



# 2019 AMERICAN YOUTH SOCCER ORGANIZATION



## Coach Meeting 2019-2020 Season

EVERYONE PLAYS® BALANCED TEAMS OPEN REGISTRATION POSITIVE COACHING GOOD SPORTSMANSHIP PLAYER DEVELOPMENT





# 2019 AMERICAN YOUTH SOCCER ORGANIZATION

## Tonight's Agenda

- BOARD MEMBER INTRODUCTIONS
- AYSO PHILOSOPHIES
- PLAYER PATHWAY
- GAME DAY
- PLANNING A SUCCESSFUL SEASON
- WEBSITES AND MOBILE SITES
- VOLUNTEER MEMBERSHIP PROGRAM



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# Board Member Contacts

DAN GOULD— REGIONAL COMMISSIONER

[RC@GLENVIEWAYSO.ORG](mailto:RC@GLENVIEWAYSO.ORG)

JOHN WIRTZ — COACH ADMINISTRATOR

[COACHADMIN@GLENVIEWAYSO.ORG](mailto:COACHADMIN@GLENVIEWAYSO.ORG)

CHRIS NEWMAN — REFEREE ADMINISTRATOR

[REFADMINISTRATION@GLENVIEWAYSO.ORG](mailto:REFADMINISTRATION@GLENVIEWAYSO.ORG)

ADAM GLASER — REGISTRAR

[REGISTRAR@GLENVIEWAYSO.ORG](mailto:REGISTRAR@GLENVIEWAYSO.ORG)

SCHEDULING TEAM

[SCHEDULER@GLENVIEWAYSO.ORG](mailto:SCHEDULER@GLENVIEWAYSO.ORG)

STEVE GALO — FIELDS & EQUIPMENT

[FIELDS-EQUIP@GLENVIEWAYSO.ORG](mailto:FIELDS-EQUIP@GLENVIEWAYSO.ORG)

- 14U – DAVID BERNSTEIN ([14UCOORDINATOR@GLENVIEWAYSO.ORG](mailto:14UCOORDINATOR@GLENVIEWAYSO.ORG))
- 12U – OPEN POSITION ([12UCOORDINATOR@GLENVIEWAYSO.ORG](mailto:12UCOORDINATOR@GLENVIEWAYSO.ORG))
- B10 – JASON SWEAS ([B10COORDINATOR@GLENVIEWAYSO.ORG](mailto:B10COORDINATOR@GLENVIEWAYSO.ORG))
- G10 – TIM WALKER ([G10COORDINATOR@GLENVIEWAYSO.ORG](mailto:G10COORDINATOR@GLENVIEWAYSO.ORG))
- B8 – ADAM AMORA ([B8COORDINATOR@GLENVIEWAYSO.ORG](mailto:B8COORDINATOR@GLENVIEWAYSO.ORG))
- G8 – ELIZABETH WIRTZ ([G8COORDINATOR@GLENVIEWAYSO.ORG](mailto:G8COORDINATOR@GLENVIEWAYSO.ORG))
- B7 – MEADE WHITAKER ([B7COORDINATOR@GLENVIEWAYSO.ORG](mailto:B7COORDINATOR@GLENVIEWAYSO.ORG))
- G7 – ROTIMI SOFOLUWE ([G7COORDINATOR@GLENVIEWAYSO.ORG](mailto:G7COORDINATOR@GLENVIEWAYSO.ORG))
- B6 – CHRISTIAN HALSCHEID ([B6COORDINATOR@GLENVIEWAYSO.ORG](mailto:B6COORDINATOR@GLENVIEWAYSO.ORG))
- G6 – CHRIS WETTERMAN ([G6COORDINATOR@GLENVIEWAYSO.ORG](mailto:G6COORDINATOR@GLENVIEWAYSO.ORG))





stands for

EVERYONE PLAYS®  
BALANCED TEAMS  
OPEN REGISTRATION  
POSITIVE COACHING  
GOOD SPORTSMANSHIP  
PLAYER DEVELOPMENT




EVERYONE PLAYS® BALANCED TEAMS OPEN REGISTRATION POSITIVE COACHING GOOD SPORTSMANSHIP PLAYER DEVELOPMENT



# Player Pathway

- **PLAYER PATHWAY:** PLAYGROUND, CORE, AYSO EXTRA PROGRAM AND GLENBROOK STRIKERS
- **PLAYER DEVELOPMENT:** UTILIZE WEEKLY COACH PRACTICE PLANS E-MAILED TO COACHES
  - PLAYER CLINICS RUN BY PROFESSIONAL TRAINERS
  - TEAM WORKSHOPS WITH PROFESSIONAL TRAINERS
  - ALL U7-U12 TEAMS TO BE ASSIGNED ONE 30 MINUTE SESSION WITH THE TRAINERS AT THE BEGINNING OF THE SEASON

**THE BEST POSSIBLE SOCCER EXPERIENCE**

Coach:		Date Produced:	
Location:		Time available for the session:	
<b>Information on Players</b>			
Number of Players:	12-Aug	Age:	7+
Medical Information:	Ability Level: Rec/Extra		
<b>Session Plan</b>			
Session Name:			
<b>Main Coaching Points :</b>			
Warm Up Activity: 0 - 15 minutes	<b>Dribbling, turning and looking for space</b> 30 yards x 30 yards: Start the session quickly and simply, all players have with a ball - challenge them to use different surfaces, add in some turns (cut, pull-back, Cruyff), add in acceleration, add in turning to space. Next, the coach becomes the shooter - you will dribble a ball towards them and try to hit their ball with yours. Encourage players to use the turns you worked on to avoid being hit. Next, select a player to take a turn shooting. Finally choose two players to take a turn shooting - each additional shooter makes things harder for the dribblers.		<b>Coaching Points</b> Players should vary the speed of dribbling, be able to use both feet, identify space and get there quickly
			
Phase 2: 15 - 30 minutes	30 yards x 15 yards (2 or 3 grids): Set up several grids for groups of 4/5 players to play 1 v 1 - defender starts with ball and serves to attacker - attacker has two small gates to dribble through. If defender gets the ball they have one small goal to dribble through. After a player attacks they go defend. Defender takes a turn then goes to back of line.		Using a turn or skill to beat a defender, using a change of pace and leading the defender one way before cutting.
			
	We will use the same set-up up but we will progress to 2 v 1. This time the attacking player with the ball must choose whether to dribble or pass - we teach them to read the approach of the defender - encourage the two players to use the width of the grid.		Teaching players to take a first touch to space - maintain width between teammates and helping with decision making: should I dribble or should I pass?
			



# PRACTICES

## HOW OFTEN SHOULD MY TEAM PRACTICE?

- 6U - 30 MINUTES IMMEDIATELY BEFORE GAMES – LED BY P2 SOCCER TRAINERS
- 7U AND OLDER - ONE-HOUR, ONCE A WEEK
- 10U TO 12U - AYSO NATIONAL RECOMMENDS TWO ONE-HOUR PRACTICES A WEEK. ENCOURAGE PLAYERS WHO WANT ADDITIONAL TRAINING TO ATTEND FREE WEEKLY SKILL SESSIONS WITH THE P2 SOCCER TRAINERS

## WHERE CAN MY TEAM PRACTICE?

- GLENVIEW AYSO DOES NOT ASSIGN PRACTICE LOCATIONS
- USE ANY PARK OR OPEN SPACE THAT IS NOT RESERVED BY OTHER GROUPS
- MANY TEAMS USE FLICK PARK AND GALLERY PARK



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## GAMEDAY!



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# GAME FORMAT

DIVISION	PLAYERS	GOALKEEPERS	LENGTH OF HALF	BALL SIZE	THROW-INS	PUNTS	HEADERS
6U	4 v. 4	No	10 MINUTES	3	No	No	No
7U	4 v. 4	No	20 MINUTES	3	YES	No	No
8U	5 v. 5	No	20 MINUTES	3	YES	No	No
10U	7 v. 7	YES	25 MINUTES	4	YES	No	No
12U	9 v. 9	YES	30 MINUTES	4	YES	YES	No
14U	11 v. 11	YES	35 MINUTES	5	YES	YES	YES

Substitutions at all levels can only be done at the following times:

- Midway point in each half
- Halftime
- In the event of an injury



# PUTTING GOALS AWAY

## GOALS

- REMOVE CENTER BAR COMPLETELY
- FOLD BAR INTO GOAL
- PLACE AGAINST THE WALL SO YOU CAN SEE GOAL NUMBER

## FLAGS

- PLACE CORNER FLAGS & NUMBERS



# FIFA CHANGES TO LAWS OF THE GAMES

**COIN TOSS** – WINNING CAN NOW CHOOSE TO KICK OFF OR CHOOSE SIDE. PREVIOUSLY COULD ONLY CHOOSE SIDE.

**GOAL KICKS** – NO LONGER HAVE TO LEAVE THE PENALTY AREA.





# FIFA CHANGES TO LAWS OF THE GAMES

- **PENALTY KICKS** – GOALKEEPER MUST KEEP ONE FOOT ON THE LINE, CAN TAKE ONE STEP IN ANTICIPATION OF KICK. CANNOT TOUCH CROSS-BAR, POSTS, OR NET. NO MOVING SIDE TO SIDE.
- **WALLS** – WHEN THERE IS A WALL OF THREE OR MORE DEFENDERS, ATTACKERS MUST BE AT LEAST ONE YARD AWAY. VIOLATIONS RESULT IN AN INDIRECT FREE KICK FOR THE DEFENDING TEAM.
- **DROPPED BALLS**
  - NO MORE CONTESTED DROPPED BALLS.
  - DROPS IN PENALTY AREA AUTOMATICALLY GO TO GOAL KEEPER. OTHERWISE, TEAM WITH LAST POSSESSION GETS DROPPED BALL.
  - REFEREE INTERFERENCE LEADING TO GOAL OR CHANGE OF POSSESSION RESULTS IN DROPPED BALL.
  - ALL OTHER PLAYERS MUST BE AT LEAST 4.5 YARDS AWAY.





# FIFA CHANGES TO LAWS OF THE GAMES

**HANDLING** – ACCIDENTAL HAND BALLS ARE NOW PENALTIES IN THE FOLLOWING SITUATIONS:

- THE BALL GOES INTO THE GOAL AFTER TOUCHING AN ATTACKING PLAYER'S HAND/ARM
- A PLAYER GAINS CONTROL/POSSESSION OF THE BALL AFTER IT HAS TOUCHES THEIR HAND/ARM AND THEN SCORES, OR CREATES A GOAL-SCORING OPPORTUNITY
- THE BALL TOUCHES A PLAYER'S HAND/ARM WHICH HAS MADE THEIR BODY UNNATURALLY BIGGER
- THE BALL TOUCHES A PLAYER'S HAND/ARM WHEN IT IS ABOVE THEIR SHOULDER (UNLESS THE PLAYER HAS DELIBERATELY PLAYED THE BALL WHICH THEN TOUCHES THEIR HAND/ARM)







# 2019 AMERICAN YOUTH SOCCER ORGANIZATION



## PLANNING A SUCCESSFUL SEASON

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# Training and Certification

- ALL COACHES: SAFE HAVEN AND CONCUSSION AWARENESS • 45 MINUTES EACH
- ALL TEAM PARENTS: SAFE HAVEN
- U6: U6 COACH TRAINING (IN-PERSON OR ONLINE) • 1 HOUR
- U7/U8: U8 COACH TRAINING (IN-PERSON OR ONLINE) • 2.5 HOURS OR 1 HOUR
- U9/U10: U10 COACH TRAINING (IN-PERSON AND ONLINE) • 3.5 HOURS
- U12: U12 COACH TRAINING (IN-PERSON AND ONLINE) • 5.5 HOURS
- U14: U14 COACH TRAINING (IN-PERSON AND ONLINE) • 11 HOURS

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# KEYS TO SUCCESS

## PARENT COMMUNICATION

PLAN A PARENT MEETING

OVER COMMUNICATE  
PRACTICE AND GAME TIMES

BE PROACTIVE IN DISCUSSING  
ISSUES WITH THEIR CHILD

COMMUNICATE EXPECTATIONS  
FOR THE PARENTS AND THEIR  
CHILD

## PLAYER DEVELOPMENT

DON'T WAIT UNTIL THE LAST MINUTE TO  
PLAN PRACTICE

PROFESSIONAL TRAINER PRACTICES  
PLANS AND ADDITIONAL RESOURCES

KEEP IT FUN BUT LEARN A NEW SKILL

PLAN A PRACTICE OR SCRIMMAGE  
WITH ANOTHER TEAM

## POSITIVE GAME COACHING

ALL KIDS MUST PLAY HALF THE GAME

KEEP SCORES CLOSE

REMEMBER TO PRACTICE GAME  
SCENARIOS

ENCOURAGE POSITIVE SPORTSMANSHIP  
TOWARDS BOTH TEAMS

LET THE REFEREE REF

COACHES SHOULD ONLY REF THEIR OWN  
GAMES IF NECESSARY

LET THE KIDS PLAY

NO ON-FIELD COACHING U7 AND ABOVE

# GAME SCHEDULE CHANGES

## Process for Rescheduling Games:

Individual games may be rescheduled only with the consent of both team's coaches.

Responsibility lies solely with the Coach and/or Team Parent to:

- 1. Reach out to the other team and determine a mutually agreed upon time
- 2. Identify an available field by checking the Master schedule by field under the public game schedule
- 3. Obtain confirmation from the Scheduler and Coach Admin team (who, after confirming, will update the game schedule)
- 4. Communicate the change to your players and parents

AYSO Region 362 Fall2017/Spring2018 Core Program Game Schedule - BU12

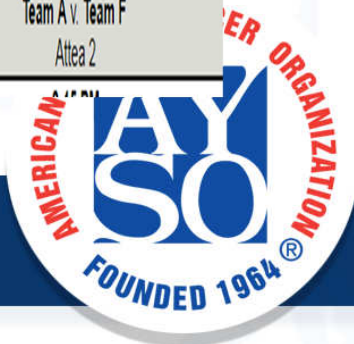
Click on a team to see the team's individual schedule

[View Division Standings](#) (opens in a separate window - admin only)

Team	Coach	Team	Coach
<a href="#">B12-Team A</a>	<a href="#">Daniel Gould</a>	<a href="#">B12-Team B</a>	<a href="#">Mike Landt</a>
<a href="#">B12-Team C</a>	<a href="#">Brandon Kolaski</a>	<a href="#">B12-Team D</a>	<a href="#">Mike Nugent</a>
<a href="#">B12-Team E</a>	<a href="#">Cherisse Lopresti</a>	<a href="#">B12-Team F</a>	<a href="#">Daniel Walsh</a>

Division director access: Showing All games. [Show published games only](#)

	Attea 1: Attea 1	Attea 2: Attea 2
	12:30 PM	2:15 PM
9/10/2017	Team D v. Team C Attea 1	Team F v. Team E Attea 1
	(TBD) v. (TBD) Attea 2	Team A v. Team B Attea 2
	12:30 PM	2:15 PM
9/17/2017	Team D v. Team B Attea 1	(TBD) v. (TBD) Attea 1
	Team C v. Team E Attea 2	Team A v. Team F Attea 2





# InLeague & GLENVIEWWAYS.Org

## InLeague

- GAME SCHEDULES
- TEAM ROSTERS AND CONTACT INFORMATION
- SEND MESSAGES TO YOUR TEAM
- PLAYER RATINGS

## Glenviewwayso.org

- CALENDAR OF EVENTS
- VOLUNTEERING REGISTRATION AND TRAINING INFORMATION
- DIVISION SPECIFIC RULES
- COACHING MANUALS (U6, U8, U10, U12)
- REFEREE SCHEDULES
- LATEST INFORMATION AND

# TEAM ROSTERS

## Team Rosters -- Select a Team

-- Select a Competition --

Core Program

AYSO EXTRA MY2015

AYSO Extra

-- Select a Division --

Playground

BU5

GU5

BU6

GU6

BU7

GU7

BU8

GU8

BU9/10

GU9/10

BU12

GU12

BU14

GU14

-- Select a Team --

B10-Team A - B9/10

B10-Team B - B9/10

B10-Team C - B9/10

B10-Team D - B9/10

B10-Team E - B9/10

B10-Team F - B9/10

B10-Team G - B9/10

B10-Team H - B9/10

B10-Team I - B9/10

B10-Team J - B9/10

B10-Team K - B9/10

Select a Roster Function:

☐ eAYSO Style Tournament Roster

☐ Standard Team Roster

☐ Line-Up Cards

☐ Picture Day Roster

☐ Team Name & Colors

☒ Team Information / Contact Info

☐ Player ID Cards

☐ Coach ID Cards (Head/Co-Coaches)

☐ Coach ID Cards (Asst. Coaches)

☐ E-signed Medical Release Archive

☐ Exclude Players from Roster

Sort Roster by:

☒ Uniform #

☐ Name

CONTINUE TO TEAM ROSTERS





# SENDING AN EMAIL MESSAGE

Players

Teams

Games

Referees

Divisions

Events

Reports

Utilities

Messaging

Search User

Search Player

Workspace Mod

Send an Email to Parents & Staff

Season: ☒ Fall 2018/Spring 2019 ☐ Fall2017/Spring2018

Hover over blue items to see a definition of that group.

1. Choose a category:

Division Recipient Lists: BU8

Division Recipient Lists: GU8

Division Recipient Lists: BU9

Division Recipient Lists: GU9

Division Recipient Lists: BU9/10

Division Recipient Lists: GU9/10

Division Recipient Lists: BU12

Division Recipient Lists: GU12

Division Recipient Lists: BU14

Division Recipient Lists: GU14

2. Choose a filter:

Parents

Volunteers

Staff

Players

3. Select recipients:

New Parents: BU9/10

Returning Parents:BU9/10

Division Parents excluding the Wait list: BU9/10

Parents on the Wait list: BU9/10

B10-Team A - B9/10 Parents

B10-Team B - B9/10 Parents

B10-Team C - B9/10 Parents

B10-Team D - B9/10 Parents

B10-Team E - B9/10 Parents

B10-Team F - B9/10 Parents

Email recipients:

Team Parents:B10-Team B - B9/10

SAVE CUSTOM EMAIL LIST

\* Custom lists are tied to your browser, and will not be available on other browsers or computers.

Compose email:

Reply to:

JWirtz79@yahoo.com

Subject:

CC

(separate with commas)

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# Volunteer Membership Program

For everyone's protection, AYSO requires all volunteers to:

- Sign and submit a Volunteer Application every year,
- Consent to background checks,
- Complete AYSO's Safe Haven and the CDC Concussion Awareness training
- Be properly trained in their coaching or refereeing jobs.



# National Screening

- Applicants who cannot be cleared according to **AYSO's Background Check Policy** cannot be near-child volunteers
  - [aysovolunteers.org/ayso-criminal-background-check-policy](http://aysovolunteers.org/ayso-criminal-background-check-policy). Determines volunteer restrictions based on risks associated with convictions.
  - National & State Sex Offender Registry searches are conducted on each volunteer.

# Social Security Numbers

- National youth serving organizations use SSN based background checks as the standard for screening volunteers.
- AYSO conducts SSN based criminal background checks in order to:
  - Verify where an applicant has lived.
  - Identify alias names.
- SSN is not a citizenship requirement; SSNs are available to non-citizens.



# Protection Guidelines

Safe Haven's Child and Volunteer Protection Guidelines are designed to protect children from abuse and volunteers from misunderstandings and false accusations.



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# Supervision Protocols

- At least 2 registered adults present at ALL times.
- 1 registered adult for every 8 kids.
- At least 1 registered adult of the same gender as players.
- No Adult should ever be alone with a child other than their own.





# Supervision Protocols

Team Coaches are responsible for all players until they are picked up or leave the area as authorized by parents.

Reinforce with parents: don't "drop" players off without contact with coaches.

No child shall be left unsupervised after a game or practice.

The AYSO "Buddy" system must have at least 3 players.



# Protection Guidelines

In order to prevent misunderstandings, physical contact with children should be:

- In response to the need of the child only.
- With the child's permission.
- Respectful of any hesitation.
- Careful to avoid private parts.
- In the open, never in private.
- Brief in duration.
- Age and developmentally appropriate





**THANK  
YOU FOR  
WHAT YOU  
DO!**

**CHECK OUT THESE  
WEBSITES FOR MORE  
GREAT INFO!!**

**LIKE US ON FACEBOOK  
AND FOLLOW US ON  
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INSTAGRAM**

**OTHER WEBSITES AND SOCIAL MEDIA STAY CONNECTED!**



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