



AYSO 6 Philosophies

- Open Registration
- Balanced Teams
- Everyone Plays

- Positive Coaching
- Good Sportsmanship
- Player Development



Parent Needs...

- Embrace being an AYSO parent. Especially an AYSO 153 parent
- **Example 2 Kid Zone-** Keep cheering positive, Be a good steward of the game
- Help the coaches by volunteering for team roles
- Be timely with pick-up/drop-off for practice and games
- Home Team sets up field & Away tears down
- Sit at least 10 ft back from touchline
- No Dog's allowed at games





Get Involved!!!

- AYSO Regions and Areas are 100% volunteer run
 - Official Roles include
 - Coaches Referees Board Members Team Parents
 - Requirements
 - Background Check Computer Training In-Person Training (role dependent)
 - Receive a \$35 future registration* (Coaches & Referees)
 - No prior skills, experience, or knowledge required
- EMAIL <u>volunteer@ayso153.com</u> for more information

SESSION 1, ACTIVITY 2 - COACH SAYS

FMS: Balancing +

EQUIPMENT/ ORGANIZATION

- 1 ball per player.
- Create a 15 x 15 grid with 4 or more cones.
- All players are required to play within the grid.



HOW THE GAME IS PLAYED

- Players start on endline with ball at their feet and await Coach commands.
- Players only react if the direction is preceded by "Coach Says."
- The coach provides various commands: take one (Two, three, etc.) Steps forward, "Balance on right/ Left leg, also add: sit on ball, one foot on ball, speed up, slow down, elbow on ball, ear on ball, pick ball up and bounce, jump over ball, etc.

*Balancing on each leg should be a main focus.

VARIATIONS/ PROGRESSIONS

 Change the command from "Coach Says."

- (balance)
 Body stable and weight over base.
- . Eyes and head focused forward.
- Leg raised off ground and not touching supporting leg.
- Supporting leg still and foot flat on contact point.
- Arms out to the side at shoulder height for counter balance.
- Tighten muscles to gain balance and stability.

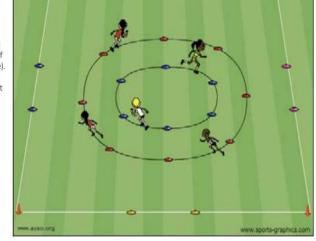
HUNTERS AND RABBITS

TECHNIQUE:

Physical Coordination

Equipment/

Organization: Mark a 15 x 20 grid. Inside, mark a small circle in the middle of a larger one (like a bullseye). On the outer grid, mark four small gates of different colors (or names).



To see this activity in action visit: aysou.video/rabbits

FMS LOCOMOTIVE ACTIVITIES

| AYSO PLAYGROUND

HOW THE GAME IS PLAYED

- Place some players in the middle circle (hunters) and some players in the outer circle (rabbits).
- Rabbits run clockwise around their circle, hunters run clockwise around theirs.
- The coach calls out the color (name) of a gate and the rabbits need to make it through that gate before the hunters tag them.
- If they are tagged by a hunter, they switch roles.

VARIATIONS/PROGRESSIONS

- Vary the running style around the circle, i.e., heel kicks, high thighs, side steps, etc.
- Players start in sitting or lying position.
- Players with ball, i.e., bounce in hands, toe taps, etc., until coach calls the gate, then they drop ball and run.
- Players can dribble their ball to start; leave it and run; or take it with them.

COACHING POINTS

6U TRAINING ACTIVITIES | HUNTERS AND RABBITS

- · Physical coordination.
- Follow directions and movement education.

5



Division Breakdown

Division	# of Players	Practice Frequency	Game Location	Skills
Schoolyard	Groups of 10	N/A	Jesse Owens	Playful games, skill building, teamwork Guardian involvement required
6U	3 v 3	1 @ 25 min*	Jesse Owens	passing, shooting, team play, no hands, and no goal keepers
8U	4 v 4	1 @ 45 min	Jesse Owens	Dribbling, passing, communication, throw-ins, defense, strategy, and no goal keepers
10U	7 v 7	2 @ 60 min	Home: Jesse Owens Away: Interplay	Positional play introduced, goal keepers introduced, all laws of the game are enforced
12U	9 v 9	2 @ 90 min	Home: Jesse Owens Away: Interplay	Intermediate skills introduced, strategy and positional play
14U	11 v 11	2 @ 120 min	Home: Lincoln Park Away: Interplay	Intermediate skills increased, strategy, positional play
HSA	9 v 9	2 @ 90 min*	Indoor (Interplay)	Pick-up style, skill building, developmental league



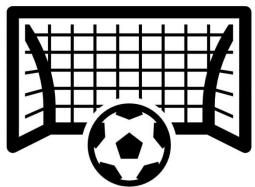
Division Breakdown

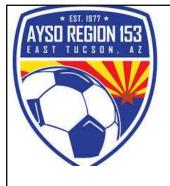
Division	Coaches	Referee	Field Setup Needs	Game Breakdown
Schoolyard	1	N/A	N/A	45 min session of games and activities
6U	1	Coach	Popup goals and 4 corner cones	4 - 5min quarters
8U	1	8U Ref or Coach	Bownet goals and corner cones	4 - 8 min quarters
10U	2	Regional Referee	Nets, corner flags, buildout line cones	4 - 10 min quarters (2 -20 min halves) Friday Night or Saturday
12U	2	Intermediate Referee	Nets, corner flags	4 - 12 min quarter (2 - 25 min halves)
14U	2	Advanced Referee	Nets, corner flags	2 - 30 min halves
HSA	1	N/A	N/A	Determined by Head Coach



Player Needs...

- Soccer Ball (size based on division)
- Shin Guards
- Soccer Socks
- Water Bottle
- Enthusiastic attitude
- •Cleats (Optional)
- No Jewelry during practice or games





What size soccer ball

- 6U-8U Size 3
- 10U-12U Size 4
- 14U Size 5

Label EVERYTHING: soccer balls, water bottles, practice tees, etc.





Key Dates

Date	Notable Event		
9/5	Opening Ceremony, 6pm – Udall Park Field C – Region Picture		
9/6	First Games		
9/20	Picture Day		
10/11	Fall Break No Games & Optional Practice		
10/TBD	Winter Alliance Tryouts (tournament team)		
11/11	Winter Registration Opens		
11/22	Last Fall Game		
12/6-8	Area Tournament		
12/13-15	Area Tournament		







Opening Ceremony
September 5th @ 6:00 pm
Region Photo - Parade of Teams - Cleatcycle - Family Fun



Contact Information

Christina Kinney, Regional Commissioner, 153 Board

E: rc@ayso153.com

Marina Angel, Treasurer/Volunteer Coordinator, 153 Board

E: treasurer@ayso153.com

Eli Hernandez, Ref Administrator, 153 Board

E: refadmin@ayso153.com