



CHSS Coach “Points of Emphasis”

Fall Season 2011

1) New Small-Sided Format:

- a) Passers (U7) - 6v6
 - Minimum number on team to play is 4 players
- b) Wings (U10) - 8v8
 - Minimum number on team to play is 5 players
- c) Strikers (U12) - 8v8
 - Minimum number on team to play is 5 players
- d) Kickers and above - 11v11
 - Minimum number on team to play is 7 players

2) Soccer Ball Sizes:

- Passers size 3
- Strikers size 4
- Wings size 4
- Kickers and above size 5

3) Game Times and Structure:*

- Passers (x4 quarters, 10 minutes each quarter, change sides every quarter)
 - Wings (x4 quarters, 12 minutes each quarter, change sides every quarter)
 - Strikers (x4 quarters, 15 minutes each quarter, change sides every quarter)
 - Kickers (x4 quarters, 15 minutes each quarter, change sides every quarter)
 - Minors and Seniors (x4 quarters, 20 minutes each quarter, change sides every quarter)
- * Each player is required to play half of the game (2 complete quarters).

4) Official Rosters:

- You will receive a final official signed roster.
- A copy of your official team roster MUST be with the coach at ALL games
- Failure to show your roster during a roster check automatically results in a game forfeit

5) Shortening of Game Times by Coaches:

- All games need to be played to their full allotted times.
- Referees may shorten or cancel games within SAY policy or the Laws of the game

6) Lightning/Thunder Policy:

- At either the sound of thunder OR sight of lighting, games will be immediately stopped and fields need to be cleared of all participants (coaches, players, referees and spectators)
- Games may be restarted 30 minutes after the last sound of thunder or sight of lightning. Fields equipped with lightning detectors - wait until the detector has sounded.

Questions? Contact your District soccer organization or visit cincinnatihillssaysoccer.org