit. If a team does not meet the minimum, coaches may elect to have a practice game, but referees **may not** officiate.
- **Borrowing players:** If short-handed, coaches may borrow players that are registered for the current season of an Aces program. Playing non-registered players is grounds for forfeiture.
- **Play time:** Uninjured players must play at least half of a game. If you have a player who regularly misses practices or misbehaves, contact your Center Supervisor and the player's parents before docking game time.
- **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, particularly at younger ages. 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

Please remember that, just as your players are learning to play the game, our referees are learning to referee the game. They do not and should not see the game from your perspective. Sometimes referees make mistakes on calls. Sometimes coaches make mistakes when critiquing referee calls. Regardless, communication between coaches and referees should be respectful. If you have questions or comments, please contact Rick Geati.

If referees do not show up for a game, the game should be played with two opposing coaches refereeing together. Contact Matt Healy after your game to report that you played a game without officials.

Let your parents know that they should not communicate with referees. If they have concerns about a referee, they should tell you so that you may pass appropriate information along to Rick Geati or Matt Healy.

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 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.

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.

GAME RESCHEDULING

If you are unable to play a game, contact the other team to find several dates and a range of times for a make-up game. Plan for warm-up/half-time and allow for some flexibility. For instance, a 60-minute game requires 80 minutes of field time so find at least a 2-hour window that works for both teams. **Only the coach requesting the game change should email regarding the game change.**

1. Email Matt Healy to check field availability on the agreed upon dates and time ranges: **Include your age group, both team names, the original game date, time, and location, and new dates and time ranges, or send a completed Game Change Request Form.**
2. When Matt replies with an available field, contact the other team to confirm the new date and time.
3. **When the other team confirms back, email Matt to reserve the field. If you skip this step, you will not have a reserved field or referees.**
4. When Matt confirms your game change, email the other team with the new date, time, and location.