



MYSL Coaches Meeting

Fall 2016

September 1st, 2016

Introduction

- Welcome all coaches
- Season starts 9/10 and ends on 11/5 - (9 game schedule)
- The 2016/2017 MYSL Rule book is also available online at www.middlesexsoccer.org under [Forms/Docs/Files] tab
- CORI/MYSA Registration – Every adult associated with all organizations who may have the opportunity to have direct and unmonitored access to children is required by state law to complete the CORI certification process.
<http://www.mayouthsoccer.org/programs/cori/>

Schedule

- Fall Game Schedule goes live tonight after the Coaches Meeting
- Mid-Week games
 - Mid-week games are placeholders only – these games MUST be treated as canceled games and coaches shall use the make-up game process to reschedule the match (see Rule 11).
- Columbus Day Weekend (See Rule 14)
 - If neither team is playing in a sanctioned tournament – the game shall be played as scheduled.
 - 1. Coaches should notify your age director as soon as possible to let them know if your team be playing in a tournament by using the Cancellation Request procedure. This procedure can be found on <http://www.sportsmanager.us/orgmanager/mysl.htm> and click on the Forms/Doc/Files at the top of the page.
 - 2. Once the age director approves the cancellation request, the game will be canceled in SportsManager and the rescheduling process will begin. The rescheduling procedure can be found on <http://www.sportsmanager.us/orgmanager/mysl.htm> and click on the Forms/Doc/Files at the top of the page.
 - 3. At this point, start to make the arrangements for the make up game. The home or away team coach please communicate (by phone or email) and start this process - know your team's availability (days, dates and times). The preference here is to play the game prior to Columbus Day if possible.

Roles and Responsibilities

- Role of Age Director
 - Let them know if you having any issues at the games
 - Talk to them prior to canceling games
 - Be prepared for cross over games
- Role of Town Coordinator
 - They are the town's liaison with League officials
 - The only ones that can Add and Remove players from teams/rosters
 - They will cancel games in Sportsmanager as needed
- Role of the Local Referee Assignor
 - Fall Season – assigns all U10-U14 Center Referees and Assistant Referees

COMMUNICATION IS KEY

- Coach to Coach (phone calls and emails)
 - about games - date, time and verify field location
- Coach to Parents (pre-season meeting)
 - Your expectations - Game Day, Practices
 - Code of Conduct
- Coach to Players
 - Expectations
 - Code of Conduct
- Coach to Referee
 - NO COMMUNICATION – Rule 21
 - except to indication a safety issue on the field or substitution

Coach's Code of Conduct

- The Board of Directors of Massachusetts Youth Soccer Association, Incorporated (Mass Youth Soccer) and the leaders of the affiliated Leagues are concerned about the conduct of all coaches and referees during games at all levels, from recreational to premier to ODP.
- We want to ensure that games are fair, positive and enjoyable experiences for all of the children and adults involved. A soccer game should be friendly and unifying - a spirited social and athletic occasion for players, coaches, referees and spectators.
- To clarify expectations of coach conduct, we jointly expect all coaches to conform to this code of conduct. • Before, during and after the game, be an example of dignity, patience and positive spirit. • Before a game, introduce yourself to the opposing coach and to the referee. • During the game, you are responsible for the sportsmanship of your players. If one of your players is disrespectful, irresponsible or overly aggressive, take the player out of the game at least long enough for him/her to calm down. • During the game, you are also responsible for the conduct of the parents of your players. It is imperative to explain acceptable player and parent behavior in a preseason meeting. • Encourage them to applaud and cheer for good plays by either team. Discourage them and you may need to be forceful and direct from yelling at players and the referee. • During the game, you are also responsible for the conduct of spectators rooting for your team. • During the game, do not address the referee at all. If you have a small issue, discuss it with the referee calmly and patiently after the game. • If you have a major complaint, or if you think the referee was unfair, biased, unfit or incompetent, report your opinion to your League. Your reactions will be taken seriously if they are presented objectively and formally. • After the game, thank the referee and ask your players to do the same.
- We stress two points:
 - 1) Referees - especially young and inexperienced ones - are like your players and yourself, in that they need time to develop. You can play an important role in helping them to improve by letting them concentrate on the game. You can help by encouraging them, by accepting their inevitable, occasional mistakes and by offering constructive post-game comments. On the other hand, you could discourage and demoralize the referees by criticizing their decisions, by verbally abusing them and inciting - or even accepting - your own players' overly aggressive behavior.
 - 2) Your example is powerful, for better or worse. If you insist on fair play, if you concentrate on your players' enjoyment of the game and their overall, long term development, and if you support the referee, your players and their parents will notice. If you encourage (or allow) your players to play outside the rules, if you're overly concerned about results, and if you criticize the referee harshly, your players and their parents will also notice.
- Think about what you're doing during a game! Uphold the Spirit of the Game! If you follow the expectations described above, the spirit of the game will be alive and well in Massachusetts and will grow, along with the enjoyment of all.
- Coaches who don't follow the expectations described above will be disciplined or removed.

Parent Code of Conduct

- Soccer, like all other youth sports is meant to provide your children with an opportunity to have fun in a group environment. Learning how to love and enjoy an activity like Soccer is the key to progress. In order for your child to benefit from the experience, you need to be an active supporter in the process of learning.
- Here are some tips on how to help your child succeed:
 - Support the Coach Think of the Coach as your child's teacher in this activity It is easy to get emotional in a game but remember it is confusing to a child to have many adults yelling different things to them.
- Focus on Encouragement:
 - Recognize what your child is trying to do, not the result. Making mistakes is part of learning. It is the coach's responsibility to focus on specifics and the parents responsibility to praise their child's effort. Give positive reinforcement ("great effort", "great idea", "good try") Don't be a negative influence, avoid comments like, "What are you doing?", "Pass the ball", "Wake up".
- Share the Experience Together:
 - Encourage your child to work on skills at home, in the backyard or with friends in a non-team situation. Take some time to play with your children in this type of setting. You will both benefit.. It is the coach's responsibility to focus on specifics and the parents responsibility to praise their child's effort. Give positive reinforcement("great effort", "great idea", "good try") Don't be a negative influence, avoid comments like, "What are you doing?", "Pass the ball", "Wake up".
- Don't Be Critical of Your Child's Teammates! If your child hears you being critical, it will make him/her more critical of other teammates. Focus on supporting and helping your child's progress above all else.
- Support the Referees:
 - Referees, like players are constantly learning from their experiences in the game. Mistakes will be made, however, your children will learn from your example. If you berate an official, they will. If you accept the referee's decisions, they will focus on the game and not the sideline yelling. Remember, most Leagues if not all have a zero tolerance policy for berating or verbally assaulting officials. Don't embarrass yourself and your child by being ejected from a game.
- Let Participants Dictate the Level of Competition In an emotionally charged atmosphere, parents can tend to heighten the level of competition. This is intimidating to children and can prevent a child's progress because they lose interest in playing the game.
- Recognize the Benefits of Your Child's Participation on a Team:
 - Everyone lives and works in a group environment. Being a team member is one of the greatest benefits offered to our children. They learn how to contribute to group goals through individual tasks. Leadership, commitment, goal orientation, preparation and learning are a few of the qualities your children can benefit from in a positive sport learning environment, whether in victory or defeat.

Player's Code of Conduct

- Soccer, like all other youth sports is a chance to get with your friends and have fun as a group. If you feel like you are not having fun, talk to your parents about what makes you feel this way.
- In order to become a better player, you need to:
 - Keep an open mind
 - Take the time to practice on your own what you learn from your coach
 - Become a better player by becoming a better teammate
 - Measure your progress by what you have learned.
 - Do not compare yourself to other players, you are all different. Help and encourage your teammates, don't coach, don't be critical, everyone makes mistakes.
- One of the best things to learn through Soccer is how to become an important part of the team:
 - Show respect to your coaches who are taking the time to teach you.
 - Show respect to your teammates who are sharing this experience with you.
 - Show respect to all referees, because they are figures of authority on the game field.
 - Appreciate the time and energy your parents have spent to provide you with this opportunity.
 - Respect your opponents by playing within the rules of the game and playing fair.
- **PLAYER'S PLEDGE**
- I pledge to play fair and be respectful of all players, coaches, referees and to learn and enjoy playing soccer.

Rescheduling Games

- Causes and what qualifies (Rule 11)

- i) A coach should know his/her players' availability for the whole season; ignorance will not be accepted as an excuse. Legitimate reasons may include, but not be limited to:
 - graduation,
 - sanctioned invitational tournament,
 - school trip, or
 - religious activity.
- ii) Lack of players due to a vacation is not a legitimate reason to reschedule a game.

- Rain Outs - Who is authorized to cancel games or close a field (Rule 12)

- Initial responsibility for determining the above lies with the home team's administration (not the coach). A town organization (club or park's department) can close a field or all of its fields for the full day up to when the referee starts the match or determines that the field is unplayable.
- After this, it is each game's assigned referee's responsibility to determine if a game can be played or continued
- Once a field is declared unplayable, it is closed for the day.

Rescheduling Games

- Rescheduling Process (Rule 13)

- The home team coach must give the opposing coach three (3) reasonable dates, within seven (7) days of the original game date, on which the game may be made up. The make-up scheduling process in SportsManager is preferred or the home team coach will confirm the date, time and place for the make-up game by calling both the Age Director and the opposing coach at least three (3) days prior to the scheduled make-up date.
- In cases where both coaches cannot agree on a make-up date, the Age Director will have the authority to set the date, time and place of the make-up game.
- Games played without the prior knowledge and consent of the Age Director could result in a forfeit to both teams. Games not made up before the last weekend of the season will be ruled a forfeit for one or both teams as determined by the Age Director.

- The Rescheduling procedure can be found on <http://www.sportsmanager.us/orgmanager/mysl.htm> and click on the Forms/Doc/Files at the top of the page.

Reporting score after your game

- Process (Rule 26)
 - The home and visiting team coaches and the match referee shall enter the results of each game in SportsManager (or call the Age Director if necessary within two (2) days of the completion of the match) to report the game results.
- Wrong Score Entered?
 - Contact your Age Director
 - Once you input and save the score – coaches cannot change it
- Age Directors
 - The Age Director shall review the results posted on the websites and resolve any discrepancies. They are the only ones that can change/update a score. In cases where there is a discrepancy between coaches input – the referee's score will take precedence.

Coaches Referee Evaluations

- Referee Evaluations (Rule 31)
 - Each coach is urged to complete a referee evaluation after each match. Referee quality is an important factor in the success of the program. It is only through the regular receipt of evaluations that the Referee Committee and the Board can actively monitor the referees.
 - Referee ratings and no-show complaints should be submitted online to the Referee Coordinator using the proper procedure.

Adding/Removing players from your team

- Process (See Rules 5, 6 and 7)
 - The town coordinator is permitted to add players to a team's roster any time prior to the roster freeze date in order to get to the maximum roster size. (See Rule 15)
 - Note: Once the roster is at the max, only 3 adds will be allowed.
- Timing
 - Rosters are frozen on the first Tuesday in October for the Fall Season (See Rule 5)
- Who can add/remove players from rosters
 - **Town Coordinators only – not the coach**
 - In order for a player to be removed from the roster, the town must provide the Commissioner a letter/email from the player's parent/guardian stating the reason for the player leaving the team. (See Rule 5)

Game Day

- On Field Specifics (Rule 16 and 17)
 - Your team should arrive at the field 15 to 30 minutes prior to game time
 - Players should be properly dressed to play, all have the same uniform with numbers, shin pads, socks and cleats. No jewelry or casts. If your player(s) are not properly dressed, the referee will not allow that player to participate in that match. (Law 4 – The Players Equipment)
 - Coaches shall have two copies of the roster with the uniform numbers listed for each player. (See Rule 17)
 - If a coach forgets their roster, see Rule 17 approve roster substitutes (handwritten Game Day Roster)
- Coaches, Players, Parents/Spectators and Expectations
 - Codes of Conduct for coaches, players and parents/spectators
- Zero Tolerance Policy/Sportsmanship
 - Abusive and obscene language, violent play, violent conduct, fighting, harassment, intimidation/taunting, racial or ethnic slurs and other behavior detrimental to the game will not be tolerated and that player and/or coach will be immediately asked to leave the field. (See Rules 21, 22 and 23)

TOWN PLAYER PASS

- **Game Day Procedures for ‘Town’ Pass:**

- Each coach will provide a roster to the opposing coach that indicates if using a ‘Town’ pass player from within their ‘Town’ and who the “‘Town’ Player Pass” players are.
- The team official (coach/manager) must communicate their use of ‘Town’ pass players before the game or as soon as practicable following the game, to the:
 - League Registrar, Age Director and Coach/Manager
- The coach shall give the referee two copies of the player’s original team roster in addition to the 2 copies of his/her team’s game day roster - indicating on the player pass player’s roster which player is playing up on the Player Pass.
- A team having a league match may select up to **4** players from within their own ‘Town’ to play for that team.
- The number of players on the sideline, however, may not exceed the maximum “game roster” roster size.

- Please see the instructions at the back of the Rule Book. The rule book can be found on <http://www.sportsmanager.us/orgmanager/mysl.htm> and click on the Forms/Doc/Files at the top of the page.

Lightening/Severe Weather Conditions

- 1. Lightning
 - a. Recognizing the threat (1) Apply the 30-30 rule When you see lightning, count the time until you hear thunder. If this time is 30 seconds or less, seek proper shelter. If you can't see the lightning, just hearing the thunder is a good back-up rule. Wait 30 minutes or more after hearing the last thunder before leaving shelter. (2) Know and heed warning systems and community rules Many communities or park systems have lightning detection and warning systems. Use this information and obey the rules established by the community or park system. (3) Know and apply the rules or procedures established by the competition authority (4) Minimize the risk of being struck Protect the safety of all participants by stopping game activities quickly, so that participants and spectators may retire to a safer place before the lightning threat becomes significant. Remember, if you can hear the thunder, you are within reach of lightning.
 - b. Seeking proper shelter (1) No place outside is safe near thunderstorms (2) The best shelter is a large, fully enclosed, substantially constructed building. A vehicle with a solid metal roof and metal sides is a reasonable second choice.
 - c. If there is no proper shelter, avoid the most dangerous locations: Higher elevations; wide open areas, including fields; tall isolated objects, such as trees, poles, or light posts; unprotected open buildings; rain shelters; bus stops; metal fences and metal bleachers.
 - d. If you cannot avoid these locations, crouch down on the balls of your feet, with your head tucked into your chest and your hands over your ears. If someone is hit, remember that all deaths from lightning result from cardiac arrest and stopped breathing. CPR and mouth-to-mouth resuscitation, respectively, are the recommended first aid. Referees should become involved in such assistance only if they have proper training. e. Remain calm. A calm official will often be able to prevent panic by young players.
- 2. Other types of severe weather For all other types of severe storms, such as tornadoes, hurricanes, and hail, obey local rules and heed warnings. Clear the field and seek proper shelter immediately – see above. Remember, according to standard weather warning terminology a "warning" represents a more immediately likely occurrence than a "watch."

New U10 Rules for Fall 2016

- New Rules for U10s

- U10's

- A match is played by two teams, each consisting of not more than seven (7) players (**7V7**), one of whom is the goalkeeper. A match may not start, or continue, if either team consists of fewer than five (5) players who are able to play.
 - The **Offside** rule will apply in an under-10 match starting Fall Season 2016
 - Keeper distributions (**punts, drop kicks and throws**) may not travel in the air over the halfway line. An Indirect free kick from midfield is awarded to the other team if this happens.
 - **The Goal Kick** - Opposition players to retreat into their own half of the playing field on goal kicks. US Youth Soccer recommends that opponents should remain in their own half until the ball is in play. The team taking the goal kick does not have to wait for the opposition to retreat and has the option to restart the game beforehand should they so choose. The ball is in play when it is kicked directly out of the penalty area.
 - **This is not new U10 rule but it is a good rule to understand:** No penalty kicks shall be awarded to or taken by either team. All fouls committed inside the penalty area that would normally result in a penalty kick will be moved outside the penalty area to the point parallel to the goal line closest to where the foul was committed and a direct free kick awarded.
 - Goal size – US Soccer recommends U10 goals be 18' wide by 6' tall. (12' X 6' goals are still acceptable)
 - Please remember – NO HEADING

New U12 Rule for Fall 2016

- New Rule for U12s
 - A match is played by two teams, each consisting of not more than nine (9) players (**9v9**), one of whom is the goalkeeper. A match may not start or continue if either team consists of fewer than seven (7) players.
 - Please remember – NO HEADING

Concussion Awareness

- MYSL strongly encourages all coaches to take an online concussion course to further educate oneself to recognize, respond to, and minimize the risk of concussion or other serious brain injury.
- Coaches and Parents
 - <http://www.mayouthsoccer.org/coaches/concussions/>
- Concussions are a serious health concern in youth sports. We're committed to the safety of our players and to educate our players, parents, coaches, referees and administrators in the dangers of concussion-related injuries.
 - <http://www.cdc.gov/headsup/index.html>

Other Notes

- Understand the league and competition level
- Fall is a learning experience for all
 - Coaches
 - Players
 - Referees
- If there is one take away we want you to carry with you and that is:
 - **Communication is key**

Referees

- Referees and expectations
 - The Referee will arrive at the field with sufficient time prior to the match to inspect the field and goals, check in the teams and perform any other duties necessary to start the games on time. After checking in the teams, the referee should legibly write their name on one copy of each roster and give it to the opposing coach
- Field Conditions
 - Initial responsibility for determining the field condition lies with the home team's administration (not the coach).
 - After this, it is each game's assigned referee's responsibility to determine if a game can be played or continued.
- New Rules for U10 and U12 Age Groups
 - When a player deliberately heads the ball **or attempts to head the ball** in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header or **attempt** occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred
 - A match is played by two teams, each consisting of not more than seven (7) players (7v7) for U10s and nine (9) players (9v9) for U12, one of whom is the goalkeeper. A match may not start, or continue, if either team consists of fewer than five (5) players for U10s or seven (7) players for U12 who are able to play.
 - The **Offside** rule will apply in an under-10 match starting Fall Season 2016
 - Keeper distributions for U10 teams (**punts, drop kicks and throws**) may not travel in the air over the halfway line. An Indirect free kick from midfield is awarded to the other team if this happens.
 - **The Goal Kick** – (U10s ONLY) Opposition players to retreat into their own half of the playing field on goal kicks. US Youth Soccer recommends that opponents should remain in their own half until the ball is in play. The team taking the goal kick does not have to wait for the opposition to retreat and has the option to restart the game beforehand should they so choose. The ball is in play when it is kicked directly out of the penalty area.
 - **This is not new U10 rule but it is a good rule to understand:** No penalty kicks shall be awarded to or taken by either U10 team. All fouls committed inside the penalty area that would normally result in a penalty kick will be moved outside the penalty area to the point parallel to the goal line closest to where the foul was committed and a direct free kick awarded.
- Misconducts (Players, Coaches and Parents/Spectators) See Rules 21, 22 and 23
- Referee no show
 - If the assigned referee has not appeared for the game within 15 minutes of the scheduled start time, the game may be played, as scheduled, with a referee agreed upon by the two coaches involved.
 - If a compromise cannot be reached between the coaches, the game will be canceled and follow the rescheduling process.
- Referee Evaluations
 - Each coach is urged to complete a referee evaluation after each match. Referee quality is an important factor in the success of the program. It is only through the regular receipt of evaluations that the Referee Committee and the Board can actively monitor the referees.
 - Referee ratings and no-show complaints should be submitted online to the Referee Coordinator using the proper procedure.

Referee's Continued

- Checking-in

- A certified roster shall be that roster approved by the appropriate Commissioner's, have "APPROVED" in the title and a watermark diagonally across the page or clearly marked with an alternative method which has been approved by the Board and communicated to league prior to the beginning of the season.
- Before the match, each coach will hand to the referee two copies of the team's certified roster. The referee shall write his name on and pass one copy of the team's certified roster to the opposing coach.
 - i) No handwritten player or coach information (except uniform numbers) is permitted on the certified roster.
 - ii) Player's names, uniform numbers and birthdates must appear on the game roster.
- If either team fails to submit copies of the certified roster before the match, the referee will accept 2 copies of a "Game Roster" from the coach. Game rosters may be handwritten and must contain the following information:
 - i) The Team Name, number and MYSL division
 - ii) The names and phone numbers for the coaches
 - iii) The name, birth date and uniform number for each player
- Note: Coaches may use smart phone technology to pull up their approved roster for the referee and opposing coach but a handwritten roster must also be prepared as stated above.
- If the referee accepts a non-certified game roster from a coach, the game will be played and the results counted in the standings pending a review of the game roster by the appropriate commissioner. The referee must note in their game report that a non-certified game roster was used and must also send a copy of the game roster to the appropriate commissioner. The commissioner, in conjunction with the Age Director, will review the validity of the game roster and validate the game results or issue a forfeit as appropriate if an ineligible player was used.