



Vision

To provide world class youth soccer programs that enrich children's lives.

Mission

AYSO is a nationwide non-profit organization that develops and delivers quality youth soccer programs in a fun, family environment based on AYSO's Six Philosophies:

AYSO's Six Philosophies

AYSO's philosophies are living tenets that separate it from other sports organizations. They are Everyone Plays®, Balanced Teams, Open Registration, Positive Coaching, Good Sportsmanship and Player Development.



Everyone Plays®

Our program's goal is for kids to play soccer so we mandate that every player on every team must play at least 50% of every game. It's no fun to spend the game on the bench... and that's no way to learn soccer!

Balanced Teams

Each year we form new teams as evenly balanced as possible because it's more fun and a better learning experience when teams of similar ability play. It allows for each player to gain the experience of a wide variety of teammates of different skill levels.

Open Registration

Our program is open to all children between 4 and 19 years of age who want to register and play soccer. Interest and enthusiasm are the only criteria for playing. There are no elimination try-outs and nobody gets cut.

Positive Coaching

Encouragement of player effort provides for greater enjoyment for the players and leads to better-skilled and better-motivated players. A coach can be one of the most influential people in a child's life, so AYSO requires them to create a positive experience for every boy and girl.

Good Sportsmanship

We strive to create a positive environment based on mutual respect rather than a win-at-all-costs attitude, and our program is designed to instill good sportsmanship in every facet of AYSO.

Player Development

We believe that all players should be able to develop their soccer skills and knowledge to the best of their abilities, both individually and as members of a team, in order to maximize their enjoyment of the game.

Schedule Fall

Practices allowed to start 8/30

Games: 9/18 through 10/23 or 10/30

Tentative Schedule Spring

Practices allowed to start 4/11

Games: 4/16 through 5/28 or 6/4

Picture Day, Saturday, May 7

Parent Meeting

You should have a parent meeting before your first practice. You want to set expectations for parents, players, and yourself. This is also a good time to assign a parent to the snack schedule duties.

Practice

Twice a week. Day and time is up to the coach to work out with their team. You are allowed to practice and scrimmage with any other team from your division. You may mix genders, but not age groups.

Team Communication

Choose a group communication method for your team

Email, FB Messenger, WhatsApp, Band.us, TeamLinkt

Make sure every player knows how to reach you

Uniforms

Every player is required to wear shin guards fully covered by tall socks.

Players should bring their own ball, size 4 for 10U, 12U, size 5 for 14U.

Players: Jersey, Shorts, Socks Coach: Jersey

Cleats must be soccer cleats, no baseball or football cleats are allowed.

No watches, or jewelry can be worn by players at any time.

Equipment

*Binder - Make sure this is with you at the fields

*First Aid Kit - As me for refill items

*Pinnies

*Cones

*Keeper Gloves

*Keeper Jersey

Whistle

Soccer Ball

*Marked items need to be returned at the end of spring

Game Details

Every player must play at least half of every game. Playing time must balance game to game.

10U - Length: 50 Minutes, Four 12.5 minute quarters

Players Per Team: 7 (Includes Keeper)

No Heading, No Punting, Build-Our Line

12U - Length: 60 Minutes, Four 15 minute quarters

Players Per Team: 9 (Includes Keeper)

No Heading, Yes Punting

14U - Length: 70 Minutes, Four 17.5 minutes quarters

Players Per Team: 11 (Includes Keeper)

Yes Heading, Yes Punting

Goalkeeper Punts

Official AYSO Rules State:

1. For 10U, the goalkeeper shall not punt nor drop kick the ball.
2. An indirect kick will be awarded to the opposing team at the spot of the offense if a goalkeeper for 10U deliberately punts the ball during a match.
3. An indirect free kick awarded to the attacking team inside the opposing team's goal area must be taken on the goal area line at the point nearest to where the goalkeeper punted the ball.

Heading the Ball

Official AYSO Rules State:

1. Consistent with the US Soccer mandates on heading the ball, heading is banned for all division players 12U and below in both practices and matches. Heading for players in 14U is limited to a maximum of thirty (30) minutes per week with no more than 15-20 headers, per player. There is no restriction on heading in matches.
2. An indirect free kick will be awarded to the opposing team if a player age 10 or younger, deliberately touches the ball with his/her head during a match.
 - a. The indirect free kick is to be taken from the place where the player touched the ball with their head.
 - b. An indirect free kick awarded to the attacking team inside the opposing team's goal area, must be taken on the goal area line at the point nearest to where the player touched the ball with their head.
3. Neither cautions nor send-offs shall be issued for persistent infringement or denying an obvious goal scoring opportunity related to the heading infractions.

Build-out Line 10U

Official AYSO Rules State:

1. The build-out line shall be placed across the field equidistant between the top of the penalty area and the halfway line.

2. The opposing team must move behind the build-out line for a goal kick or when the goalkeeper has possession.
3. The goalkeeper or the player taking the goal kick or distributing the ball from the goal area, does not have to wait for the opposing players to move behind the build-out line to put the ball into play. When the ball is put into play from the goalkeeper or from the goal kick, it may be played on either side of the build-out line. After the ball is put into play, the opposing team may cross the build-out line and play may resume as normal.
4. The build-out line shall be used as the line to determine offside. Players cannot be penalized for an offside offense between the halfway line and the build-out line.

Laws of the Game Updates

Kick-Off; The ball is placed in the center of the field. Both teams must be on their own half of the field and the receiving team must stay outside the center circle until the ball is kicked. Once the ball is moved it is live and in play. The ball can go in any direction on the kick-off. The kicker may not touch the ball again until someone else has touched it.

Goal Kick; The ball must be stationary and is kicked from any point within the goal area by a player of the defending team. The ball is in play when it is kicked and clearly moves. Opponents must be outside the penalty area until the ball is in play. The ball does not need to leave the box before it is touched again. Only the offence players need to be out of the box. The ball is in play once the kick is taken; it can be played before leaving the penalty area.

10U with the Build-out Line; Opponents must stay behind the build-out line until the ball is put into play. Opponents can cross the build-out line when the ball is kicked and clearly moves.

The Penalty Kick; The goalkeeper must have at least part of one foot touching or in line with the goal line when the ball is kicked. One step forward is now permitted, as long as one foot remains on or in line with the goal line. If the goalkeeper jumps or dives and both feet are off the ground, at least one foot must be in line with the goal line.

Free kicks; On a free kick taken by the defending team inside its penalty area, the ball is now in play when it is kicked and clearly moves. In a defensive wall of three or more players, attackers must be at least 1 yard away from the wall until the ball is in play. Attacking team players must be at least 1 yard away from a wall of three or more in any direction, including in front of, or behind the wall.

Referees

Your game referees are in charge of the match.

Remember that our referees are volunteers just like you.

Our referees are human just like you and will make mistakes. If you feel that you need to talk to a Referee regarding a call please wait until after the match.

No one likes to be yelled at or berated, treat your referees with the utmost respect at all times.

If you have a problem with a referee please bring it to my attention or our Referee Administrator.

Field Care/Closures

Remember that you are on TK Schools property, respect the school property.

Clean up after yourselves.

The soccer programs spend large sums of money each season for upkeep and improvement of the fields. Please treat them like you would your own lawns.

Occasionally there will be alerts sent out, closing some fields. This may be due to very wet conditions or even standing water. If it is only select fields then an email will be sent to coaches. If there is a total field closure, emails will be sent to all players. If you get an alert that a field is closed, please stay off that field. It may look okay, but may be soft and if it is torn up during weekday practices it may not be available for a weekend game.

Goal Safety

The goals are heavy objects, even the small ones. Do not allow anyone to climb or hang on the goals or nets. If you see this behaviour please step in to teach safe goal behaviour.

Medical Emergency

Call 911 if there is a medical emergency on the fields

Soccer Fields at Thornapple Kellogg Middle School

10375 Green Lake Rd

Middleville, MI 49333

Weather Policies

The safety of our players and their families are of paramount importance to AYSO. The following weather policies are in place to promote the safety of our players, volunteers, and spectators.

Rain

Having Playground/Schoolyard programs in the rain is up to the coaches discretion.

Thunder/Lightning

If thunder is heard or lightning is seen all AYSO activities are to be suspended immediately and shelter should be sought. Activities may begin again 30 minutes after the last thunder is heard or lightning is seen.

Cold

When temperatures are around 50° the Regional Commissioner will make a decision in regards to playing or not. However coaches can call off a night if they feel it would be too cold.

Heat

Heat Index around 95° and above extra caution will be needed to make sure players are hydrating. The Regional Commissioner will make a decision in regards to games and practices. Like all physical exertion activities, players are encouraged to bring proper hydrating fluids with them to all games and practices.

Game Cancellation Procedure

If as a coach you need to call off or reschedule a game please follow these procedures to make sure that everyone involved is informed.

Calling off a game the day of the game

Call Middleville AYSO at 269-804-3629 and leave a message. If you do not receive a call back within 5 minutes call the following numbers until you are able to speak with a person; Coach Administrator Jason Holzhausen 616-633-7419, Scheduler Jackie Eister 269-397-0372, or Commissioner Mike Cramer 616-723-1873.

Call your opposing coach so that they may contact their players.

Calling a game off due to weather

As a coach you have a responsibility to keep your players safe in weather. Please review our Weather Policies. The Regional Commissioner has the final say for canceling games for a whole day.

As a coach you have the authority to call off a game at or near game time if you feel your players will be unsafe. Please confer with the other coach. If you call a game off follow the Game Cancellation Procedure above.

Scheduling a Make-up Game

It is up to the coaches to determine a make-up day and time for their game. However, if you want to have a referee for your game please consult with the Coach Admin, or Referee Admin for the days/times that will have the best possibility to have a referee available.

Scheduling a Referee for a Make-up Game

As soon as you have a date/time/field location set for a make-up game alert the coach admin and Referee admin. Every effort will be made to have a Referee for your game. However, if the notice is short there will be the possibility that no Referee will be available. If that happens you may ref your own game if the opposing coach agrees.

Schedule Change Notifications

Alert the coach admin as soon as you have a date/time for a make-up game. The game will be updated in Sports Connect so that an email notification can be sent out to your team.

Travel Teams Coach Contact Instructions

It is imperative that you contact your opposing coach each week. Human errors happen. We ask that you help to prevent problems for Saturdays.

If you want to make sure your team is going to the right place at the right time; Each week on Monday or Tuesday please call your opposing coach, Verify game details; date, time, field location, field number.

If by Wednesday you have not been in touch with your opposing coach please call or text the Middleville AYSO number, 269-804-3629.



With The Coaching Manual you can gain access to cutting-edge coaching resources and deliver a quality youth soccer experience to your players.

The Coaching Manual is a resource built for soccer coaches who want to improve their understanding of coaching, find real practical sessions which they can use and accelerate the development of their players by creating a first-class soccer learning environment.

Middleville AYSO has limited access available for our coaches. The login information below should not be shared with anyone that is not a coach in our region. These keys may be revoked if The Coaching Manual detects abuse.

We are all sharing the username/passwords below. Please, do not change the password for whichever account you use. We have over 40 coaches that may be using these and would like them to remain active for everyone.

Site: <https://ayso.thecoachingmanual.com/login>

Username: 14uayso@middlevilleayso.org
Password: Region277CoachingManual14U

Username: 12u@middlevilleayso.org
Password: Region277CoachingManual12U

Username: 10u@middlevilleayso.org
Password: Region277CoachingManual10U

Username: 8u@middlevilleayso.org
Password: Region277CoachingManual8U

Username: 6u@middlevilleayso.org
Password: Region277CoachingManual6U