



House League Manual

U6 – U11 Divisions

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Bays United FC House League Manual

U6-U11 Divisions

Purpose of this Manual

This manual is intended to be a turn-key guide to answer your questions about how soccer is organized, instructed, coached, and played at U6-U11 in the Bays United Football Club (BUFC). This manual describes:

- Rationale in House League for developing young soccer players.
- Guidelines for coaching young players.
- Guidelines for player assessments and team assignments (e.g. blind draft).
- Game formats at each age division of House League.
- Guidelines and starter drills for technical instruction.

If you have any questions that you feel are not addressed in this manual, please do not hesitate to contact your Division Coordinator, the House League Program Coordinator, or the BUFC Coaching Committee. A complete list of BUFC contacts can be found on the BUFC website, www.baysunited.ca.

Rationale for House League

Soccer is a sport played in virtually every country in the world. It is the single most popular sport, by player participation, in most countries. Around the world, most children first play the game in an informal small-sided setting, such as 3v3, 4v4, 5v5, etc.

There is a general consensus among the technical coaching staff of national soccer associations around the world that small-sided soccer is best suited to teaching soccer to young children. In keeping with this thinking, and based on experience, BUFC operates a House League system for U6-U11 players based on small-sided or “mini” game formats. BUFC has also developed coaching objectives for each age division to address the learning needs and playing enjoyment of young players at each year in the program.

House teams play their games against other Bays United teams from within their age division. Occasionally, with special approval by the BUFC Board, House teams may play teams from other youth soccer clubs in or around Victoria in invitational tournaments.

Philosophy of House League

From a coaching perspective, House League is not about winning; it’s about providing opportunities for young players to develop in the game while having fun in balanced, fair competition.

That said, it’s clear that players at all ages naturally want to compete. The role of House League coaches and coordinators in this regard is to manage the competition so that it’s balanced for all teams in each division. After a game in House League, players from both teams should feel that they were given a **fair chance** to participate, and that their team had a **fair chance** of winning, whether they did or not.

This manual describes processes for team selection and coaching to best support balanced competition and fun. (See section on Team Selection Process.)

Philosophy for Coaches and Parents

As coaches and parents, the verbal and non-verbal messages we give players can have a profound effect on how they feel about themselves, and subsequently, how effectively they learn the sport. BUFC asks coaches and parents to carefully consider their speech and conduct at all times around their young players. Please note that BUFC requires coaches to abide by the tenets of the "Coaches Code of Conduct," which can be viewed on the BUFC website under Coaching Policy (see www.baysunited.ca).

In general, BUFC asks that coaches and parents emphasize these messages to young players:

1. Play your best, and have fun doing it.
2. You win some, you lose some.
3. You are playing for your own fun and enjoyment – not your parents or your coaches.

There are many subtleties to communicating with young players while coaching – too many to address in this manual. In general, coaches need to consider how children will perceive the wording of their comments. Any one idea can be communicated several different ways, and coaches should try to word instructions and comments to be constructive and supportive, so that players can feel motivated to improve, as opposed to discouraged or censured. Wherever possible, give positive comments to support positive results; minimize "no" and "don't".

Many House League coaches may have played soccer before, so they may have a ready knowledge of soccer tactical terms. Children do not. Simple commands such as 'Out', 'Get back', and 'Goal side' might mean different things to children. Before you use such special language, be sure to teach the meaning of these special terms. Again, instruct and encourage, don't discourage.

If a suitable relationship of trust has been established with positive communication, then when it's necessary to correct player technique with an occasional "don't", your coaching comments are more likely to be understood (and HEARD) in a context of support and trust.

Coaching During Games

During games, coaches should keep comments and instructions to a minimum. The reason: soccer is a game involving constant decision making on the part of players, and the best way to learn decision-making is to practice doing it.

Coaches should allow players to make their own decisions during game play, so they can witness the outcomes. During a stoppage in play, coaches might offer comments to players on what player decisions worked and why. However, comments should be kept brief, clear, supportive, and to the point.

Coaches should observe the following guidelines while coaching games:

1. Resist using coaching tactics to ensure a win – e.g. only using your best goalkeeper, only using your best goal-scorer.
2. Encourage all players to move forward in attack, all players to come back to defend.
3. Encourage goalkeepers to come off their goal line to challenge attacking players. The goalkeeper can also be a supportive outlet to maintain ball possession, receiving and distributing passes from teammates who are under pressure.
4. Give ALL players equal playing time during the course of each game.
5. Over the course of several games, rotate your players through ALL positions, so they learn to understand soccer in every playing role. It is reasonable and wise NOT to rotate them through every position during a single game – two positions in one game should be the limit.

Coaches are permitted on the field of play for several of the younger age divisions. Players benefit immensely if coaches show them correct play and technique by example, then facilitate them with a walk-

through. Take the opportunity to demonstrate, but also be careful not to over-coach. Pick your examples carefully and reward progress – praise from a coach is a powerful learning reinforcement.

NOTE: Be sure to spread your demonstrations around different players; continuous use of the same player(s) as examples may discourage player enthusiasm.

Coaching During Practices

Outside of physical fitness, soccer skills can be divided into 2 basic categories:

TECHNICAL, basically comprising what a player can do with a ball as an individual (e.g. kicking, shooting, receiving, dribbling); and

TACTICAL, comprising the player's awareness and ability to coordinate play effectively with other team members (e.g. running off the ball, passing, finding space).

With novice players at any age, the largest coaching emphasis should be on individual technical skills. The reason: tactics mean little if the player isn't capable of handling the ball effectively. As well, most children in the U6-U11 ages have limited cognitive ability to understand much more than basic tactics.

This does not preclude teaching basic tactical movements with novice players in any age division, such as "give-and-go" passes and moving into open spaces to create passing opportunities. However, most tactics are best learned, at least during early player development at U6-U11, through game play that creates natural demand for tactical movement and communication.

In general, the coaching emphasis during practice time in each House League division might look like this:

- U6 – 100% technical
- U7 – 90% technical, 10% tactical
- U8 – 90% technical, 10% tactical
- U9 – 80% technical, 20% tactical
- U10 – 70% technical, 30% tactical
- U11 – 60% technical, 40% tactical

Outlines of suitable skills and tactical play for each age division are presented in the Division Guidelines for each age division, following in this manual.

Coach Training & Support

The BUFC Coaching Committee will work with the House League Program Coordinator throughout the soccer season to offer additional training and technical support to House League coaches. Training may include official CSA coach certification courses and non-official BUFC Coaching Clinics. Support may include additional suggestions for age-appropriate player drills, as well as coaching visits when coaches request assistance. BUFC will organize at least one Coaches Orientation & Clinic session in the first weeks of September, and every attempt will be made to offer subsequent BUFC Coaching Clinics during the season.

Please do not hesitate to contact your Division Coordinator or the Coaching Committee if you have any questions about resources and training available to you. A complete list of BUFC contacts can be found on the BUFC website, www.baysunited.ca.

Player Equipment

House League players must provide the following equipment:

- Cleats (plastic or rubber studs -- no metal removable cleats permitted).
- Shin guards.
- Shorts (black).

NOTE: Bays United provides players with socks for U6-U11, T-shirts for U6-U8, and jerseys for U9-U11.

“Playing Up” in House League

A House League player may apply to play-up at higher age divisions. If the player wishes to play-up to a maximum of U11, the application should be made to the House League Program Coordinator. If the player wishes to play-up to U12, the application should be made to the BUFC Coaching Committee.

Playing Up within U6-U11

The procedure for determining a player's eligibility to play-up to a maximum of U11 is as follows:

1. The player or player's parent(s) or guardian(s) must submit a written request to the House League Program Coordinator at least 2 weeks prior to the divisional assessments in the higher age House League division where the player wishes to play, asking that the player be assessed in September to play-up at that division (email request is adequate).
2. The player must be assessed at the higher age House League division annual player assessments as having the requisite ability to play at that level.
3. At least one member of the BUFC Coaching Committee and/or an invited technical coach(es) and/or House League Technical Director must observe the player at the higher-age division assessments.
4. Coaching Committee member(s), designated technical coach(es), and/or Technical Director may confer with the divisional coaches managing the assessments to reach a final decision on the player's eligibility to play-up.
5. The opinion and decision of the Coaching Committee member(s), designated technical coach(es), and/or Technical Director will take precedence over the opinion of the divisional coaches.
6. The player is permitted to play-up at the stipulated age division within U6-U11 only after the player or player's parent(s) or guardian(s) has received written confirmation from the House League Program Coordinator that the player is permitted to do so.
7. The Coaching Committee member(s), designated technical coach(es), and/or Technical Director may consider one or all of the following factors when assessing House League players to play-up to a maximum of U11:
 - a. The player displays, in the opinion of the Coaching Committee member(s), designated technical coach(es), and/or Technical Director advanced playing ability, unusual physical size, or a combination of both traits.
 - b. The majority opinion of the coaches at the player's age-appropriate division is that the player should play-up.
 - c. The majority opinion of the coaches at the player's intended playing-up division is that the player should play-up.

Playing Up to U12

The procedure for determining a player's eligibility to play-up to U12 is as follows:

1. The player or player's parent(s) or guardian(s) must submit a written request to the BUFC Coaching Committee at least 2 weeks prior to the U12 divisional assessments in April-May, asking that the player be assessed to play-up at that division (email request is adequate).
2. The player must be assessed at the U12 annual player assessments and rank as one of the top 3 players at that level according to the assessment data, in which case the player automatically qualifies for the U12 Gold team.
3. Alternatively, in rare instances where the player is extremely large for their age and presents a physical danger to their age-appropriate House League cohorts during game play, the Coaching Committee may grant the player special permission to play-up at U12 Silver. However, this player is not eligible to play at U12 Gold or U12 B Cup unless the player is assessed in the top 3, as in (2) above.
4. At least one member of the BUFC Coaching Committee and/or an invited technical coach(es) and/or U12-U18 Technical Director must observe the player at the U12 division assessments.
5. The player is permitted to play-up at U12 only after the player or player's parent(s) or guardian(s) has received written confirmation from the Chair of the BUFC Coaching Committee that the player is permitted to do so.

Scheduling & Organizing Assessments

The House League Program Coordinator, in cooperation with the U6-U11 Technical Director, Coaching Committee and the Division Coordinators, will schedule the U6-U11 Player Assessments to begin during the first week or weekend following Labour Day in September. The Assessments should not be scheduled prior to Labour Day because many players will still be away on summer vacation. For insurance reasons, players must be registered to participate in Assessments.

Assessments in each division should take no longer than 2 hours. The Technical Director or Coaching Committee provides Player Assessment guidelines, forms, and data sheets. Division Coordinators contact coaches and parents in advance and ensure (1) all registered players are notified and (2) parents and coaches are available to assist the Technical Director and/or Coaching Committee in running the various Assessment drill stations.

Division Coordinators also ensure that all necessary equipment is supplied for Assessments. There should be a brief meeting between each Division Coordinator, the coaches, the Technical Director (if available) and a member of the Coaching Committee prior to Assessments to clarify requirements and procedures.

Scheduling the Coaches Orientation & Clinic

The House League Program Coordinator, in cooperation with the U6-U11 Technical Director and the Coaching Committee, will schedule a U6-U11 Coaches Orientation & Clinic during the first week or weekend following Labour Day. The Orientation and Clinic can usually be less than 2 hours in length, and it might be advertised as optional for returning coaches, but recommended/required for all new coaches (i.e. U6-U8 coaches mainly).

NOTE: If coaches attend an Orientation & Clinic BEFORE the Assessments, the Assessments will run more efficiently and smoothly.

Scheduling the Blind Draft & Team Selections

Division Coordinators, their coaches, and where available, the U6-U11 Technical Director must meet to select teams during the week immediately following Player Assessments. This meeting might occur at the home of one of the coaches, a board room, or possibly a quiet restaurant.

Prior to the meeting, the U6-U11 Technical Director or the Division Coordinator will sort and add all of the Assessments scores to create a Player Rankings List, so they have the list of Player Rankings ready for the team selection meeting. At the selection meeting, the coordinator and coaches can quickly review, comment, and approve the Rankings List as a group, and then proceed to select the teams using the Blind Draft procedure outlined in this manual.

Once teams are selected, Division Coordinators collect all of the Team Lists and Ranking Lists at the end of the meeting and file the team lists with the club Registrar or registration system. The Division Coordinator then transmits the confirmed team lists to each coach, and the coaches then contact their players and parents ASAP to notify them of their team, start date, and practice/game location and time.

House League Season Schedule (suggested dates)

1 st Wednesday after Labour Day	- Coaches Orientation & Clinic in evening.
1 st Thursday after Labour Day	- U11 Coed Assessments 6-8pm
1 st Friday after Labour Day	- U11 Girls Assessments 6-8pm
1 st Saturday/Sunday after Labour Day	- U10 Coed, U10 Girls, U9 Coed, U9 Girls Assessments.
2 nd Saturday after Labour Day	- U9-U11 teams meet and practice during Saturday game slots.
2 nd Saturday/Sunday after Labour Day	- U6 Coed, U7 Coed, U8 Coed, U8 Girls Assessments.
3 rd Saturday after Labour Day	- U6-U8 teams meet and practice during Saturday game slots.
3 rd Saturday after Labour Day	- U9-U11 season game schedule begins.
4 th Saturday after Labour Day	- U6-U7 season game schedule begins.
2 nd Saturday in December	- last game of Fall schedule.
2 nd or 3 rd Saturday in January	- first game of Winter schedule.
Saturday 1 week prior to Spring Break	- House League Jamboree (season finale).

NOTE: The dates above have been used to great success:

* The relatively late assessment dates for U6-U8 is necessary due to the typically large number of late player registrations in these age groups during September after school resumes.

* The staggered Saturday starts for first practices and games between the U6-U8 and the U9-U11 divisions is partly due to the late registrations in U6-U8, and partly due to the need to stagger assessments and team selection meetings over 2 weeks.

Team Selection Process U6-U11 Divisions

Assessments & Blind Draft: Rationale

The experience of at least 15 years of BUFC coaches affirms that rigorously balanced House League teams encourage the greatest amount of player enjoyment, player development, and continuity in registrations. Other large community soccer organizations across Canada also maintain procedures for balancing their House League teams. Why?

A primary means of supporting a fun soccer playing experience in House League is to ensure that all teams within an age division are balanced in player ability. For players to become engaged in playing the game, and to remain enthusiastic through each season, they must feel that they and their teammates have a reasonable chance of doing well on any given game day. This doesn't mean that they MUST win – it only means that they must clearly have a fair CHANCE of winning (i.e. the teams aren't conspicuously lopsided in ability). Put another way, balanced teams support close competitive games.

Besides being the most enjoyable games to watch and play, close competitive games also encourage the greatest skill development for ALL players in a division. As House League is considered primarily a forum to introduce players to soccer and develop their fundamental skills, this is a critical point. Advanced skill players on one team can be sure to meet advanced skill players on other teams, while less skilled players are kept involved in game play because they remain a part of every team's core roster.

How to Balance Teams

House League teams are effectively balanced through the use of Player Assessments in U6-U11 (refer to Assessments Procedures, following), and subsequent Blind Draft to teams throughout U6-U11.

In addition to the Assessments data, the Division Coordinator, coaches, and where available, the U6-U11 Technical Director may also consider the ranking assigned to each player on the coaches' Player Evaluation Form from the previous season, if available. (Note: Some players might not have played the year before; in these instances, the player's Assessment data is sufficient to compute a ranking.)

When all players have been assigned rankings according to playing ability, a Blind Draft is conducted in the presence of the Division Coordinator, all of the division coaches, and a member of the BUYSA Coaching Committee or its designate. At the end of this Blind Draft, Head Coaches and Assistant Coaches trade players with other teams if their children have been drafted to another team. (Refer to instructions on How to Conduct a Blind Draft, below.)

Playing with Friends

At U6-U9, if there are pressing concerns that friends play together on the same team, then the respective coaches may choose to trade one or two players following the Blind Draft. However, there must be mutual agreement between all division Head Coaches and approval from the Division Coordinator and the Technical Director.

NOTE: The key restriction is that the players traded must be essentially "equal" in their assessment ranking, so that the balance of ability is maintained on each team.

At U10-U11, trading players after the Blind Draft to unite "friends" is **STRONGLY** discouraged. One of the aims of BUFC soccer is to provide soccer playing experiences that include the opportunity to meet and mingle with new "friends" and teammates throughout BUFC, to avoid creating exclusive social cliques, and

to experience different coaching styles. Parents and coaches should also be aware that friends often derive as much fun from playing AGAINST each other as opposition, as they do from playing together as teammates.

Carpooling is not a compelling reason to unite “friends” on the same teams at U6-U10; in almost all instances, the teams within each of these divisions play at the same field, so players may carpool even if they are on different teams. Contact the House League Program Coordinator or the BUFC Coaching Committee if you have questions or concerns.

How to Conduct a Blind Draft

Following the Player Assessments in early September, the Division Coordinator, together with a member of the Coaching Committee or its designate, meets with available division coaches to select teams via Blind Draft. (Coordinator invites all coaches to attend meeting, but some will likely be unavailable.)

Conduct the Blind Draft as follows:

Sequential Blind Draft

1. At the outset of the meeting, the Division Coordinator provides everyone with copies of the assessment Player Rankings List and, where applicable, previous season’s Player Evaluation Forms. All of these forms must be returned to the Division Coordinator at the end of the meeting.
2. Everyone reviews the Player Rankings List (and Player Evaluation Forms if necessary). The rankings of some players may be adjusted if discrepancies seem apparent, and everyone is unanimous (coaches may have subjective input in the rankings, but only BEFORE the draw).
3. The number of teams for the division is decided based on (a) available registration numbers, (b) estimations of likely final registration numbers for the division (i.e. late registrations still arriving), and (c) field availability. Divisional Guidelines in this manual specify how many players should be assigned to a team at each age division.
4. Sitting around at table, each attending coach is given a blank Blind Draft Team List that the Division Coordinator has labelled sequentially Team 1, Team 2, Team 3, Team 4, etc. These ARE NOT the coaches’ teams at this point – coaches will be assigned to a team later (see below).
5. The players’ names are read, one-by-one, starting from the top of the Player Rankings List (which the Division Coordinator or the U6-U11 Technical Director has already compiled according to the players’ total assessment scores). Each player is assigned sequentially to each team as follows: player #1 (P1) goes to Team 1, player #2 (P2) goes to Team 2, player #3 (P3) goes to Team 3, etc. until every team has received a player. One round of the draft is now complete.
6. For the next round, the last team to receive a player in the previous round gets the next player, then the 2nd-to-last team gets the player after that, etc. until again every team has received a player in that round. The resulting player draft sequence, therefore, would proceed as follows (example given for a 6-team league):

Round one: P1-Team1, P2-Team2, P3-Team3, P4-Team4, P5-Team5, P6-Team6,

Round two: P7-Team6, P8-Team5, P9-Team4, P10-Team3, P11-Team2, P12-Team1,

Round three: P13-Team1, P14-Team2, P15-Team3, P16-Team4, P17-Team5, etc.

7. When all of the rounds have been completed (that is, all of the teams have been made), Head Coaches are then assigned to Team 1, Team 2, Team 3, etc by drawing numbered slips of paper from a cup (numbers represent each team). Each coach takes a turn pulling a numbered slip from the cup (1, 2, 3, etc), and none of the slips are returned to the cup.
8. When all teams have coaches assigned, Head Coaches and their Assistant Coaches must then trade players to reunite with their children. That is, if a coach’s child is the Round 3 draft pick on another team, the coach must trade their own Round 3 draft pick to get their child. Trades should be made with players who have equal Assessment rankings.

9. If problems arise because the Head Coach's child and their Assistant Coach's child are from the same Draft Round, then they may negotiate with other coaches for a reasonable trade from adjacent rounds. Everyone present may review the rankings and attempt to arrange an equitable trade agreeable to all teams.
10. To simplify this process, no more than one Assistant Coach should be assigned per team prior to the Blind Draft.

NOTE: Trading players is strongly discouraged for any reason other than to reunite Head Coaches and Assistant Coaches with their children. If trading players becomes a source of conflict during the draft, the Division Coordinator or Coaching Committee member or designate may call the draft null and void. In this situation, the Division Coordinator and the Coaching Committee member will then conduct the draft and give the Team Lists to the coaches.

Duties

Coaches, Managers & Coordinators

Coach Duties

1. Coach their team while observing the tenets of the “Coaches Code of Conduct,” officially adopted by BUFC and available for viewing on the BUFC website under Coaching Policy (see www.baysunited.ca or contact your Division Coordinator).
2. Ensure that the rules of their House League division are observed during game play, and abide by the coaching philosophy and practices described in the House League Manual.
3. Collect and maintain up-to-date Player Medical Information sheets for all of their team players. This medical information must be brought to all games and practices (though not necessarily the original forms – many coaches create a one-page summary of key information for the sake of convenience).
4. Relay BUFC information and bulletins to parents and players at the request of the Division Coordinator, the House League Program Coordinator, the BUFC Coaching Committee, the BUFC Board of Directors, and/or the U6-U11 Technical Director.
5. Check the **BUFC website Field Status** (www.baysunited.ca or Field Line 598-2297) on game days and practice days during the rainy part of the soccer season (November to March) to see if fields have been closed. BUFC volunteers do their best to update the Field Status by 4pm on weekdays, and by 8am on game days. NOTE: Coaches playing on closed fields may face penalties from BUFC in the form of suspensions of field privileges.
6. Notify players of game or practice cancellations in the event of field closures. The most secure way to do this is to use a “Telephone Tree.” At the start of the season, make a list where you or your team manager can phone 3-4 team parents, each of whom then phone 2-3 more parents.

Team Manager Duties

Coaches may arrange with a parent to perform the duties of a Team Manager. Duties may include:

1. Perform telephone notifications to players and parents. (Talk with your team parents at the start of the season and establish a “Telephone Tree.” Make a list where you can phone 3-4 team parents, each of whom then phone 2-3 more parents.
2. Draft and distribute schedules for parents to provide oranges on game days.
3. Distribute and collect Player Medical Information sheets.
4. Distribute and collect Bays United uniforms (U9-U11 season start and end).
5. Help setup fields on game days.
6. Collect and store playing equipment.
7. Collect, compile, maintain, store and transport a team First Aid Kit.
8. Notify players and parents regarding field or scheduling changes.
9. Other administrative and management duties arising.

These duties fall upon the Head Coach or Assistant Coach if there is no team manager.

NOTE: According to BUFC Risk Management guidelines, any team that has female players must have at least one female team official (i.e. the Team Manager, Head Coach or Assistant Coach).

Division Coordinator Duties

1. Identify team coaches for the division in cooperation with the House League Program Coordinator. (Look at the list of coaches from the previous season and/or consult the new season volunteer list, provided by the BUFC Volunteer Coordinator or BUFC Registrar. If necessary, send a group email to all parents to request volunteer coaches.)
2. Create and maintain an email list of all coaches and managers in the division.
3. Notify players and parents in the division of dates/times for player Assessments in September. (Send group emails and post a notice on the Bays United website.)
4. Organize player Assessments in September in cooperation with the House League Program Coordinator and the U6-U11 Technical Director.
5. Organize the Blind Draft for team selections following the player Assessments in September. This includes notifying all coaches, the House League Program Coordinator, and the BUFC Coaching Committee representative to attend the meeting where the Blind Draft will be conducted. Also includes providing necessary materials for the Blind Draft, such as blank Blind Draft Team Lists, Player Rankings List based on assessments data, list of division coaches, and Player Evaluation Forms from the previous season (if required).
6. Maintain up-to-date team lists of coaches and players.
7. Create a simple season game schedule for the division.
8. Ensure all coaches and managers in the division complete a Risk Management Form at the beginning of each season, collect these forms, and then forward these Forms to the House League Program Coordinator.
9. Relay BUFC information and bulletins to division coaches and managers at the request of the House League Program Coordinator, the BUFC Coaching Committee, the BUFC Board of Directors, and/or the U6-U11 Technical Director.
10. Relay information to division coaches/managers on field status during the soccer season.

House League Program Coordinator Duties

1. Identify Division Coordinators prior to the start of the season. (Ideally, this is done no later than August, and potentially as early as June, though it may have to wait until September if no volunteers step forward.)
2. Assist Division Coordinators in organizing each division's player Assessments in September. This includes ensuring that all Division Coordinators have fields assigned for their Assessments, along with equipment, assessment forms, and a designated BUFC Coaching Committee representative to assist in supervision.
3. Assist Division Coordinators in organizing the Blind Draft for team selections following the player Assessments each September. This includes ensuring that all division coaches are selected/identified in advance, and that all are notified of the time and location of the Blind Draft, along with a representative from the BUFC Coaching Committee.
4. Ensure that all Division Coordinators have collected Risk Management Forms from their division coaches and managers at the beginning of each soccer season. The House League Program Coordinator then collects these forms from the Division Coordinators and forwards them to the BUFC Risk Management Director.
5. Relay BUFC information and bulletins to Division Coordinators at the request of the BUFC Coaching Committee, the BUFC Board of Directors, and/or the U6-U11 Technical Director.
6. Relay information to Division Coordinators on special scheduling changes during the soccer season.
7. Organize the annual season-end House League Jamboree.
8. Assist in organizing and advertising Coaching Clinics during the soccer season, in cooperation with the BUFC Coaching Committee.
9. Report to the BUFC Board of Directors at monthly Board meetings on the activities and status of House League during the year.
10. Report player, parent and coach disciplinary incidents to the BUFC Board of Directors and/or Coaching Committee during the year.

U10/11 Referee Coordinator Duties

1. Assign youth referees to U10 and U11 Coed and Girls games each week. (It's important that the U10/11 Referee Coordinator manage both Coed and Girls program referees, as there is only one pool of junior referees, so their time must be coordinated together.)
2. Confirm in the midweek where all the Saturday U10-U11 Coed and Girls games are being played (contact Field Scheduler and Division Coordinators), then phone the list of youth referees to confirm which ones can attend which games.
3. The U10/11 Referee Coordinator must phone the referees each week, because the referees are generally youths who have their own activities and things that come up in their lives (school trips, family trips, etc).
4. Approximately 12 games will need referees, and often one referee can officiate 2 games on a Saturday morning, so only 6-8 phone calls are generally required. (For reference: In season 2004/05, there were 6 teams in U10 Girls, 8 teams in U10 Coed, 5 teams in U11 Girls, and 6 teams in U11 Coed -- a total of 25 teams playing 12 games each Saturday morning.)
5. Remind coaches and parents to show utmost respect to the youth referees, and report any inappropriate coach or parent behaviour to the House League Program Coordinator.

Assessments Procedures & Drills

U6-U11 Divisions

The BUFC Coaching Committee or the U6-U11 Technical Director provides Assessments Forms and Assessments Guidelines to each Division Coordinator at the outset of each season, for purposes of helping to advertise and organize the division player assessments in September (Contact the Committee or Technical Director if you have not received forms or guidelines by the 4th week of August). The Committee and the Technical Director lead the actual Assessments and assist in the Blind Draft.

Division Coordinators assist the House League Program Coordinator and the U6-U11 Technical Director in organizing, advertising, and leading their division's player Assessments and subsequent team Blind Drafts each September. Each division's Assessments can be conducted in one two-hour session on a Saturday, Sunday or weekday evening. The player Assessments for each division are done as follows, with parent volunteers helping to supervise and evaluate at assessment drill stations. **Adult/coach demonstrates each drill for each new group of players!**

NOTE: If a player is not registered with BUFC, they cannot be assessed, due to club insurance liability. All players **MUST** be registered to participate in Assessments.

WARNING: Avoid scheduling U6-U8 assessments during weekday evenings. Many children in these groups go to bed between 7-8pm, hence parents will be upset if you ask them to have their children outside at assessments from 6-8pm.

U6 House Assessment Drills

1. Straight sprint, 20 metres (time).
2. Slalom ball dribbling, weaving between 5 plastic cones in a line, spaced at 2 metre intervals (time, and note ball control/accuracy, number of cones missed).
3. Kicking/passing the ball side-footed 3 metres through a "goal" 1 metre wide (accuracy and power with 3 balls each foot, left and right). Player must run around a cone 3 metres behind the balls, return and strike a ball through the goal, then run around the cone again each time.
4. Kicking/shooting the ball 3 metres at a 3 metre goal (accuracy and power with 3 balls each foot, left and right). Player must run around a cone 3 metres behind the balls, return and strike a ball at the goal to beat a passive goalkeeper, then run around the cone again each time.
5. Mini-game station. With the most experienced coaches supervising, players are arranged into a 4v4 or 3v3 small-sided game for observing their game play. If teams seem lopsided, coaches should trade one or two players to balance the play (better for observation).

U7 House Assessment Drills

1. Straight sprint, 25 metres (time).
2. Slalom ball dribbling, weaving between 5 plastic cones in a line, spaced at 2 metre intervals (time, and note ball control/accuracy, number of cones missed).
3. Kicking/passing the ball side-footed 5 metres through a "goal" 1 metre wide (accuracy and power with 3 balls each foot, left and right). Player must run around a cone 3 metres behind the balls, return and strike a ball through the goal, then run around the cone again each time.
4. Kicking/shooting the ball 5 metres at a 3 metre goal (accuracy and power with 3 balls each foot, left and right). Player must run around a cone 3 metres behind the balls, return and strike a ball at the goal to beat a passive goalkeeper, then run around the cone again each time.
5. Mini-game station. With the most experienced coaches supervising, players are arranged into a 4v4 or 3v3 small-sided game for observing their game play. If teams seem lopsided, coaches should trade one or two players to balance the play (better for observation).

U8 House Assessment Drills

1. Straight sprint, 25 metres (time).
2. Slalom ball dribbling, weaving between 7 plastic cones in a line, spaced at 2 metre intervals (time, and note ball control/accuracy, number of cones missed).
3. Kicking/passing the ball side-footed 5 metres through a "goal" 1 metre wide (accuracy and power with 3 balls each foot, left and right). Player must run around a cone 3 metres behind the balls, return and strike a ball through the goal, then run around the cone again each time.
4. Kicking/shooting the ball 5 metres at a 3 metre goal (accuracy and power with 3 balls each foot, left and right). Player must run around a cone 3 metres behind the balls, return and strike a ball at the goal to beat a passive goalkeeper, then run around the cone again each time.
5. Mini-game station. With the most experienced coaches supervising, players are arranged into a 4v4 or 3v3 small-sided game for observing their game play. If teams seem lopsided, coaches should trade one or two players to balance the play (better for observation).

U9 House Assessment Drills

1. Straight sprint, 40 metres (time).
2. Slalom ball dribbling, weaving between 10 plastic cones in a line, spaced at 2 metre intervals (time, and note ball control/accuracy, number of cones missed).
3. Kicking/passing the ball side-footed 5 metres through a "goal" 1 metre wide (accuracy and power with 5 balls each foot, left and right). Player must run around a cone 3 metres behind the balls, return and strike a ball through the goal, then run around the cone again each time.
4. Kicking/shooting the ball 5 metres at a 3 metre goal (accuracy and power with 5 balls each foot, left and right). Player must run around a cone 3 metres behind the balls, return and strike a ball at the goal to beat a passive goalkeeper, then run around the cone again each time.
5. Trapping a ball with one foot. Parent/coach tosses a ball underhand to the player five metres away, who traps the ball. The ball must travel in an arc up to the adult's shoulder height before falling at the player's feet. Each player receives 10 ball tosses – 5 tosses per foot.
6. Mini-game station. With the most experienced coaches supervising, players are arranged into a 4v4 or 3v3 small-sided game for observing their game play. If teams seem lopsided, coaches should trade one or two players to balance the play (better for observation).

U10 House Assessment Drills

1. Straight sprint, 50 metres (time).
2. Slalom ball dribbling, weaving between 10 plastic cones in a line, spaced at 2 metre intervals (time, and note ball control/accuracy, number of cones missed).
3. Kicking/passing the ball side-footed 5 metres through a "goal" 1 metre wide (accuracy and power with 5 balls each foot, left and right). Player must run around a cone 3 metres behind the balls, return and strike the ball through the goal, then run around the cone again each time.
4. Kicking/shooting the ball 10 metres at a 3.5 metre goal (accuracy and power with 5 balls each foot, left and right). Player must run around a cone 3 metres behind the balls, return and strike a ball at the goal to beat a passive goalkeeper, then run around the cone again each time.
5. Trapping a ball with one foot. Parent/coach tosses a ball underhand to the player five metres away, who traps the ball. The ball must travel in an arc up to the adult's shoulder height before falling at the player's feet. Each player receives 10 ball tosses – 5 tosses per foot.
6. Mini-game station. With the most experienced coaches supervising, players are arranged into a 4v4 or 3v3 small-sided game for observing their game play. If teams seem lopsided, coaches should trade one or two players to balance the play (better for observation).

U11 House Assessment Drills

1. Straight sprint, 50 metres (time).
2. Slalom ball dribbling, weaving between 10 plastic cones in a line, spaced at 2 metre intervals (time, and note ball control/accuracy, number of cones missed).
3. Kicking/passing the ball side-footed 5 metres through a "goal" 1 metre wide (accuracy and power with 5 balls each foot, left and right). Player must run around a cone 3 metres behind the balls, return and strike the ball through the goal, then run around the cone again each time.
4. Kicking/shooting the ball 10 metres at a 3.5 metre goal (accuracy and power with 5 balls each foot, left and right). Player must run around a cone 3 metres behind the balls, return and strike a ball at the goal to beat a passive goalkeeper, then run around the cone again each time.
5. Trapping a ball with one foot. Parent/coach tosses a ball underhand to the player five metres away, who traps the ball. The ball must travel in an arc up to the adult's shoulder height before falling at the player's feet. Each player receives 10 ball tosses – 5 tosses per foot.
6. Mini-game station. With the most experienced coaches supervising, players are arranged into a 4v4 or 3v3 small-sided game for observing their game play. If teams seem lopsided, coaches should trade one or two players to balance the play (better for observation).

U6 House League

Divisional Guidelines

Note: U6 Division will exist only in seasons where U6 enrolment exceeds 19 players. When there are 19 or less, these players will be distributed evenly throughout the U7 division.

Game Format:	3v3 (3 field players, no goalkeeper)
Field Size:	15m x 20m
Goal Size:	3m
Ball Size:	3
Team Roster:	10 players maximum, divided into 2 equal teams of 4-5 players for games.
Game Length:	2 games of 10 minutes each, separated by a 5 minute break, following a 25 minute practice. (After the practice time, coaches split rosters into 2 equal teams, then play 2 simultaneous games with the designated House League opponent for that week. DO NOT SPLIT TEAMS INTO BOYS AND GIRLS.)
Substitutions:	Every 2-3 minutes, no positions. Rotate all players with equal playing time.

Special Game Rules

1. One coach per team is allowed on the field to coach – but remember to keep comments positive, instructive, and brief. Minimize “No” and “Don’t” comments.
2. No slide tackles. Also discourage elbowing, holding, pushing, tripping and severe ankle kicks.
3. Award indirect kicks (pass, not a shot) when fouls occur.
4. Opposition players must retreat 5 metres from the ball for indirect kicks.
5. When players cause fouls, gently instruct them in correct play in a positive and friendly manner.
6. There are no goalkeepers, but have one player do a standard goal kick when the ball has been kicked over the end line. Opposition players must retreat to centre for the kick. As soon as the goal kick is taken, opponents can run in to pressure the ball.
7. Allow play-on if the ball travels only a foot out of play, and the player has made a heroic effort to keep it in play.
8. When the ball clearly travels off the side touch lines, play is restarted with a kick-in. Opposition players must retreat 5 metres from the ball.
9. After a goal, the team that is scored upon restarts play with a kick-off at centre. Opposing players must wait in their goal crease until the ball is touched.
10. No corner kicks are called at U6 and U7. When the defending team kicks the ball across their end line, play is simply restarted with a goal kick. Corners are introduced at U8.
11. Ensure players give 3 cheers and shake hands with the other team at game’s end.

How Goals are Scored

1. Goals are scored anywhere from the players shoulders and below.
2. Goals are NOT scored if the ball strikes the cone.
3. Goals are NOT scored if the ball travels in the air above the cone.

In General

The object of the game is to score goals, and these small players should be rewarded for their efforts. If you have any doubts about whether or not the ball travelled over the cone, or below the shoulders, please award the goal to the shooter (like baseball, tie base goes to the runner).

Goal Size

Also, please do not scrimp on the size of your goals. Make sure both goals on a field are close to the same size (measuring tape not required, but they should look very close!). Err on the side of too BIG rather than too small. If you don’t know how big 3 metres is, it should be 3 BIG steps. Again, the kids play to score goals -- it’s their carrot reward for braving the cold, wet, windy days for soccer!

Skill Objectives at U6

No ball heading or slide tackles.

Technical:

1. Passing with square-foot (dominant foot at least).
2. Receiving the ball with "cushioned" touch (dominant foot at least).
3. Dribbling the ball with both feet.
4. Shooting with square-foot (avoiding toe kicks).
5. Ball shielding.

Tactical:

1. Give-and-go pass.
2. Move into open spaces and call to receive passes.

U7 House League

Divisional Guidelines

Game Format:	4v4 (3 field players and one goalkeeper)
Field Size:	20m x 30m
Goal Size:	3m
Ball Size:	3
Team Roster:	12 players maximum, divided into 2 equal teams for games.
Game Length:	2 games of 15 minutes each, separated by a 5 minute break, following a 30 minute practice. (After the practice time, coaches split rosters into 2 equal teams, then play 2 simultaneous games with the designated House League opponent for that week. DO NOT SPLIT TEAMS INTO BOYS AND GIRLS.)
Substitutions:	Every 2-3 minutes. Over the course of several games, players should play in all positions. However, it is reasonable and wise to limit players to one or two positions in a single game if possible, so they can really learn the requirements of that position(s).
Goalkeepers:	Goalkeepers should not play more than one quarter of the game in goal; they should be given time to play out of goal during the rest of the match.

Special Game Rules

1. One coach per team is allowed on the field to coach – but remember to keep comments positive, instructive, and brief. Minimize “No” and “Don’t” comments.
2. No slide tackles. Also discourage elbowing, holding, pushing, tripping and severe ankle kicks.
3. Indirect free kicks (pass, not a shot) are awarded when fouls occur.
4. Opposition players must retreat 5 metres from the ball for indirect kicks.
5. When players cause fouls, gently instruct them in correct play in a positive and friendly manner.
6. Goalkeepers distribute live balls by throwing or rolling the ball out to teammates – **NO DROP KICKS.**
7. Goalkeepers do standard goal kicks when the ball has been kicked over the end line. The opposition players must retreat to centre for the kick. As soon as the goal kick is taken, opponents can run in to pressure the ball.
8. No corner kicks are called at U7. When the defending team kicks the ball across their end line, play is simply restarted with a goal kick. Corners are introduced at U8.
9. Allow play-on if the ball travels only a foot out of play, and the player has made a heroic effort.
10. When the ball clearly travels off the side touch lines, play is restarted with a throw-in.
11. Foul throws are repeated by the player up to 2 times, to ensure they learn correct technique. After 3 incorrect throws, the throw-in is awarded to the other team.
12. After a goal, the team that is scored upon restarts play with a kick-off at centre. Opposing players must wait in their goal crease until the ball is touched.
13. Ensure players give 3 cheers and shake hands with the other team at game’s end.

How Goals are Scored

1. Goals are scored anywhere from the goalkeepers shoulders and below.
2. Goals are **NOT** scored if the ball strikes the cone.
3. Goals are **NOT** scored if the ball travels in the air above the cone.

In General

The object of the game is to score goals, and these small players should be rewarded for their efforts. If you have any doubts about whether or not the ball travelled over the cone, or below the shoulders, please award the goal to the shooter (like baseball, tie base goes to the runner).

Goal Size

Also, please do not scrimp on the size of your goals. Make sure both goals on a field are close to the same size (measuring tape not required, but they should look very close!). Err on the side of too **BIG**

rather than too small. If you don't know how big 3 metres is, it should be 3 BIG steps. Again, the kids play to score goals -- it's their carrot reward for braving the cold, wet, windy days for soccer!

Skill Objectives at U7

No ball heading or slide tackles.

Technical:

1. Passing with square-foot (dominant foot at least).
2. Receiving the ball with "cushioned" touch (dominant foot at least).
3. Trapping airborne balls with feet.
4. Dribbling the ball with both feet.
5. Shooting with square-foot (avoiding toe kicks).
6. Throw-ins.
7. Ball shielding.
8. Saving the ball with hands (goalkeeping).
9. Throwing and rolling the ball for distribution (goalkeeping).

Tactical:

1. Give-and-go pass.
2. Move into open spaces and call to receive passes.

U8 House League Divisional Guidelines

Game Format:	4v4 (3 field players and one goalkeeper)
Field Size:	20m x 30m
Goal Size:	3m
Ball Size:	3
Team Roster:	12 players maximum, divided into 2 equal teams for games.
Game Length:	2 games of 20 minutes each, separated by a 5 minute break, following a 30 minute practice. (After the practice time, coaches split rosters into 2 equal teams, then play 2 simultaneous games with the designated House League opponent for that week. DO NOT SPLIT TEAMS INTO BOYS AND GIRLS.)
Substitutions:	Every 2-3 minutes. Over the course of several games, players should play in all positions. However, it is reasonable and wise to limit players to one or two positions in a single game if possible, so they can really learn the requirements of that position(s).
Goalkeepers:	Goalkeepers should not play more than one quarter of the game in goal; they should be given time to play out of goal during the rest of the match.

Special Game Rules

1. One coach per team is allowed on the field to coach – but remember to keep comments positive, instructive, and brief. Minimize “No” and “Don’t” comments.
2. No slide tackles. Also discourage elbowing, holding, pushing, tripping and severe ankle kicks.
3. Indirect free kicks (pass, not a shot) are awarded when fouls occur.
4. Corner kicks are awarded to the attacking team when the defending team kicks the ball across their own end line.
5. Opposition players must retreat 5 metres from the ball for indirect and corner kicks.
6. When players cause fouls, gently instruct them in correct play in a positive and friendly manner.
7. Goalkeepers distribute live balls by throwing or rolling the ball out to teammates – **NO DROP KICKS.**
8. Goalkeepers do standard goal kicks when the ball has been kicked over the end line. The opposition players must retreat to centre for the kick. As soon as the goal kick is taken, opponents can run in to pressure the ball.
9. Allow play-on if the ball travels only a foot out of play, and the player has made a heroic effort.
10. When the ball clearly travels off the side touch lines, play is restarted with a throw-in.
11. Foul throws are repeated by the player up to 2 times, to ensure they learn correct technique. After 3 incorrect throws, the throw-in is awarded to the other team.
12. After a goal, the team that is scored upon restarts play with a kick-off at centre. Opposing players must wait in their goal crease until the ball is touched.
13. Ensure players give 3 cheers and shake hands with the other team at game’s end.

How Goals are Scored

1. Goals are scored anywhere from the goalkeepers shoulders and below.
2. Goals are NOT scored if the ball strikes the cone.
3. Goals are NOT scored if the ball travels in the air above the cone.

In General

The object of the game is to score goals, and these small players should be rewarded for their efforts. If you have any doubts about whether or not the ball travelled over the cone, or below the shoulders, please award the goal to the shooter (like baseball, tie base goes to the runner).

Goal Size

Also, please do not scrimp on the size of your goals. Make sure both goals on a field are close to the same size (measuring tape not required, but they should look very close!). Err on the side of too BIG

rather than too small. If you don't know how big 3 metres is, it should be 3 BIG steps. Again, the kids play to score goals -- it's their carrot reward for braving the cold, wet, windy days for soccer!

Skill Objectives at U8

No ball heading or slide tackles.

Technical:

1. Passing with square-foot (dominant foot at least, consider introducing practice with non-dominant foot as well).
2. Receiving the ball with "cushioned" touch (dominant foot at least, consider introducing practice with non-dominant foot as well).
3. Trapping airborne balls with feet.
4. Dribbling the ball with both feet.
5. Shooting with square-foot (avoiding toe kicks).
6. Throw-ins.
7. Ball shielding.
8. Defending by "jockeying" opponents who have the ball.
9. Saving the ball with hands (goalkeeping).
10. Throwing and rolling the ball for distribution (goalkeeping).

Tactical:

1. Give-and-go pass.
2. Move into open spaces and call to receive passes.

U9 House League

Divisional Guidelines

Game Format:	6v6 (5 field players and one goalkeeper)
Field Size:	30m x 40m
Goal Size:	3m
Ball Size:	4
Team Roster:	10 players maximum.
Game Length:	2 halves of 20 minutes each, with 5 minute break, following 25 minute warm-up.
Substitutions:	Every 2-3 minutes. Over the course of several games, players should play in all positions. However, it is reasonable and wise to limit players to one or two positions in a single game if possible, so they can really learn the requirements of that position(s).
Goalkeepers:	Goalkeepers should not play more than one half of the game in goal; they should be given time to play out of goal during the rest of the match.

Special Game Rules

1. Only one coach is allowed on the field, for purposes of refereeing. They may add coaching comments during play stoppages, but comments should be constructive, and they should be equally distributed to both teams. Minimize "No" and "Don't" comments – try to emphasize good plays.
2. No slide tackles. Also discourage elbowing, holding, pushing, tripping and severe ankle kicks.
3. Indirect free kicks (pass, not a shot) are awarded when fouls occur.
4. Corner kicks are awarded to the attacking team when the defending team kicks the ball across their own end line.
5. Opposition players must retreat 8 metres from the ball for indirect and corner kicks.
6. When players cause fouls, gently instruct them in correct play in a positive and friendly manner.
7. Goalkeepers distribute live balls by throwing or rolling the ball out to teammates – NO DROP KICKS.
8. Goalkeepers do standard goal kicks when the ball has been kicked over the end line. Opposition players must retreat 18 yards from the goal line for the kick. Coach referee should stand at approximately 18 yards as a marker. Close counts! 18 yards is basically 18 paces. As soon as the goal kick is taken, opponents can run in to pressure the ball.
9. Allow play-on if the ball travels only a foot out of play, and the player has made a heroic effort.
10. When the ball clearly travels off the side touch lines, play is restarted with a throw-in.
11. Foul throws are repeated by the player up to 2 times, to ensure they learn correct technique. After 3 incorrect throws, the throw-in is awarded to the other team.
12. After a goal, the team that is scored upon restarts play with a kick-off at centre. Opposing players must retreat 8 metres until the ball is touched.
13. Ensure players give 3 cheers and shake hands with the other team at game's end.

How Goals are Scored

1. Goals are scored anywhere from the goalkeepers shoulders and below.
2. Goals are NOT scored if the ball strikes the cone.
3. Goals are NOT scored if the ball travels in the air above the cone.

In General

The object of the game is to score goals, and these small players should be rewarded for their efforts. If you have any doubts about whether or not the ball travelled over the cone, or below the shoulders, please award the goal to the shooter (like baseball, tie base goes to the runner).

Goal Size

Also, please do not scrimp on the size of your goals. Make sure both goals on a field are close to the same size (measuring tape not required, but they should look very close!). Err on the side of too BIG

rather than too small. If you don't know how big 3 metres is, it should be 3 BIG steps. Again, the kids play to score goals -- it's their carrot reward for braving the cold, wet, windy days for soccer!

Skill Objectives at U9

No slide tackles.

Ball heading may be coached according to guidelines provided by the Technical Director and Coaching Committee, but it is not deemed essential.

Technical:

1. Passing with square-foot (dominant and non-dominant foot).
2. Receiving the ball with "cushioned" touch (dominant and non-dominant foot).
3. Trapping airborne balls with feet.
4. Dribbling the ball with both feet.
5. Shooting with square-foot (avoiding toe kicks).
6. Throw-ins.
7. Ball shielding.
8. Defending by "jockeying" opponents who have the ball.
9. Saving the ball with hands (goalkeeping).
10. Throwing and rolling the ball for distribution (goalkeeping).

Tactical:

1. Give-and-go pass.
2. Move into open spaces and call to receive passes.

U10 House League

Divisional Guidelines

Game Format:	6v6 (5 field players and one goalkeeper)
Field Size:	40m x 55m
Goal Size:	3.5m (12 feet)
Ball Size:	4
Team Roster:	10 players maximum.
Game Length:	2 halves of 25 minutes each, with 5 minute break, following 15 minute warm-up.
Substitutions:	Every 4-5 minutes. Over the course of several games, players should play in all positions. However, it is reasonable and wise to limit players to one or two positions in a single game if possible, so they can really learn the requirements of that position(s). Substitutions should be done during a play stoppage (e.g. ball out of play), and your team has possession.
Goalkeepers:	Goalkeepers should not play more than one half of the game in goal; they should be given time to play out of goal during the rest of the match.

Special Game Rules

1. This is the first year that referees are used. These are usually young referees in training, so please be very patient and kind with them. It is extremely important that we don't frighten them away – WE NEED THEM in our club!
2. Coaches are not allowed on the field to coach.
3. Minimize "No" and "Don't" comments – comment on good plays.
4. No slide tackles. Also discourage elbowing, holding, pushing, tripping and severe ankle kicks.
5. When players cause fouls, as a coach, gently instruct them in correct play in a positive and friendly manner. (This might be when the player has come off for a substitution.)
6. Indirect free kicks (pass, not a shot) are awarded when fouls occur.
7. Corner kicks awarded to the attacking team when the defending team kicks the ball across their own end line.
8. Opponents must retreat 8 metres from the ball for all indirect and corner kicks.
9. Goalkeepers distribute live balls by throwing or rolling the ball out to teammates – NO DROP KICKS.
10. Goalkeepers do standard goal kicks when the ball has been kicked over the end line. Opposition players must retreat 18 yards from the goal line for the kick. Referee should stand at approximately 18 yards as a marker. Close counts! 18 yards is basically 18 paces. As soon as the goal kick is taken, opponents can run in to pressure the ball.
11. The goal area for ball handling is 8 metres.
12. When the ball clearly travels off the side touch lines, play is restarted with a throw-in.
13. Foul throws may be repeated by the player once, to help them to learn correct technique. After 2 incorrect throws, however, the throw-in is awarded to the other team.
14. After a goal, the team that is scored upon restarts play with a kick-off at centre. Opposing players must retreat 8 metres until the ball is touched.
15. There are no offsides at U10, but coaches should talk to players who are hanging too far forward, and encourage them to stay closer to the play.
16. Call "Sub Please!" to get the referee's attention to substitute players.
17. Ensure players give 3 cheers and shake hands with the other team at game's end.

Skill Objectives at U10

No slide tackles.

Ball heading may be coached according guidelines provided by the Technical Director and Coaching Committee, but it is not deemed essential.

Technical:

1. Passing with square-foot (dominant and non-dominant foot).
2. Receiving the ball with "cushioned" touch (dominant and non-dominant foot).

3. Trapping airborne balls with feet.
4. Receiving airborne balls with thighs.
5. Dribbling the ball with both feet.
6. Shooting with square-foot (avoiding toe kicks).
7. Shooting with instep kick ("laces" kick, not toe).
8. Throw-ins.
9. Ball shielding.
10. Defending by "jockeying" opponents who have the ball.
11. Saving the ball with hands (goalkeeping).
12. Throwing and rolling the ball for distribution (goalkeeping).

Tactical:

1. Give-and-go pass.
2. Move into open spaces and call to receive passes.
3. Crossing the ball from the corners (open play and set pieces).
4. Through-balls that split the opposition defense, for teammates to run onto.
5. Players forming "triangles" to create outlet passes and support.

U11 House League

Divisional Guidelines

Game Format:	8v8 (7 field players and one goalkeeper)
Field Size:	45m x 70m
Goal Size:	3.5m (12 feet)
Ball Size:	4
Team Roster:	12-13 players maximum.
Game Length:	2 halves of 30 minutes each, with 5 minute break, following 15 minute warm-up.
Substitutions:	Every 4-5 minutes. Over the course of several games, players should play in all positions. However, it is reasonable and wise to limit players to one or two positions in a single game if possible, so they can really learn the requirements of that position(s). Substitutions should be done during a play stoppage (e.g. ball out of play), and your team has possession.
Goalkeepers:	Goalkeepers should not play more than one half of the game in goal; they should be given time to play out of goal during the rest of the match.

Special Game Rules

1. This is the second year that referees are used. These are usually young referees in training, so please be very patient and kind with them. It is extremely important that we don't frighten them away – WE NEED THEM in our club!
2. Coaches are not allowed on the field to coach.
3. Minimize "No" and "Don't" comments – comment on good plays.
4. No slide tackles. Also discourage elbowing, holding, pushing, tripping and severe ankle kicks.
5. When players cause fouls, as a coach, gently instruct them in correct play in a positive and friendly manner. (This might be when the player has come off for a substitution.)
6. Indirect kicks (pass, not a shot) are awarded when fouls occur.
7. Corner kicks awarded to attacking team when defending team kicks the ball across their own end line.
8. Opponents retreat 9 metres from the ball for all indirect and corner kicks.
9. After a goal, the team that is scored upon restarts play with a kick-off at centre. Opposing players must retreat 9 metres until the ball is touched.
10. Goalkeepers distribute live balls by throwing or rolling the ball out to team mates, or by doing a drop-kick (*U11 is the first year for teaching drop-kicks*).
11. Goalkeepers do standard place kicks for goal kicks when the ball has travelled over the end line. Opposition players must retreat 18 yards from the goal line for the kick. Referee should stand at approximately 18 yards as a marker. Close counts! 18 yards is basically 18 paces. As soon as the goal kick is taken, opponents can run in to pressure the ball.
12. The goal area for ball handling is 9 metres (sideways from the posts, and straight out).
13. When the ball clearly travels off the side touch lines, play is restarted with a throw-in.
14. Foul throws may be repeated by the player once, to help them to learn correct technique. After 2 incorrect throws, however, the throw-in is awarded to the other team.
15. There are no offsides at U11, but coaches should talk to players who are hanging too far forward, and encourage them to stay closer to the play.
16. Call "Sub Please!" to get the referee's attention to substitute players.
17. Ensure players give 3 cheers and shake hands with the other team at game's end.

Skill Objectives at U11

No slide tackles.

Ball heading may be coached according to guidelines provided by the Technical Director and Coaching Committee, but it is not deemed essential.

Technical:

1. Passing with square-foot (dominant and non-dominant foot).

2. Receiving the ball with “cushioned” touch (dominant and non-dominant foot).
3. Trapping airborne balls with feet.
4. Receiving airborne balls with thighs.
5. Dribbling the ball with both feet.
6. Shooting with square-foot (avoiding toe kicks).
7. Shooting with instep kick (“laces” kick, not toe).
8. Throw-ins.
9. Ball shielding.
10. Defending by “jockeying” opponents who have the ball.
11. Saving the ball with hands (goalkeeping).
12. Throwing and rolling the ball for distribution (goalkeeping).
13. Drop-kicks for distribution (goalkeeping).

Tactical:

1. Give-and-go pass.
2. Move into open spaces and call to receive passes.
3. Crossing the ball from the corners (open play and set pieces).
4. Through-balls that split the opposition defense, for teammates to run onto.
5. Players forming “triangles” to create outlet passes and support.

U10/11 Youth Divisions A & B

Divisional Guidelines

For season 2009/10, a new division concept was introduced for the U10 and U11 Youth divisions at Bays United House League (not the Girls divisions). The game format and rules are the same as the preceding pages describing U11: the difference is how the two new divisions are formed.

Instead of creating separate U10 and U11 divisions based on those chronological ages, two divisions of combined U10/11 players are created. One division is U10/11A and the other is U10/11B.

The U10/11A division is formed by taking the top half of assessed players at U10 and combining them with the top half of assessed players at U11. The U10/11B division is formed by taking the lower half of assessed players at U10 and combining them with the lower half of assessed players at U11. Teams are then formed for each division using the blind draft process and ranking sheets described in this manual.

Rationale

The rationale for this “streamed” approach is simple: more experienced players get more satisfaction and advanced development by playing with other experienced players, and less experienced or novice players have the opportunity to develop better by playing with other players of similar experience, because they get more opportunities to actually touch the ball than if they play with the more experienced players.

Many factors affect the level of playing abilities at these ages. Some players have been playing soccer for 3-4 years already, while others are playing for the very first time. Some children are early physical maturers, so they have advanced physical coordination beyond many of their peers. The birth date effect (i.e. born early or late in the calendar year) and variations in cognitive and emotional development also have an effect.

The purpose is not to create “super teams” for the sake of winning a championship title. There are NO championships or titles in House League. The purpose is to advance the skill development of EVERY player in U10 and U11 by giving players of all abilities the optimal setting to acquire hundreds of touches on the ball. It is only by touching the ball on a regular and consistent basis during practice and game play that players will develop skill and confidence.

Drills & Practice Games U6-U11 Divisions

The following drills and practice games are a small selection of things coaches can do to teach basic technique and tactics to young players in U6-U11 age divisions. This is not intended to be a complete list, merely a starting point.

Your players will most enjoy drills that have some sort of competitive or “goal” component – that is, where there’s something to play for. In this context, the best drills and practice games are those that require correct technique and tactics to do them. The players therefore practice correct technique in an environment that is fun and engaging, as opposed to “institutional” or pedantic. The less talking the coach does, the better.

From time to time, the BUFC Coaching Committee or the U6-U11 Technical Director may forward additional drills to you. In absence of this, feel free to contact the Coaching Committee or your Division Coordinator to ask for more. There are also many resources for soccer coaches on the internet, in book stores, and in the public library.

PART A: Kicking the Ball

Kicking the ball is fundamental to soccer, and yet many youth players never learn the correct technique for kicking. (Alternatively referred to as “striking” the ball.)

There are essentially two types of kicks:

1. square-foot passing kick (also very effective for shooting)
2. instep or “laces” kick (used for powerful shots, airborne crosses, and long clearances)

More advanced players will learn curling “banana” kicks (striking the ball with a glancing blow from the outside of their foot) and volleys (striking the ball when it’s in the air), but these are not target skills for U6-U11. The most important consideration at U6-U11 is that players at least master the square-foot kick; if they also learn the instep kick, then that is good too. If time, desire, and competency in these core kicking techniques permit, coaches can by all means teach more advanced kicking techniques!

1. Square-Foot Kick

The square-footed kick is the basis of all soccer. In addition to passing, square-foot strikes are excellent for shooting on goal – they tend to be far more accurate than the great whalloping kicks kids often attempt, and even the most famous professional players frequently shoot on goal square-footed.

Correct technique for the basic square-foot pass:

1. **Foot strikes the ball with the foot turned “square” and held rigid so that the leg is like a “hockey stick” – hip of striking leg needs to rotate into an “open” position, knee slightly bent.**
2. **Foot of supporting leg is planted beside the ball, toes pointing to where you want the ball to go.**
3. **Head above foot of supporting leg (not leaning backwards off-balance).**
4. **Foot strikes ball at middle/top-half of ball, middle of side of foot.**
5. **Ball should have top spin and stay on the ground.**
6. **NO TOE PUNTS!!!**

(a). Square-Foot Drill for Beginners U6-U9

It's very important to introduce correct technique for striking the ball at an early age. If you are working with players in U6-U9, it would be great to repeat this drill every practice/game day for just 3-5 minutes, to refresh their technique. (The great thing about this drill is that it also helps with early goalkeeper training at same time!).

1) Put players into pairs with one ball.

2) Player A kneels and holds the ball with palms behind it, fingers on sides, while Player B (facing them) gently hits the side of the ball with their foot, practicing planting their supporting leg and swinging their kicking leg while the coach "inspects" and corrects technique where necessary. (Player B should have at least 10 gentle swings at the ball, with a chance for the coach to see.) Switch Player A and Player B and repeat.

3) Progress to movement next. Player A now places the ball on the ground and retreats 3-5 yards, kneels and waits with hands ready to receive the ball on the ground (emphasize that you want the ball to roll on the ground after it's struck).

4) Player B strikes the ball square-footed into the hands of Player A, who stops/places the ball and again retreats 3-5 yards. The hands are the "goal." Continue in this manner, progressing across the field, then switch Players A and B.

(b). Square-Foot Drill for Intermediate Players U6-U11 "Squirrels & Nuts" Game (Variation)

1) Mark a square 20 x 20 metres with plastic woz markers.

2) Mark four corner "nests" 3 x 3 metres.

3) Mark a centre circle 4 metres in diameter.

4) With all balls in centre circle and teams in all four nests, teams identify one player who will stay in nest as a 'target' person to receive passes (important soccer concept).

5) On coach signal, all players other than target persons run to centre circle, then pass as many balls as they can to their target person in the nest, who must control/receive the ball.

Coaching Points:

- Emphasize eye contact and accurate passing. Accuracy comes with correct technique!
- Observe passing technique to make sure ball is being struck square (accuracy). If you see a lot of side spinning, curling, and generally errant passes, you know that you need to coach basic passing technique again.

2. Instep Kick for Shots/Crosses

Teaching the correct technique for an instep kick can be very difficult – be prepared to exercise a lot of patience with your players, and be methodical in demonstrating the essential mechanics and movements.

Correct technique for the instep kick:

1. **Foot strikes the ball with the "laces" of the boot – NOT THE TOES! Instruct players to curl their toes DOWNWARDS into the sole of their kicking foot, and ensure that the point of contact is the long arch of bone between the base of the big toe and the ankle, just slightly to one side of the laces. (Rub their shoe laces and the bone ridge to be graphic.)**

2. **Foot of supporting leg is planted beside the ball, toes pointing to where you want the ball to go.**
3. **Head above foot of supporting leg (not leaning backwards off-balance).**
4. **Player approaches the ball from a slight angle (20-45 degrees), not from straight behind.**
5. **Foot strikes middle of ball for low drives and shots, under ball for lofted crosses and clearances, slightly under and wrapped "around" ball for curling crosses and shots.**
6. **Practiced technique can produce these effects: "knuckling" ball without spin for straight-on power shots, back-spinning ball for lofted chips and crosses, side-spinning ball for curling crosses and shots.**

(a). Instep Kick Drill for Beginners U8-U11 (U6-U7 optional)

The instep kick should be introduced to players only after it's clear that they have basic competency in the square-foot passing technique, otherwise it can be like teaching players to run before they can walk.

1) Put players into pairs with one ball.

2) Player A kneels and holds the ball with palms behind it, fingers on sides, while Player B (facing them) gently kicks the ball with their foot. The kicker practices stepping into the ball in "slow-motion", planting their supporting leg and swinging their kicking leg while the coach "inspects" and corrects technique where necessary. (Player B should have at least 10 gentle swings at the ball, with a chance for the coach to see.) Switch Player A and Player B and repeat.

3) Progress to movement by putting a parent/assistant coach into a small goal 3-5 metres away. Provide every player with a ball and line them up facing the "goalkeeper". Let players take turns taking practice shots. (Ideally, you can have 2-3 parents in 2-3 different "goals", so that each player is shooting more frequently.)

4) If you are practicing in a gym, you can permit players to kick against the wall, as long as they have safe distance between them for errant rebounds. Beginners can use their hands to collect the rebounds – the emphasis initially is on producing lots of practice shots – but more advanced players (U10-U11) can be challenged to "collect" or receive the rebound with their feet, their chest or their thighs.

(b). Instep Kick Drill for Intermediate Players U9-U11 "Blast the Coach" Game

This drill is a variation on a drop-kick or punt. The difference is that the players are learning to lock the ankle of their kicking foot with the toes pointing downwards. Success in the drill demands it!

1) Coach(es) or parent(s) squat on their haunches in front of a tall wall or fence as a shooting target. (Wall/fence is to catch errant shots.)

2) Players run/step up to a line 5 metres away with a ball in their hands, and must drop-kick the ball at the coach. (The first few shots will usually go skywards! Players must collect their own balls.)

3) Encourage the players to hit the coach/parent with friendly taunts and jibes! Accuracy will rapidly improve!

(c). Instep Kick Volley Drill for Advanced Players U10-U11 Toss & Shoot

This drill coaches a "half-volley" shot – one where the ball is struck by the instep while the ball is in the air, but after the ball has already bounced once (or twice if necessary) on the ground.

- 1) Warm-up with partners about 5 metres apart, spread out in two lines facing each other, with one ball between them, drop-kicking the ball at each other GENTLY. Players target their partner's chest - striking the ball out of the air, ankle and toes locked downwards. Partners use hands to catch the ball.
- 2) After each partner has had 5-10 kicks, line up all the players with a ball in their hands in front of the goal, about 5 metres out. A coach or parent is in goal to collect and return balls with a toss to one side of the goal.
- 3) One-by-one, players step forward, then toss the ball straight-up in the air in front of themselves, wait for the ball to bounce once, then strike the ball with an instep "laces" kick. Players collect their balls if they miss the goal.
- 4) WARNING: Make sure players wait for previous shooter to get out of the way!

Coaching Points:

- Emphasize eye-on-the-ball, and waiting for the ball to fall again AFTER the bounce – calm and easy.
- Emphasize that "power" is not required – instruct them that proper technique (ie. striking the ball on the "sweet spot") will result in a shot that is both accurate and ABUNDANTLY powerful.

PART B: Practice Games

The practice games included in this manual are intended to teach basic tactics and player movements during game-like situations. There are probably hundreds of practice games you can read about and invent, for teaching everything from defending and attacking to crossing and running off the ball. Again, the idea of the drills in this manual is to give you a starting point.

There are perhaps 3 main tactical principles which young players need to understand, consciously or subconsciously:

- Attacking movements, as a player and as a team
- Defensive movements, as a player and as a team
- Supporting movements to create passing and shooting opportunities, and maintain ball possession

The following games aim to provide an introduction to these concepts. Most tactical training is only relevant for U9 and above.

1. 7v5 or 5v3 Attackers and Defenders Game (U10-U11)

The following game/drill is an adaptation of a practice game normally done for older 11-aside teams. The idea is to work your defenders and goalkeeper(s) against your attackers, while encouraging players to attack from wide positions, move off the ball to create passing opportunities, and produce crosses in front of the goal. You can run this drill as a warm-up on game days, or whenever you have practice time on a field. (You could probably run a variation in a gymnasium, but it would require looking at what floor markings are available – see below.)

In this game/drill at U10-U11, as with your games, you should definitely alternate players in the roles of attackers and defenders from time to time, to give everyone an opportunity to play different positions/roles.

Setup:

- 1) In one-half of your standard age-division game field, position your standard size goal.
- 2) Pace out an area around the goal, marked with plastic woz markers, similar to the 18 yard penalty area on a full-size soccer field. The difference here is that your area will be smaller, using a measure of 12

yards. You should start your lines/markings on the goal line 8-10 yards wide of each goal post (instead of 18), and then extend them 12 yards out from the goal line and across to create a box. (Measures can be varied to suit the age/size of your players.)

3) For 5v3, position 1 goalkeeper or defender inside the area, along with 2 attackers. Instruct these players that none of them are allowed to leave the area (3 players total). Then position 2 defenders and 3 attackers outside the area. Instruct these players that none of them are allowed to enter the area (5 players total – important that attackers have numerical superiority).

4) For 7v5, position 1 goalkeeper and 1 defender inside the area, along with 3 attackers (5 players total). For 7v5, position 3 defenders and 4 attackers outside the area (7 players total).

5) Position 2 mini goals 25 yards out from the goal line – one on each side of the field, to give the defenders something to shoot at. These goals simulate “breakout” passes to wingers, and inspire the defenders to train hard (i.e. they want to “score”).

6) Coach stands with a large supply of balls between the two breakout goals (i.e. the middle of the field).

Game:

1. Coach rolls a ball to an attacking player to start the game, and attackers attempt to pass the ball into the area to their attacking teammates, who attempt to turn and shoot. Encourage outside attackers to move to wide positions around the area, making themselves visible to receive passes.
2. If attackers inside the box are being well marked, they can “lay” the ball back (i.e. short pass back) or wide to attacking teammates outside the area, who then either shoot on goal from distance, or pass again to attackers inside the area.
3. If defenders win the ball, they attempt to play the ball out of their area (by passing and dribbling) and shoot through one of the 2 mini goals using a square-foot passing technique. If they score, it counts as a “goal” for the defenders (successful breakout pass).
4. As players learn this drill, attackers will get better at making quick decisions to pass, dribble, lay-off, move to space, support, shoot, etc. Defenders will get better at shot blocking, marking, and tackling, as well as decision making (e.g. Don’t try to play the ball across your own goal mouth – you’ll be punished by an opportunistic attacker!).
5. This is a fun game with lots of motivation for both “teams” to score. Coach rolls out a new ball to an attacker each time a team scores or the ball goes out of play (keep the action going!).

2. Keep Ball Game (U9-U11)

- Players are divided into 2 teams and play within a defined area, no goals (perhaps 20x20 metres for 5v5, adjust to suit).
- Players must simply maintain continuous possession, connecting sequential passes without the other team gaining control.
- You can set limits: e.g. 3 sequential passes equals one point for a team; players are permitted either unlimited touches or two-touch only (one touch to receive, second must be a pass).

3. Give-and-Go Pass with Shot (U6-U11)

- Coach stands as passive defender 10 yards in front of goal. Players lineup 15 yards out from goal with balls.
- Each player passes to a teammate standing 5 yards “square” to coach’s side. Teammate then passes the ball behind the coach as the first player runs onto the ball.
- Players take one touch to control, then second touch is a shot on goal.

U6-U11 House League **Blind Draft Team List**

- To perform the Blind Draft, follow the Blind Draft procedure outlined in the House League Manual, "Sequential Blind Draft". As follows:
- With players listed in descending order from top rank to lowest rank, simply assign player 1 (P1) to team 1, player 2 (P2) to team 2, etc, until all team lists have one player. This is Draft Round 1.
- For Draft Round 2, continue going down the ranking list, but simply reverse the team assignment order. A six team division would look as follows: P1-Team1, P2-Team2, P3-Team3, P4-Team4, P5-Team5, P6-Team6 for Round one, then P7-Team6, P8-Team5, P9-Team4, P10-Team3, P11-Team2, and P12-Team1 for Round two, then P13-Team1, P14-Team2, etc for Round three.
- After all players are assigned, player trades can be made to reunite coaches and assistant coaches with their children. Trades must occur with players of the same Draft Round.
- **WARNING:** Be sure to review your ranking list before the draft to ensure that the sequence is accurate, and that all the draft players are REGISTERED – if they aren't registered, they should not be drafted.

Team # _____

Round 1 _____

Round 2 _____

Round 3 _____

Round 4 _____

Round 5 _____

Round 6 _____

Round 7 _____

Round 8 _____

Round 9 _____

Round 10 _____

Round 11 _____

Round 12 _____

Round 13 _____

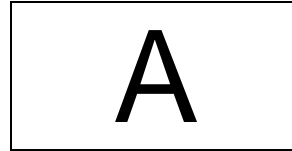
HEAD COACH _____

ASSISTANT COACH _____

BRITISH COLUMBIA SOCCER ASSOCIATION

RISK MANAGEMENT POLICY

This form was updated Oct 23 2004 (Please Print):



1. VOLUNTEER DISCLOSURE STATEMENT:

The BCSA thanks you for volunteering your time to assist the Youth of BC in learning and playing the game of soccer. Due to the alarming number of incidents involving adults and youth under their direct supervision, the Board of Directors have devised a procedure under the Risk Management Policy whereby all volunteers are required to complete the **VOLUNTEER DISCLOSURE STATEMENT ANNUALLY**. The intent of this procedure is to ensure the protection of our volunteers and our youth. Please be assured that maximum confidentiality will be maintained. Your cooperation is greatly appreciated.

2. APPLICATION:

I, the undersigned, understand that my volunteer position with the **BCSA** is contingent upon a review and approval of this truthfully completed and signed **VOLUNTEER DISCLOSURE STATEMENT**. I realize that the information, which I have provided, is subject to verification, which may include a criminal-history check. I accept that if I am permitted to volunteer, I may be discharged for any misrepresentation or omission on this form or as a result of the verification process

By signing this Application, you are consenting on your behalf to the collection, use, and disclosure of your personal information for the purposes of the BC Soccer Association, the District Soccer Association, and the Soccer Club. The personal information you provide will be used for purposes reasonably associated with you. The main use of the information is to obtain insurance and for use in any necessary disciplinary proceedings. The personal information will not be disclosed to third parties other than as stipulated unless required by law. If you wish to know more about the privacy policies of BC Soccer Association and its members, please contact the Executive Director of the BC Soccer Association at 604.299.6401.

First Name: _____ Initial: ___ Last Name: _____ Gender M / F
(Please Print) (Please Print) (Circle)

Address: _____ City: _____, BC
(Please Print)

Postal Code: _____ (Wk) () _____ - _____ (Fax) () _____ - _____ (H) () _____ - _____
(Telephone #) (Telephone #)

E mail: _____

Driver's License #: _____ BCSA ID#: _____ (DOB) _____ / _____ / _____
month / day / year

(If your surname had changed for any reason (i.e. marriage) please indicate previous surname) _____
(Please Print)

Number of years involved in soccer: _____ Position within Assoc.: _____
Coach / Manager / Referee / Volunteer

Does your job require a criminal record Check (Y / N) _____ If yes, when: _____
month / day / year

3. A list of relevant offences is attached. If you can answer YES to one or more of these relevant offences, you are required to write, on a separate sheet of paper, the circumstances of the incident, with relevant dates, times and the results of the conviction, suspension or fine. When you hand in the **Volunteer Disclosure Statement, please attach your written statement.**

3.a Have you ever been convicted of a crime of violence and / or any crime against a person? YES / NO
(Please circle one)

3.b Have you ever been convicted, suspended or fined for driving while under the influence of drugs and / or alcohol? YES / NO
(Please circle one)

SIGNATURE: _____ Date: _____ 20 _____

The protection of Volunteers and Players is our top priority

BRITISH COLUMBIA SOCCER ASSOCIATION

RISK MANAGEMENT POLICY FORM A

**1. VOLUNTEER DISCLOSURE STATEMENT RELEVANT OFFENCES:
(Sections of the Criminal Code (Canada))**

S151 Sexual interference, S152 Invitation to Sexual Touching, S153 Sexual Exploitation, S154 Sexual exploitation of a person with a disability, S155 Incest, S159 Anal Intercourse; S160 Bestiality; S161 Order of Prohibition: S163.1 making, distribution or possession of Child Pornography; S170 Parent or Guardian Procuring Sexual Activity; S172 Corrupting Children; S173.1 Indecent Acts; S173.2 Exposure;

S177 Trespassing at Night; S179 Vagrancy; S212.1 Procuring a Person for the Purpose of Prostitution; S212.2 Living Off Avails of Child Prostitution; S212.4 Attempting to Obtain the Sexual Services of a Child; S215 Duties of a person to Provide Necessities; S218 Abandoning Child; S219 Criminal Negligence S220 Criminal Negligence Causing Death;

S221 Criminal Negligence Causing Bodily Harm; S222 Homicide; S229 Murder; S230 Murder in the commission of an offense; S233 Infanticide; S238 Killing Unborn Child in Act of Birth; S239 Attempt to Commit Murder; S240 Accessory after Fact to Murder; S243 Concealing Body of Child; S244 use of a firearm with intent to Cause Bodily Harm;

S245 Administering a Noxious Substance; S264 Criminal harassment; S264.1 Uttering Threats; S266 Assault; S267 Assault with a Weapon or Assault Causing Bodily Harm; S268 Aggravated Assault; S269 Unlawfully Causing Bodily Harm; S269.1 Torture; S270 Assault peace officer; S271 Sexual Assault; S272 Sexual Assault with a Weapon; S273 Aggravated Sexual Assault;

S273.3 Removal of Child from Canada; S279 Kidnapping; S279.1 Hostage Taking; S280 Abduction of Person under Sixteen; S281 Abduction of Person under Fourteen; S282 Abduction in Contravention of Custody Order; S283 Abduction; S 344 Robbery; S346 Extortion; S433 Arson; S372 False Messages/Indecent Telephone Calls/Harassing Telephone Calls; S810 Peace bond where fear of injury, damage or sexual offence.

2 The following sections of the Food and Drug Act (Canada) are designated relevant offences:

S39 Trafficking in Controlled Drug; S40 Trafficking in Restricted Drug.

Bays United Football Club (BUFC)
Player Medical Information Sheet
Confidential

Player Name: _____ Age Group: _____ Uniform # _____

Address: _____ Birth Date: _____

Care Card Number: _____ Physician & Phone: _____

Parent Name 1: _____

Phone: (h) _____ (w) _____ Email: _____

Parent Name 2: _____

Phone: (h) _____ (w) _____ Email: _____

Emergency Contact name: _____ Phone: _____

Please provide details of any medical condition that applies to your child which you feel the coach or manager should be aware of (use back of page if required):

Consent

I, the undersigned Parent/Guardian, hereby consent to the use of this information by any coach, manager or other person authorized by BUFC, as may be required, to provide medical assistance to my child.

Parent/Guardian

Date

* NB: This document will be destroyed at the end of the current season.