



SENECA VALLEY SOCCER ASSOCIATION COACH'S HANDBOOK

Introduction

Thank you for volunteering to be a coach for Seneca Valley Soccer Association (SVSA)! Our organization depends entirely on volunteers like you and without your support we could not exist.

This handbook is intended to be your “one stop shop” for everything you need to know about being a SVSA coach. It tends to focus on our in-house program and younger age groups with the assumption that coaches in our travel program and older age groups need less guidance. If you have any questions after reading this handbook please send an email to info@svsasoccer.org.

Many of the items described in this handbook were developed in line with the coaching philosophies developed by our governing bodies, U.S. Youth Soccer and PA West. Both of these organizations provide excellent coaching resource documents that are referenced at the end of this handbook. We encourage all our coaches to read and use these documents.

Responsibilities and Expectations

We expect our coaches to run practices, games, communicate with their team's parents, and all other items described in this handbook in a respectable and positive manner. SVSA's Zero Tolerance Policy is provided as an attachment to this handbook. Below are some of the key roles that we expect from our coaches.

The Coach as a Facilitator

- Set up condition and environment for learning
- Set up activities geared towards the players achieving success – measured by FUN
- Give positive feedback to players.

The Coach as a Positive Role Model

- Demonstrate respect for team members
- Demonstrate respect for opponents
- Demonstrate respect for parents, spectators, opposing coach, game officials, etc.

The Coach as a Teacher

- Prepare practice field ahead of players arrival
- Knowledgeable – that is, review available coaching resources
- Show real interest in the progress of every player.
- Paint a clear picture by demonstrating activities
- Correct mistakes, give feedbacks, and evaluate players in games.

Clearances

There are both state and federal requirements for volunteers with children. Ultimately every SVSA coach will require a total of four (4) clearances/certificates as described below.



SENECA VALLEY SOCCER ASSOCIATION

COACH'S HANDBOOK

PA Clearances

In 2014, the Pennsylvania legislature passed the Child Protective Services Law (CPSL), which requires certain individuals to obtain clearances in order to be employed, be a resource parent (foster or adoptive), or be a volunteer with children.

Each volunteer needs to have 3 documents to meet PA requirements:

1. State Police Criminal Record Check (FREE, very fast electronic results)
2. PA Child Abuse History Clearance (FREE, very fast electronic results)
3. One of the following:
 - If you have lived in the state of PA for the last 10 consecutive years, you can submit the [Volunteer Qualification Affidavit](#). (Form is FREE, but needs notarized which normally has a fee.)
 - If you have not lived in the state of PA for the last 10 consecutive years, you will need to obtain the [FBI Criminal Background Check](#). This is done through a company called "IdentoGO". If you need this, you need to schedule this sooner rather than later, you need to make an appointment to have your fingerprints printed and the document/clearance takes the longest to return to you.

*The PA West Risk Management [website](#) gives more instructions on these clearances and the actual links to each of them.

**If you have any of these documents from another sport or from school, you can upload those same documents as long as they are not expired.

Federal Requirements

In 2017, in response to the U.S. Olympic Gymnastics Team scandal with the former doctor Larry Nassar, U.S. Congress passed the Protecting Young Victims from Sexual Abuse and Safe Sport Authorization Act (SafeSport Act). The law now requires all of our volunteers and coaches to complete the SafeSport training online. This is not a one-time training, each year you are required to take a refresher course.

To start the training, follow the instructions in the attachment at the end of this handbook.

The initial training is supposed to take no less than 90 minutes and the yearly refresher courses are not as long. A coach returning for the refresher course should log in using the login information you created the first time around and the refresher course(s) should be available in your menu of options. The entire course needs to be taken every three years and **each coach must take a refresher course each year**. Returning coaches can log into SafeSport and if you have a refresher course available, then you are most likely in need of taking the refresher.

We understand this is a lot to ask for our coaches but these are the times we live in and everyone must comply.



SENECA VALLEY SOCCER ASSOCIATION

COACH'S HANDBOOK

Practices

Micro (U5) and U6 teams will practice before their game on Saturdays. U10 and U8 will practice once per week on a weeknight. Once teams have been made, a SVSA board member will reach out to the U10/U8 coaches to ask for their preferred practice time. U8 will practice for one hour at either 5:30pm or 6:30 pm at North Boundary Park. U10 will practice for 1.5 hours at either 5:30pm or 7:00pm at either North Boundary Park or Graham Park. Keep in mind we have many teams and limited fields so you may not get your first choice of practice time/field.

It's important to have a plan for your practice rather than just "winging it." A well thought of training plan will lead to better practices and better results during games but at the same time you must be flexible and be willing to change or abandon an activity if it is not working. There are several resources for running a successful practice in the Resources section of this handbook but here are some general guidelines.

- Fun and age appropriate activities that allows for all round development.
- Clear, Concise, Correct Information (the 3-Cs)
- Simple to Complex Activities
- Safe & Appropriate Training Area
- Avoid using whistle
- Every player has a ball for most activities
- Avoid the "3 L's" – that is: Laps around the field, Lines to take shots on goal, and Lectures to players
- Activities designed to maximize number of touches on the ball

TYPICAL U6 TRAINING SESSION

- Should not exceed 60 minutes
- Focus on not more than two topics per practice
- Warm up, every child should have a ball, stretching and soccerastics (approx. 20 minutes.).
- Every child should be involved in all activities.
- Game activities, mostly of body awareness type along with some maze games (20 min).
- Finish with 3v3 game to small goals, no Goalkeepers (20 min).
- Note: De-emphasize tactics and fitness training at this age

TYPICAL U8 TRAINING SESSION

- Should not exceed 60 minutes
- Warm up; every child should have a ball, stretching and soccerastics (approx. 15 min.).
- Introduce partner activities with balls.
- A mixture of individual and partner activities. Add more maze-type games; introduce target games (25 min.).
- Conclude with small-sided game 4v4 to two goals, no GK's (20 min.).



SENECA VALLEY SOCCER ASSOCIATION

COACH'S HANDBOOK

- Note: De-emphasize tactics and fitness training at this age

TYPICAL U10 TRAINING SESSION

- Should not exceed 1 hour and 30 minutes twice per week.
- Focus on one topic per practice session.
- Warm-up – each player with a ball, partners, and small group activities.
- Introduce small group activities.
- Add more directional games – play to targets and/or zones.
- Conclude with small-sided games 6v6 with goalkeepers.
- Finish with cool down (light jog and stretch).
- Note: De-emphasize tactics and fitness training at this age.

Games

All in-house games will be on Saturday's at North Boundary Park at the times listed below. Note that summer leagues will deviate from this schedule and will vary from year to year depending on participation numbers. A field layout map of both North Boundary Park and Graham Park are provided as attachments to this handbook.

Micro (U5)

1:00 to 2:15 pm (practice 1:00 to 1:30 pm, game follows practice).

Micros play small sided soccer, either 3 v 3 or 4 v 4 (depending on team sizes) with no goal keepers and coaches are on the field with them during the game. Games are 4-8 minute quarters with 2 minute break between quarters and 5 minute break at half time. There are no referees. Coaches are expected to stop play when the balls goes out of bounds and play shall restart with either a goal kick, corner kick, or side kick (no throw-ins).

U6

11:30 am to 12:45 pm (practice 11:30 to 12:00 pm, game follows practice).

U6 play small sided soccer, either 3 v 3 or 4 v 4 (depending on team sizes) with no goal keepers and coaches are on the field with them during the game. Games are 4-8 minute quarters with 2 minute break between quarters and 5 minute break at half time. There are no referees. Coaches are expected to stop play when the balls goes out of bounds and play shall restart with either a goal kick, corner kick, or side kick (no throw-ins).

U8

Boys: 8:30 am

Girls: 10:00 am



SENECA VALLEY SOCCER ASSOCIATION

COACH'S HANDBOOK

Games are 4-12 minute quarters with 2 minute breaks at quarters and 5 minute halftime. Both boys and girls programs play small sided soccer 4 v 4 with no goal keepers, coaches remain on the sideline, and there are 2 referees starting at this level.

U10

Home games will start at either 8:30, 10:00 or 11:30 am. Away games will vary depending on the neighboring club.

U10 play small sided soccer 6 v 6 with goal keepers. Teams and coaches remain on the opposite sideline from the parents, and there are 3 referees starting at this level. Games are 2-25 minute halves with 5-10 minute halftime.

Uniforms

In-house reversible uniforms can be purchased online from Play-2-Wear. The home team wears white, the away team wears blue.

Equipment

All players must wear soccer appropriate cleats (no baseball or football cleats) and shin guards. No jewelry (e.g., earrings, bracelets, necklaces) are permitted; no exceptions. Earrings cannot be taped over, they must be removed. Casts are permitted so long as they are wrapped in sufficient soft material (e.g., towel, bubble wrap) such that it will not cause injury to other players. It is the coach's responsibility to make sure all players have appropriate equipment prior to starting the game. Players without appropriate equipment will not be allowed to participate.

Field Setup/Takedown

It is the responsibility of each coach to either set up or take down the field equipment (i.e., goals, sandbags) before or after each game depending on your game time. U8 Boys play the first game of the day so the coaches are responsible for bringing the small goals over to their field and placing one sandbag on the goal; **SANDBAGS ARE MANDATORY**. U5 teams play the last game of the day so they are responsible for returning the small goals and sandbags to the red storage shed area. U10 coaches will need to look at the schedule to determine if they are the first or last game of the day. For U10 fields, corner flags need to be placed at each corner and then returned to the red shed after the last game. The goals will need to be pushed into position with a sandbag placed on them and then the sandbag will need to be returned to the red shed after the game; the goals can remain in place.

Paying Referees

Referees will call games starting at the U8 level. It is the responsibility of the home team to pay the referees prior to the start of the game. A SVSA board member will distribute referee money for the entire season just prior to the first game of the season. The envelope will contain exact change and instructions for how much each referee will be paid.



SENECA VALLEY SOCCER ASSOCIATION

COACH'S HANDBOOK

Weather

Soccer is an “all weather” sport and we typically play rain or shine. There are, of course, a few exceptions.

If lightning or thunder is observed all participants shall be removed from the field and play shall not resume until at least 30 minutes after the last observed lightning/thunder. For micro/U6 it is the responsibility of the coaches to make this call since there will be no referees and likely no SVSA Board members present.

Excessive amounts of rain can cause the fields to become unplayable; this decision to close the fields is made solely by Cranberry Township who then communicates this to SVSA, who in turn will communicate this to all participants. If you receive no communication from SVSA regarding field status it means the fields are open and the games should continue as planned.

Game Responsibilities

Pre-game:

- Players arrive 30 minutes early; ready to play.
- Warm-up activities
- Have a drink of water
- Line-up and team cheer

During the Game:

- All players should play at least 50% of the game
- Players should be exposed to all positions (rotations)
- Allow players to make their own decisions. Limit coaching during game.
- Give positive and encouraging feedbacks for good performances.
- Observe the game and don't say anything negative to the referee.

Halftime:

- Greet players as they leave the field.
- Take players to shaded area for relaxation.
- Make sure players are drinking fluid/having snacks.
- Give positive encouraging and motivating words to ALL players. For example, use words like “let's go have fun” and “you all are passing great”.
- Line-up and team cheer.

Post-game:

- Coach and players should shake hands with the opponent and referee.
- Team Celebration (regardless of game result) – Tunnel, snacks, etc.
- Positive words of encouragement to all the players.
- Remind players of next practice or game.



SENECA VALLEY SOCCER ASSOCIATION

COACH'S HANDBOOK

- Don't review the game with players.
- Good-bye

Rules of the Game

Match rules for Micro/U6 and U8 are provided as attachments to this handbook.

A few common topics are addressed below.

- Headers – absolutely no heading is allowed in any in-house level program, this is a requirement of U.S. Youth Soccer.
- Offsides – Offsides starts at the U10 level. A supplemental rule explanation for offsides is provided as an attachment to this handbook.
- Build out line – The build out line starts at the U10 level and is intended to promote kids to build the ball out of the back rather than “booting” it down the field. A supplemental rule explanation for the build out line is provided as an attachment to this handbook. Please note that the build out line rule is relatively new and the interpretation of the rule seems to vary from referee to referee so it's a good idea to speak to the referee prior to each game to gain their interpretation of the rule.

Blowouts

Blowouts should be avoided and are the responsibility of the superior team's coach. There are several ways to mitigate blowouts, these include the following:

- Allow the other team to add an additional player but no more than two players should be added to avoid crowding the field.
- Instruct your players to complete a certain number of passes before they can attempt to score.
- Swap players.
- Take off players.

Snacks

It's a long-standing tradition in youth soccer to provide snacks at the end of the game; this is entirely up to the coach and parents of each team. If you do decide to provide snacks please be considerate of those kids with allergies or other dietary restrictions.

Conclusion

The SVSA Board of Directors thanks you for volunteerism, we could not operate without your support. Please keep in mind that you are the face of SVSA, whether participating in an in-house game or travelling to another club, so it is important that your actions are positive and respectful.



SENECA VALLEY SOCCER ASSOCIATION COACH'S HANDBOOK

Resources

SVSA website: <https://clubs.bluesombrero.com/Default.aspx?tabid=279837> or simply Google "Seneca Valley Soccer Association". Our website is a wealth of information and includes all the information included in this handbook.

SVSA Coaching Resource Center: Located on our website, this page has several training guides to use during training sessions.

PA West Coaching Resources: <https://www.pawest-soccer.org/coaching-resources/> Another tremendous wealth of information for coaches. It provides coaching webinars, articles, player activities, links to other organizations and coaching handbooks.

U.S. Youth Soccer: <https://www.usyouthsoccer.org/>

Attachments

1. SVSA Zero Tolerance Policy
2. Field layout of North Boundary Park and Graham Park
3. Rules of the Game
 - a. Micro/U6
 - b. U8
 - c. Offsides
 - d. Build out line
4. How to register for SafeSport

ATTACHMENT 1 – SVSA Zero Tolerance Policy



Seneca Valley Soccer Association

P.O. BOX 1459
Cranberry Twp., PA 16066

E-Mail: info@svsasoccer.org

Zero Tolerance Policy

The following policy was officially adopted at the Seneca Valley Soccer Association's meeting, February 4, 2003. The purpose of these actions is to promote sportsmanship and protect our players and referees. All referees and any board member of the Seneca Valley Soccer Association will strictly enforce the following policies.

1. Coaches are responsible for their own behavior, as well as that of their players and spectators.
2. No coaches or spectators will be permitted along the goal lines. The maximum number of coaches on team sideline is 3.
3. Coaching is permitted from your team's side of the half line to the top of the penalty area (18 yard line.)
4. Comments by **coaches** toward **players** should be **positive** in nature. Any comments made by a coach that are negative, demeaning, or derogatory toward a player of either team will be dealt with at the first stoppage of play. Depending on the severity of the infraction a verbal warning or caution will be issued to the offending coach. If such comments continue, the coach shall be expelled from the playing facility after a second caution [Remember, we don't show anyone but players cards, but coaches can be "booked" without actually showing a card.]
5. Comments made by coaches toward referees or their assistants that are negative, demeaning, or derogatory in nature will be dealt with at the first stoppage of play. Depending on the severity of the infraction a verbal warning or caution will be issued to the offending coach. If such comments continue, the coach shall be expelled from the playing facility after a second caution. [See comment at the end of item #4.]
6. Comments by **spectators** toward **players** should be **positive** in nature. Any comments that are excessively negative, demeaning, derogatory, or unsporting toward a player of either team will be dealt with at the first stoppage of play. The offending spectator will be given an initial warning. Continued misconduct shall result in the request for dismissal from the area. The coach will be asked to control the offending individual(s). If the coach is either unable or unwilling to control the individual(s), **the game may be terminated.**
7. Comments by **spectators** toward **referees** or their assistants that are **excessively negative, demeaning, or derogatory in nature** will be dealt with at the first stoppage in play. The offending spectator will be given an initial warning. Continued misconduct shall result in the request for dismissal from the area. The coach will be asked to control the offending individual(s). **If the coach is either unable or unwilling to control the individual(s), the game may be terminated.**
8. Any warning or expulsion of a coach, parent or fan shall be written up and filed with the Referee assignor (in house or travel) and a copy mailed to:
SVSA Executive Committee
P.O. Box 1459
Cranberry Twp. PA 16066

(This correspondence may be made by email to the following)

Scot Jennings, SVSA Referee Assignor – sjennings@fedex.com

Pete Breski, SVSA President – pjbreski@zoominternet.net

Rich Hackenberg, SVSA VP Competition – richhackenberg@hotmail.com

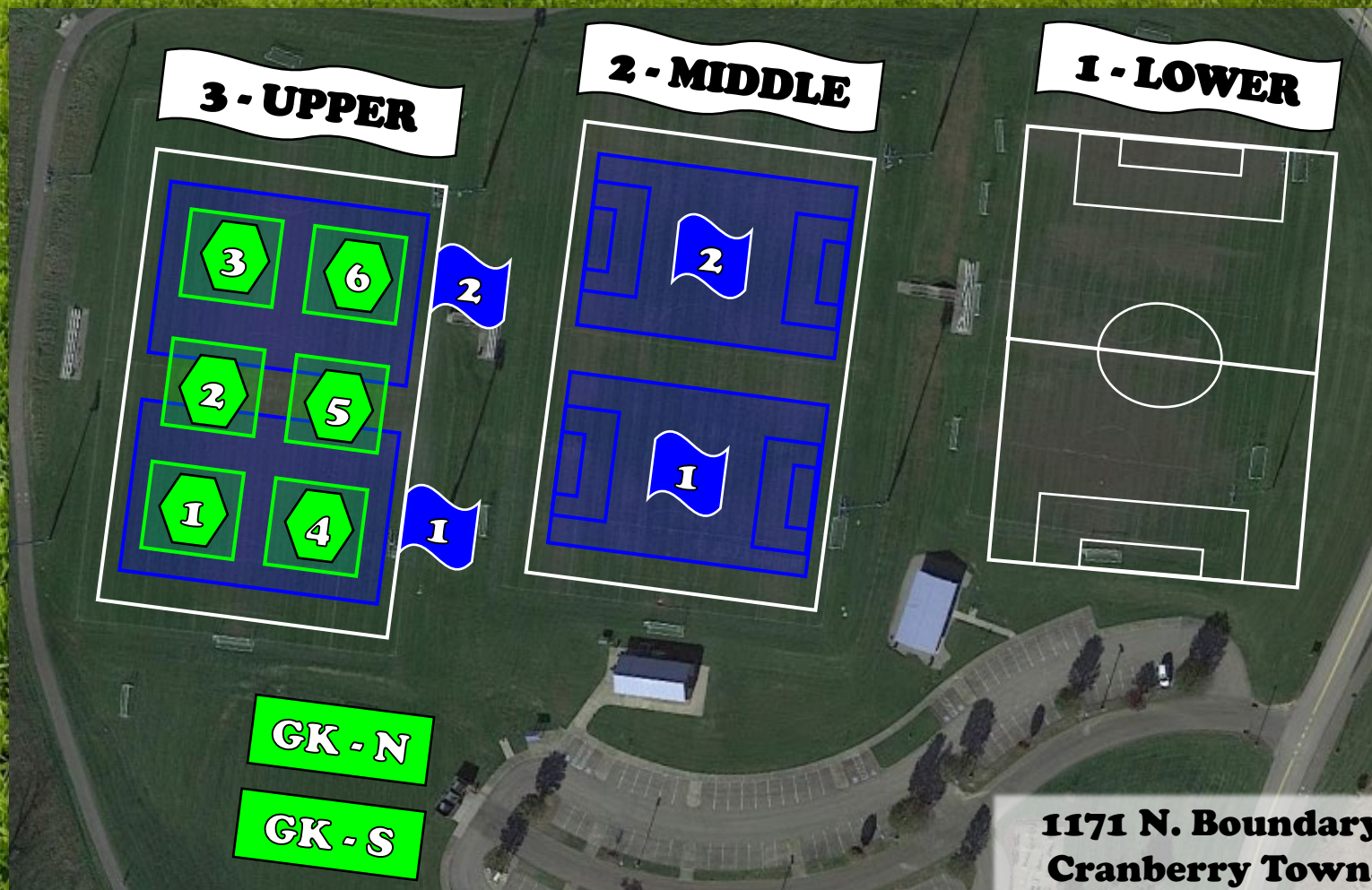
Bill Davis, SVSA VP Operations – wjdavis5@verizon.net

The executive Committee is responsible for reviewing violations of the above rules. In particular, **the Committee has the right to bar individual(s) from games, coaching and refereeing if their conduct is detrimental to the values of the club.**

ATTACHMENT 2 – Field Layouts



NORTH BOUNDARY PARK FIELD LOCATIONS



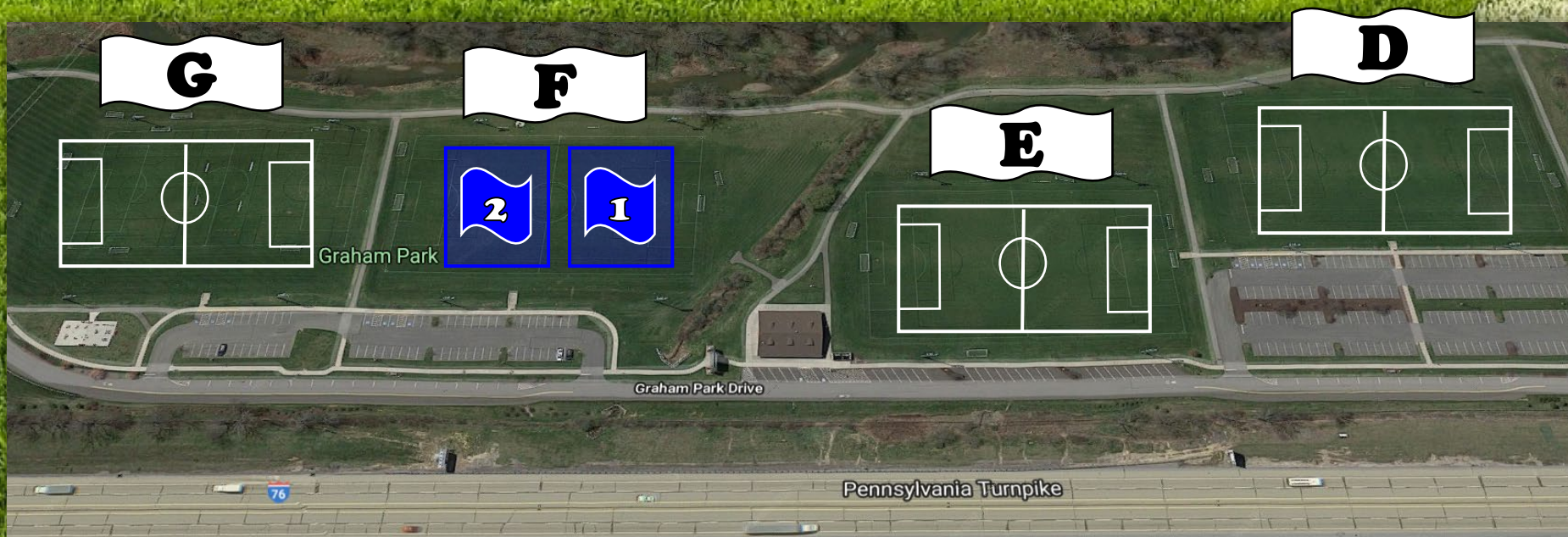


NORTH BOUNDARY PARK FIELD LOCATIONS

FULL FIELD	7 v 7	4 v 4
1 - Lower	N/A	N/A
2 - Middle	2 - 1	N/A
	2 - 2	
3-Upper	3 - 1	3 - 1
	3 - 2	3 - 2
	N/A	3 - 3
		3 - 4
		3 - 5
		3 - 6
N/A	N/A	GK - S (SOUTH)
		GK - N (NORTH)



GRAHAM PARK FIELD LOCATIONS



**260 Graham Park Dr.,
Cranberry Township, PA
16066**

ATTACHMENT 3 – Rules of the Game

Micro/U6

**SENECA VALLEY SOCCER ASSOCIATION
MICRO and UNDER-6 (U6) MATCH RULES**

[Adopted in part from the US Youth Soccer Official Under-8 Playing Recommendations]

Coaches, Players and Spectators: All coaches, players, and spectators must be familiar with and abide by the SVSA Zero Tolerance policy. Coaches are responsible for ensuring that all players and any parent or other spectator supporting his/her team complies with the Zero Tolerance policy. **All players and coaches must be on the opposite side of the field from the spectators. No spectators are permitted behind any goal or end line.** The player benches and all spectators (whether seated or standing) must remain at least 10 feet back from the touchlines.

The Referees: There are no referees assigned to Micro or U6 matches. Coaches are to act as the referees while also instructing the players on proper play.

The Ball: Matches shall be played with a properly-inflated **size 3** regulation ball.

The Goals: Goals shall be placed on the goal line and properly centered in the goal box. All goals must be held in place with the sandbags provided - no exceptions. Coaches should ensure that a sandbag is in place on the back bar of each goal prior to each match.

The Penalty Area: The penalty area shall consist of an 8 yard (24 ft) wide x 6 yard (18 ft) deep area around the goal. Any foul by the defending team taking place within the penalty area shall result in a direct free kick for the attacking team with the ball placed at the top of the goal area (6 yards (18 ft) away from goal). There are no penalty kicks in Micro or U6 matches. The defending team may still defend its goal but must be at least **four (4) yards** from the ball until it is in play.

The Players' Equipment: Non-uniform clothing is permitted based on weather conditions, but uniforms must still distinguish teams and must still conform to FIFA rules. No hooded shirts or sweatshirts are permitted. All players' uniforms must be on the outside. No jewelry of any kind is permitted – no exceptions.

The Duration of the Match: The match shall be divided into four (4) equal, eight (8) minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.

The Number of Players [4v4 – no goalkeepers for U6; 3v3 – no goalkeepers for Micro]: No more than four players (U6) or three players (Micro) per team are permitted on the field at one time. There are NO goalkeepers. During open play, coaches shall encourage all players to join the play and not stand in their defending goal box.

Substitutions and Playing Time: Substitutions may be made at any stoppage of play and are unlimited. The easiest method of substitution at these age groups is to perform them every 4 minutes; this also ensures equal playing time for all players. **Coaches must do their best to ensure each player plays a minimum of 50% of the total playing time.**

The Kick-Off: Opponents of the team taking the kick-off must remain outside the 4-yard radius center circle until the ball is in play. The kick-off is a direct kick. The kick-off must go forward and may not be touched twice consecutively by the same attacking player. An improperly performed kick-off will be retaken. The coach should provide instruction to the players when a kick-off is performed improperly.

Fouls and Misconduct: **All fouls** shall result in a **direct** free kick. The coach should briefly explain the infringement to the offending player.

Direct Free Kicks: The kick-off and all free kicks, goal kicks, and corner kicks are **direct** kicks. A goal may be scored from any direct kick. The ball need not be touched by another player prior to crossing the goal line for a goal to be awarded.

The Goal Kick: When the ball is last touched by the attacking team and goes out of play over the end line, a goal kick is awarded to the defending team. The defending team shall take goal kicks from the goal box - the smaller 3 yard (9 ft) wide x 2 yard (6 ft) deep box nearest the goal. All opponents of the team taking the goal kick must remain outside the Penalty Area until the ball is in play.

The Corner Kick: When the ball is last touched by the defending team and goes out of play over the end line, a corner kick is awarded to the attacking team. Opponents must remain at least **four (4) yards** from the ball until it is in play.

The Throw-In: There are no throw-ins at the Micro and U6 levels. When the ball is last touched by one team and goes out of play over a touchline (sideline), the opposing team is awarded a direct free kick.

The Ball In and Out of Play: The entire ball must cross the touchline or end line to be considered out of play.

The Method of Scoring: The entire ball must cross the goal line for a goal to be awarded.

Offside: None.

The Penalty Kick: None.

U8

SENECA VALLEY SOCCER ASSOCIATION

UNDER-8 MATCH RULES

[Adopted in part from the US Youth Soccer Official Under-8 Playing Recommendations]

Coaches, Players and Spectators: All coaches, players, and spectators must be familiar with and abide by the SVSA Zero Tolerance policy. Coaches are responsible for ensuring that all players and any parent or other spectator supporting his/her team complies with the Zero Tolerance policy. All players and coaches must be on the opposite side of the field from the spectators. No spectators are permitted behind any goal or end line. The player benches and all spectators (whether seated or standing) must remain at least 10 feet back from the touchlines.

The Referees: Two referees will be assigned to all U-8 matches. In extenuating circumstances, there may be only one referee.

The Ball: Matches shall be played with a properly-inflated **size 3** regulation ball.

The Goals: Goals shall be placed on the goal line and properly centered in the goal box. All goals must be held in place with the sandbags provided - no exceptions. Coaches should ensure that a sandbag is in place on the back bar of each goal prior to each match.

The Penalty Area: The penalty area shall consist of an 8 yard (24 ft) wide x 6 yard (18 ft) deep area around the goal. Any foul by the defending team taking place within the penalty area shall result in a direct free kick for the attacking team with the ball placed at the top of the goal area (6 yards (18 ft) away from goal). There are no penalty kicks in Under 8 matches. The defending team may still defend its goal but must be at least **four (4) yards** from the ball until it is in play.

The Players' Equipment: Non-uniform clothing is permitted based on weather conditions, but uniforms must still distinguish teams and must still conform to FIFA rules. No hooded shirts or sweatshirts are permitted. All players' uniforms must be on the outside. No jewelry of any kind is permitted – no exceptions.

The Duration of the Match: The match shall be divided into four (4) equal, twelve (12) minute quarters. There shall be a two (2) minute break between quarters one and two and another two (2) minute break between quarters three and four. There shall be a half-time interval of five (5) minutes.

The Number of Players [4 v 4 – no goalkeepers]: No more than four players per team are permitted on the field at one time. There are NO goalkeepers. During open play, coaches shall encourage all players to join the play and not stand in their defending goal box.

Substitutions and Playing Time: Substitutions may be made at any stoppage of play and are unlimited. Coaches should ask the referee for a substitution and await the referee's signal before any player enters or exits the field. All players should enter and exit the field at the halfway line to assist the referees. **Coaches should do their best to ensure that each player plays a minimum of 50% of the total playing time.**

The Kick-Off: Conform to FIFA. Opponents of the team taking the kick-off must remain outside the 4 yard radius center circle until the ball is in play. The kick-off is a direct kick. The kick-off must go forward and may not be touched twice consecutively by the same attacking player. An improperly performed kick-off can be retaken once. The referee should provide instruction to the players after the first kick-off is performed improperly. If the second kick-off is performed improperly, possession changes to the opposing team and play restarts with a direct free kick.

Fouls and Misconduct: Conform to FIFA rules with the exception that **all fouls** shall result in a **direct** free kick. The referee should briefly explain the infringement to the offending player. The offending player's coach should also assist the referee in explaining the infringement to the player if requested by the referee to do so. No cards may be shown for misconduct.

Direct Free Kicks: The kick-off and all free kicks, goal kicks, and corner kicks are **direct** kicks. A goal may be scored from any direct kick. The ball **need not** be touched by another player prior to crossing the goal line for a goal to be awarded.

The Goal Kick: When the ball is last touched by the attacking team and goes out of play over the end line, a goal kick is awarded to the defending team. The defending team shall take goal kicks from the goal box - the smaller 3 yard (9 ft) wide x 2 yard (6 ft) deep box nearest the goal. All opponents of the team taking the goal kick must remain outside the Penalty Area until the ball is in play.

The Corner Kick: When the ball is last touched by the defending team and goes out of play over the end line, a corner kick is awarded to the attacking team. Conform to FIFA rules with the exception that opponents must remain at least **four (4) yards** from the ball until it is in play.

The Throw-In: When the ball is last touched by one team and goes out of play over a touchline (sideline), the opposing team is awarded a throw-in. Conform to FIFA rules with the exception that an improperly performed throw-in can be retaken once. The referee should provide instruction to the player after the first throw-in is performed improperly. If two foul throw-ins are committed, possession changes to the opposing team and play is restarted with a throw-in from that team. Consistent with FIFA rules, all throw-ins are **indirect**. A goal cannot be scored by the attacking team by throwing the ball directly into the goal. If the attacking team throws the ball directly into the attacking goal without it being touched by a player from either team, a goal kick shall be awarded to the defending team.

The Ball In and Out of Play: Conform to FIFA rules. Note that the entire ball must cross the touchline or end line to be considered out of play.

The Method of Scoring: Conform to FIFA rules. Note that the entire ball must cross the goal line for a goal to be awarded.

Offside: None.

The Penalty Kick: None.

Offsides

Parents Guide to Soccer Offside

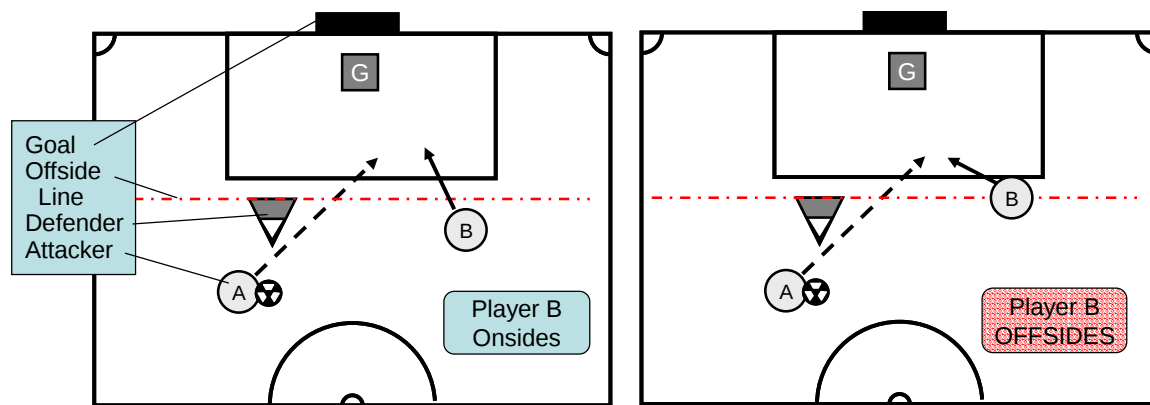
The offside rule was created to prevent offensive players from *camping out* or *cherry picking* near the opponent's goal even when play was on the other side of the field.

You can NEVER be offside in your own half of the field.

You can NEVER be offside if you are dribbling your own ball.

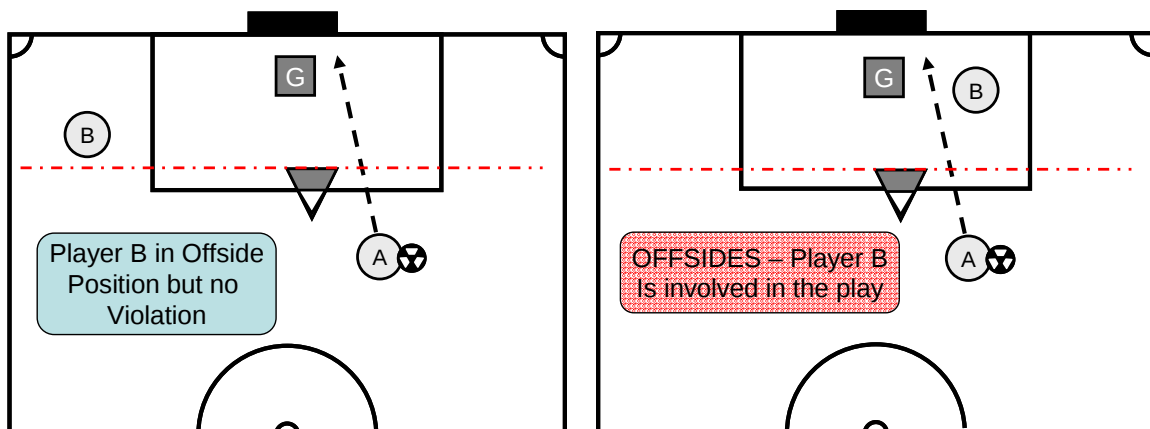
You can NEVER be offside if you are behind a ball that someone else is dribbling.

Offside Rule: A player is in an offside position if he is on his attacking half of the field and if he is nearer to his opponents' goal line than both the ball and the second to last opponent, or the last two opponents (typically the goalie and the last defender). The offside rule is applied at the moment the ball is passed, not at the moment the ball is received.



When an offside offence occurs, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred

Just by being in an offside position is not a violation. The player in an offside position is penalized if in the opinion of the referee the player gained an advantage by being in that position such as he was involved in active play (received a pass) or interfered with an opponent (shielded the goalie).

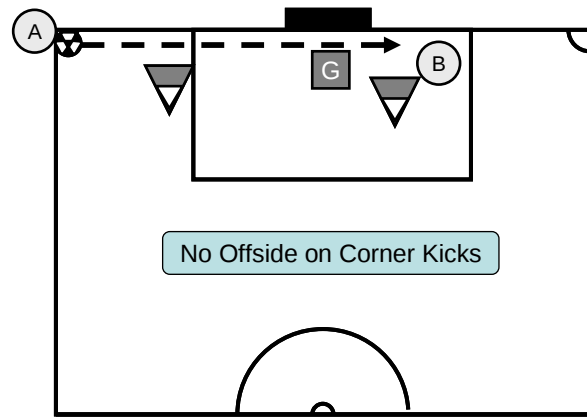
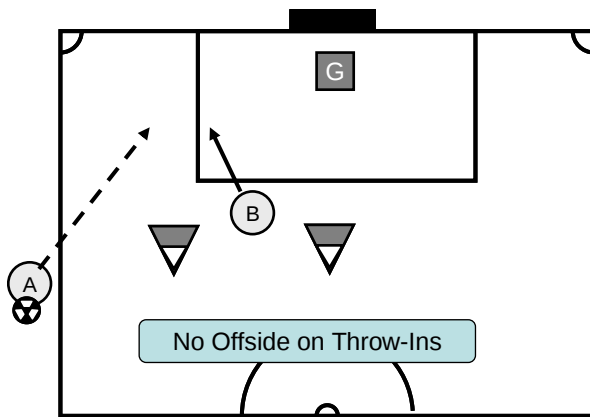


Parents Guide to Soccer Offside

NO OFFENSE:

There is no offside offense if a player receives the ball directly from:

- a goal kick
- a throw-in
- a corner kick



Figures 1 & 2 - The offside rule is applied at the moment the ball is passed, not at the moment the ball is received.

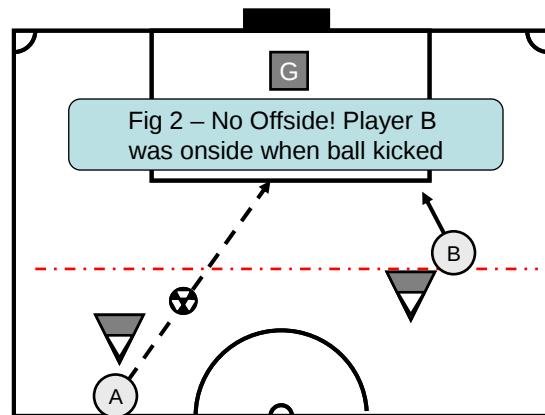
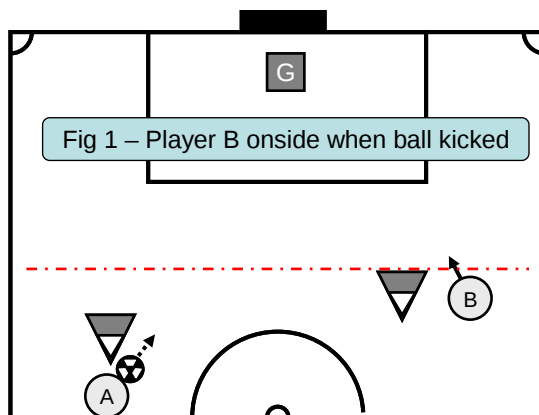
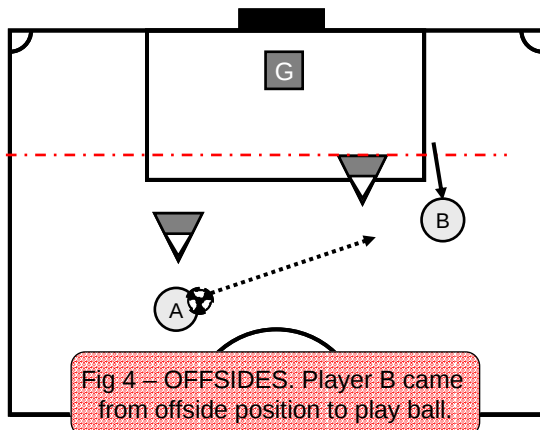
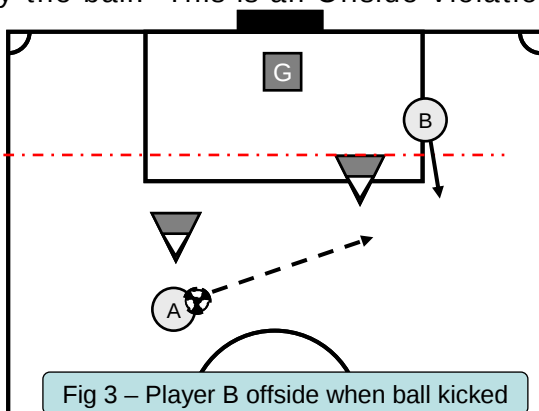


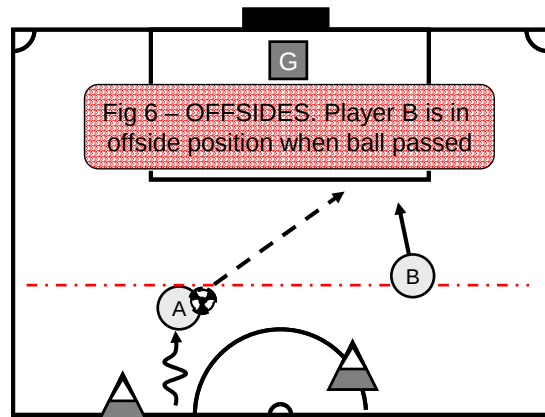
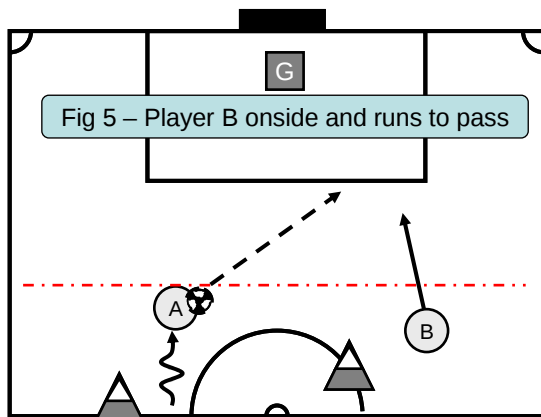
Figure 3 & 4 – Player B is in offside position when ball is kicked and comes back to play the ball. This is an Offside Violation!



Parents Guide to Soccer Offside

Figures 5 - You can NEVER be offside if you are dribbling your own ball and you can NEVER be offside if you are behind a ball that someone else is dribbling. Both Player A & B are beyond the second to last defender. Player B is onside when Player A passes the ball.

Figure 6 – Player B is in the offside position while Player A is in possession and dribbling forward. Offside is not called. However when Player A passes the ball Player B becomes involved in active play. Offside Violation!



Figures 7 - There is no offside offense if a player receives the ball directly from a corner kick. However when Player B passes back to Player A he is in an Offside position. Offside Violation!

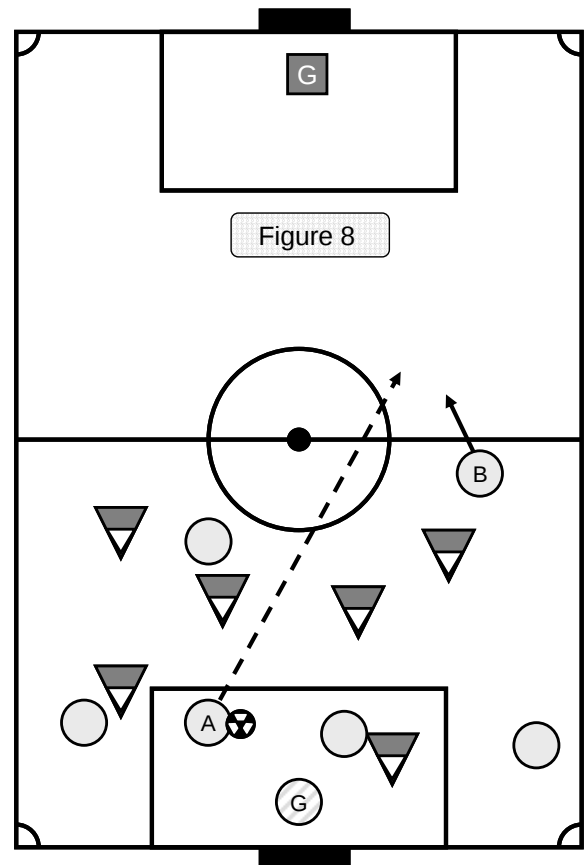
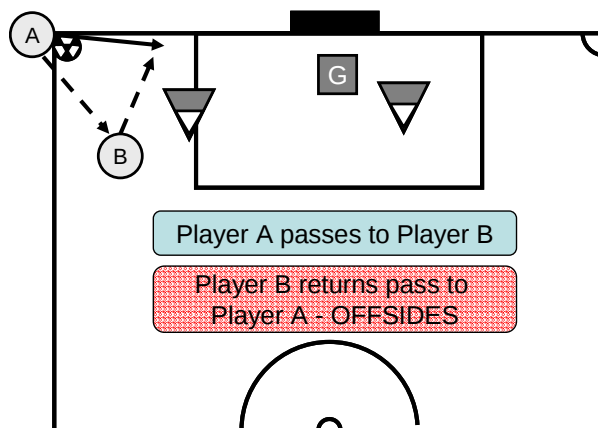
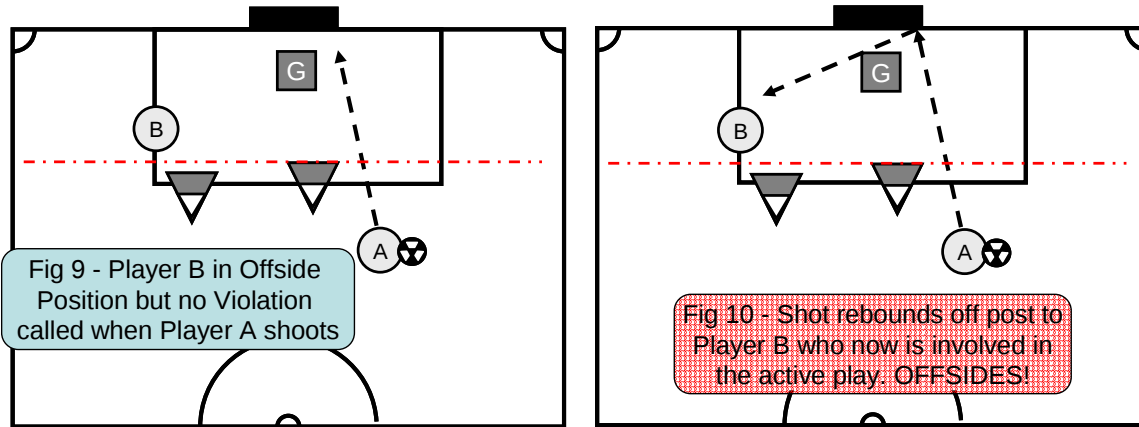


Figure 8 - You can NEVER be offside in your own half of the field. Player B is beyond the second to last defender, but he is in his own half of the field and is onside when the ball is kicked. No offside violation.

Parents Guide to Soccer Offside

Figure 9 – Player A shoots on Goal. Player B is in offside position but is not involved in the play. No offside violation called.

Figure 10 – Shot rebounds off post toward Player B, who is now involved in active play. Offside Violation called!



Web Offside resources:

[http://en.wikipedia.org/wiki/Offside_\(football\)](http://en.wikipedia.org/wiki/Offside_(football)) - text definitions

<http://users.erols.com/soccertip/offside/offside.htm> - text and diagram tour!

<http://www.fifa.com/worldfootball/lawsofthegame.html> - Laws of the game

Parents Guide to Soccer Offside

The Offside Trap

A well coordinated group of defenders can play the offside trap just to make things more difficult and confusing for the offense, the referee, and the parents! The offside trap is a strategy where defenders try to draw an offside violation by running forward right before a potential pass. This puts an unsuspecting offensive player in an offside position. The offside trap is risky if all the defenders don't move up together and get ahead of the offensive player before a pass is attempted.

Defenses frequently move forward in a static offside trap when free kicks are being taken to prevent offensive players from setting up near the goal for a header. This can cause a foot race back toward the goal for a well time offensive break.

Figure 11 – Player B is in an onside position as player A gets ready to pass a thru ball.

Figure 12 – The Defenders make a coordinated run forward putting Player B in an offside position right before player A kicks a thru ball pass.

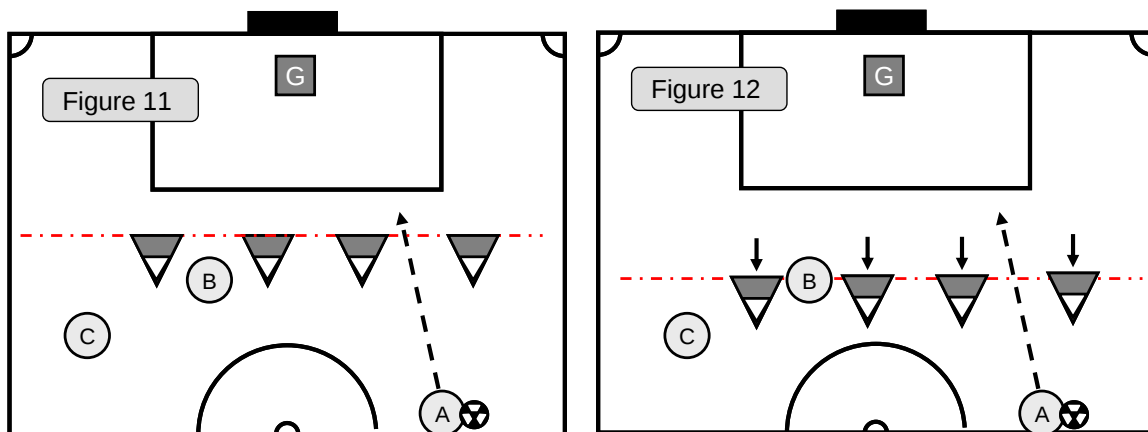
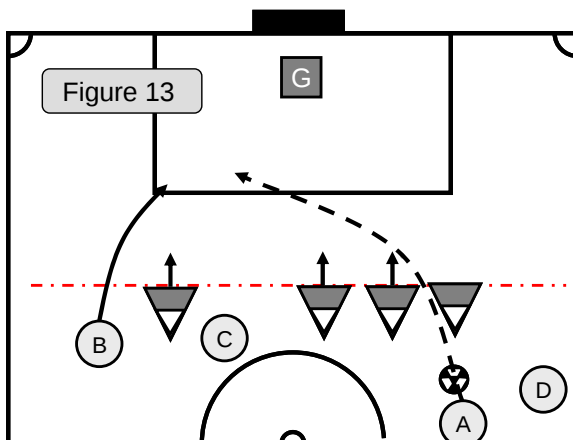


Figure 13 – The Static Offside Trap on a free kick. Defenders move up to prevent attackers from setting up near the goal. Player A is preparing to take the kick, Player B is preparing to make a run, Defenders are preparing to race back and cover the run.



FIFA Laws of the Game 2007/2008

July 2007 - Authorised by the International Football Association Board

LAW 11 - OFFSIDE

Offside Position

It is not an offence in itself to be in an offside position.

A player is in an offside position if:

- he is nearer to his opponents' goal line than both the ball and the second last opponent.

A player is not in an offside position if:

- he is in his own half of the field of play; or
- he is level with the second last opponent; or
- he is level with the last two opponents.

Offence

A player in an offside position is only penalised if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play by:

- interfering with play; or
- interfering with an opponent; or
- gaining an advantage by being in that position.

No Offence

There is no offside offence if a player receives the ball directly from:

- a goal kick; or
- a throw-in; or
- a corner kick.

Infringements/Sanctions

For any offside offence, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred. * (see page 3)

LAW 11 – OFFSIDE

Decisions of the International F.A. Board

Decision 1

In the definition of offside position, "nearer to his opponents' goal line" means that any part of his head, body or feet is nearer to his opponents' goal line than both the ball and the second last opponent. The arms are not included in this definition.

Decision 2

The definitions of elements of involvement in active play are as follows:

- *Interfering with play means playing or touching the ball passed or touched by a team-mate.*
- *Interfering with an opponent means preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent's line of vision or movements or making a gesture or movement which, in the opinion of the referee, deceives or distracts an opponent.*

Parents Guide to Soccer Offside

- *Gaining an advantage by being in that position means playing a ball that rebounds to him off a post or the crossbar having been in an offside position or playing a ball that rebounds to him off an opponent having been in an offside position.*

LAW 11 – OFFSIDE

Infringements

When an offside offence occurs, the referee awards an indirect free kick to be taken from the position of the offending player when the ball was last played to him by one of his team mates.

If a defending player steps behind his own goal line in order to place an opponent in an offside position, the referee shall allow play to continue and caution the defender for deliberately leaving the field of play without the referee's permission when the ball is next out of play.

It is not an offence in itself for a player who is in an offside position to step off the field of play to show the referee that he is not involved in active play. However, if the referee considers that he has left the field of play for tactical reasons and has gained an unfair advantage by reentering the field of play, the player shall be cautioned for unsporting behaviour. The player needs to ask for the referee's permission to reenter the field of play.

If an attacking player remains stationary between the goal posts and inside the goal net as the ball enters the goal, a goal shall be awarded.

However, if the attacking player distracts an opponent, the goal shall be disallowed, the player cautioned for unsporting behaviour and play shall be restarted with a dropped ball in the position where the ball was located. * (see page 3)

LAW 11 – OFFSIDE Question & Answers

1. *A player moving quickly towards his opponent's goal is penalised for an offside offence. From what position is the resulting indirect free kick taken?*

The kick is taken from his position when the ball was last played to him by one of his team-mates *.

2. *Does a referee penalise a player who is in an offside position and moves off the field of play to show the referee that he is not involved in active play?*

No. It is not an offence in itself to be in an offside position and there is no need for the player to leave the field of play. However, if the referee considers that he has left the field for tactical reasons and has gained an unfair advantage by re-entering the field of play, the player should be cautioned for unsporting behaviour.

3. *A defending player moves beyond his own goal line in order to place an opponent in an offside position. What action does the referee take?*

The referee allows play to continue and cautions the defender for deliberately leaving the field of play without the referee's permission, when the ball is next out of play.

4. *An attacking player's movement takes him between the goal posts*

Parent Guide to the Wonders and Mysteries of Offside

into the goal net and at the same time, a team-mate kicks the ball into the goal. What action does the referee take if

a) The player who is between the goal posts remains stationary as the ball enters?

No action should be taken. A goal is awarded.

b) The actions of the player distract an opponent?

The goal is disallowed and the player is cautioned for unsporting behaviour.

Since the offence was committed off the field of play, play is restarted with a dropped ball at the place where it was located when play was stopped*.

5. Is a team-mate allowed to stand in an offside position when a penalty kick is being taken?

No. Players must be behind the penalty mark.

6. Player A plays the ball to a team-mate B in an onside position, although there is another attacker C in an offside position. Play continues, and afterwards, in the next phase of play, player B sends the ball to player

C, who now is in an onside position. He scores a goal. What action does the referee take?

The referee awards the goal; because when player C received the ball he was in an onside position. He would not be penalised for being in an offside position in the first phase since he was not involved in active play.

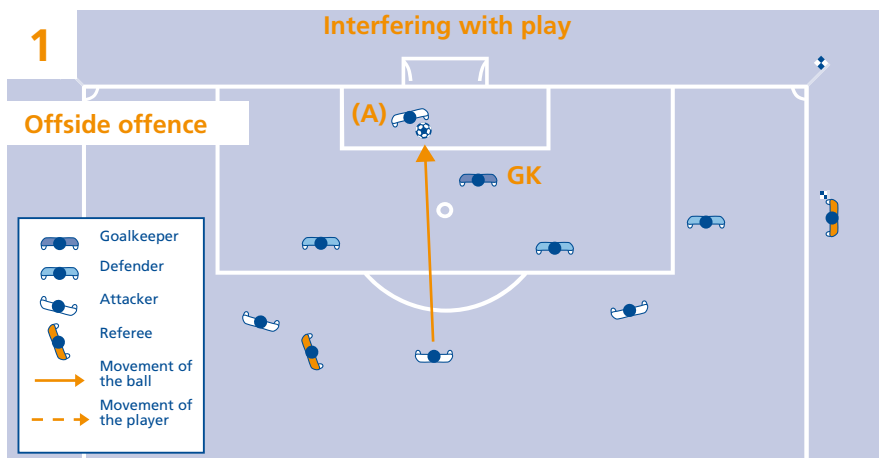
7. The ball is played to a player in an offside position by a team-mate, but a defending player touches it deliberately with his hand. What action does the referee take?

If, in the opinion of the referee, the player in the offside position should be penalised for being involved in active play, he will penalize the offside and restart the match with an indirect free kick*.

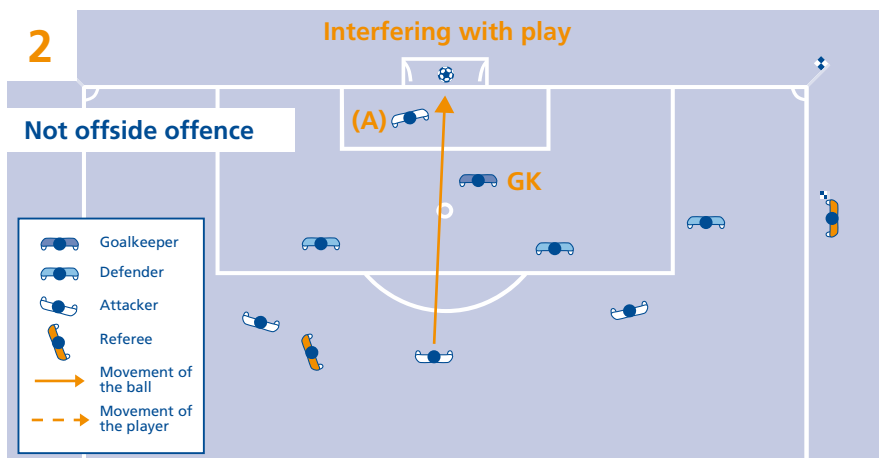
However, if in the referee's opinion, the player should not be penalized for being involved in active play, a direct free kick, or a penalty kick, will be awarded against the player who handled the ball.

8. A player in an offside position but not interfering with any opponent runs towards the ball played by a team-mate. Must the referee wait until he touches the ball to penalise him?

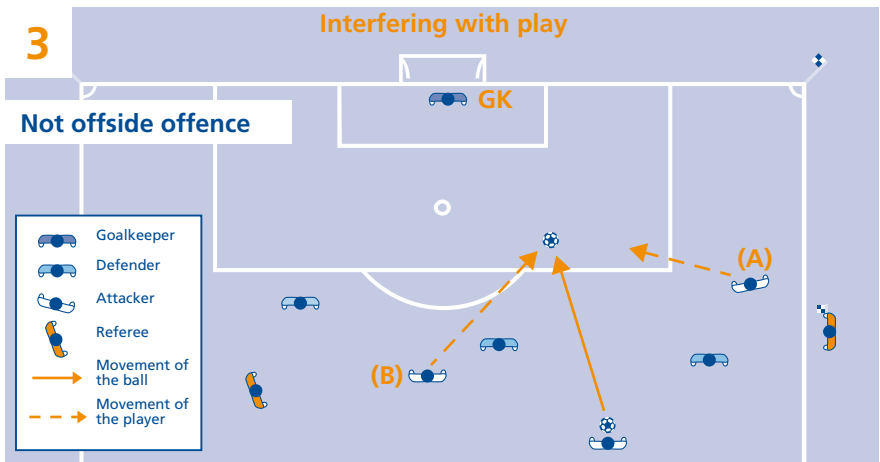
Yes. The referee must wait and see if the player in an offside position finally interferes with play by touching the ball.



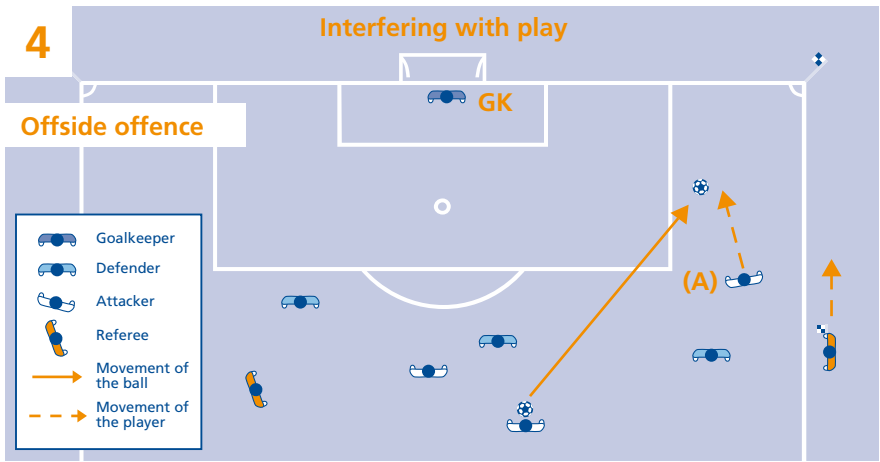
An attacker **in an offside position (A)**, not interfering with an opponent, **touches the ball**.
The assistant referee should raise the flag when the player **touches the ball**.



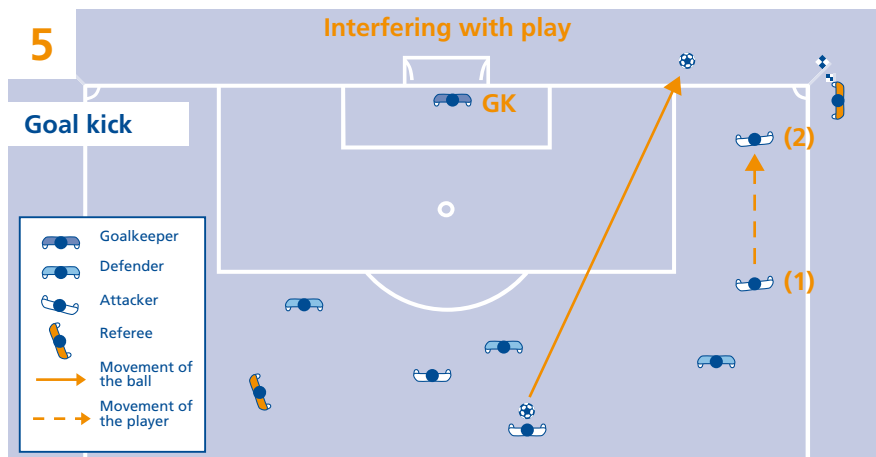
An attacker **in an offside position (A)**, not interfering with an opponent, **does not touche** the ball.
The player cannot be penalised because he did not touch the ball.



An attacker **in an offside position** (A) runs towards the ball and a teammate in **onside** position (B) runs also towards the ball and plays it. Player (A) cannot be penalised because he did not touch the ball.

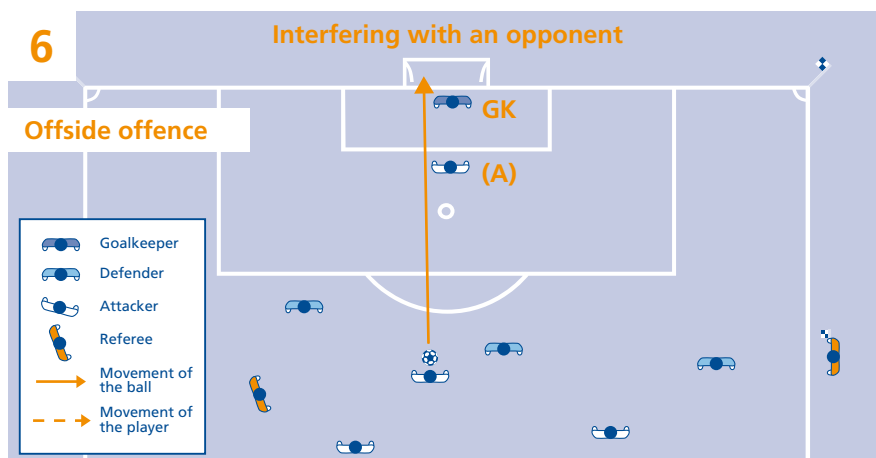


A player in an **offside position** (A) may be penalised before playing or touching the ball if, in the opinion of the referee, no other team-mate in an onside position has the opportunity to play the ball.

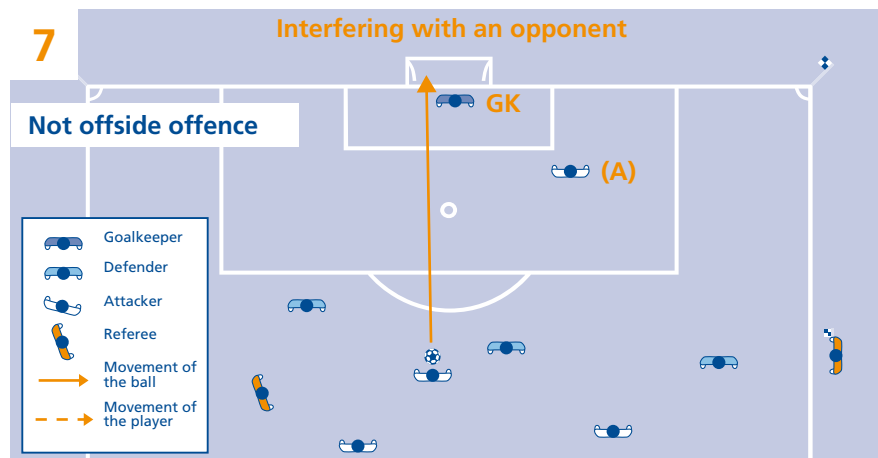


An attacker **in an offside position** (1) runs towards the ball and **does not touch the ball**.

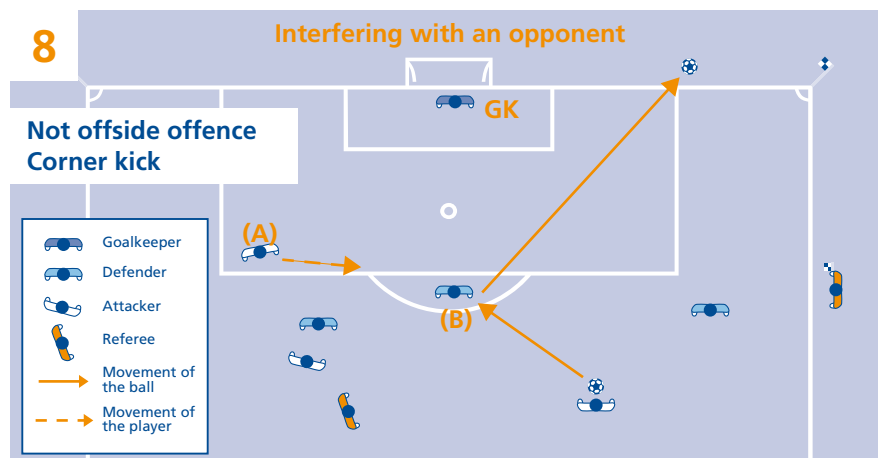
The assistant referee should signal "goal kick".



An attacker **in an offside position** (A) is obstructing the goalkeeper's line of vision. He should be penalised because he prevents an opponent from playing or being able to play the ball.



An attacker **in an offside position** (A) is **not** obstructing the goalkeeper's line of vision or making a gesture or movement which deceives or distracts him.



An attacker **in an offside position** (A) runs towards the ball but he does not prevent the opponent from playing or being able to play the ball. (A) is **not** making any gesture or movement which deceives or distracts (B).

9

Interfering with an opponent

Offside offence



An attacker **in an offside position** (A) runs towards the ball preventing the opponent (B) from playing or being able to play the ball. Player (A) is making any gesture or movement which deceives or distracts player (B).

10

Gaining advantage

Offside offence



The shot by a team-mate (A) rebounds from the goalkeeper to player (B) who is penalised for **playing the ball** having been previously **in an offside position**.

11

Gaining advantage

Not offside offence



The shot by a team-mate (A) rebounds from the goalkeeper. Player (B) is an onside player who plays the ball.

Player (C) **in an offside position** is not penalised because he did not gain advantage for being in that position because he did not touch the ball.

12

Gaining advantage

Offside offence

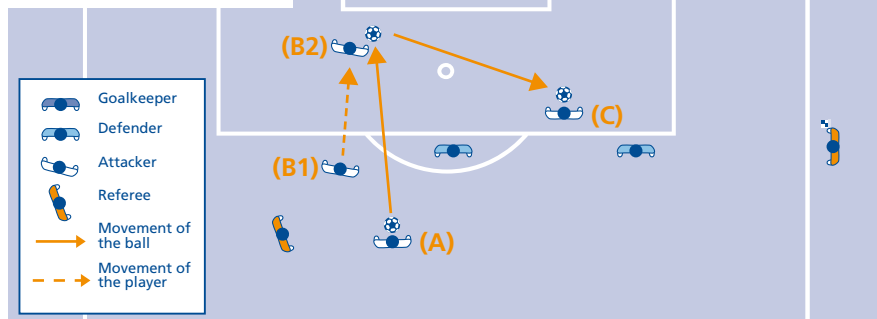


The shot by a team-mate (A) rebounds from the goalkeeper to player (B) who is penalised for **playing the ball** having been previously **in an offside position**.

13

Gaining advantage

Not offside offence



An attacker (C) **is in an offside position**, not interfering with an opponent, when a team-mate (A) passes the ball to player (B1) in an onside position who runs towards the opponent's goal and passes the ball (B2) to team-mate (C). Attacker (C) cannot be penalised because when the ball was passed to him, he was **in an onside position**.

ASSISTANT REFEREE SIGNALS



Offside



Offside on the
near side of the field



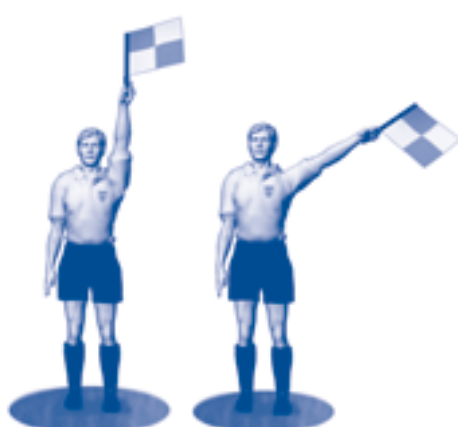
Offside on the centre
of the field



Offside on
the far side of the field



Foul by defender



Foul by attacker

Build Out Line



Compiled by
Terry Eguaaje, Ed.D.
Technical Director of Coaching and Player Development

10-Under Build-Out Line
Practical Application for Coaches and Referees
Version 1.3 (10/16/2020)

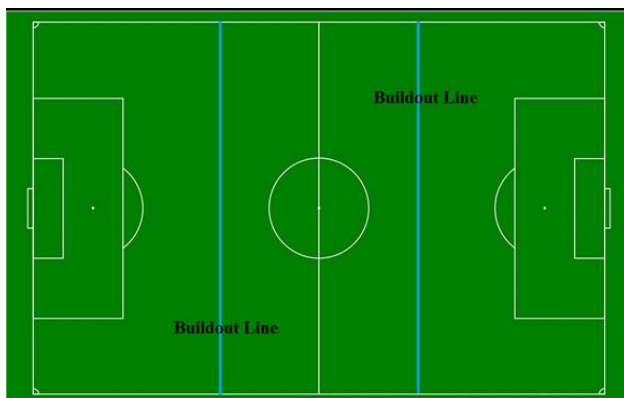
General Overview: The purpose of the build-out line is to allow goalkeepers and defenders more time to control the ball before being pressured from opposing players; to play the ball without pressure and confidently play out of the back. After the 2019-2020 Law changes, defenders can receive the ball *inside* the Penalty Area. Only once the kicking team's player receives the ball (inside or outside the Penalty Area) may the opposing players advance beyond the build-out line.

The build-out line is used at U10 games ONLY. These build-out line rules lead to another rule update in an effort to encourage 'building play out of the back' – **goalkeepers are no longer permitted to punt the ball.**

Coaches (NOT OFFICIALS) should address players who are slow to retreat, or the referee can issue misconduct (failure to respect the distance) if necessary.

Markings: The build-out line is drawn on the field parallel to the goal line approximately half-way between top of the penalty area and midfield line. See diagram below.

Diagram



Build-out Line Rule 1 = Goal Kicks:

At all goal kicks, opposing players must move out of the build-out area. Opposing players must remain on the other side of the build-out line until the ball has been touched by a second player on the kicking team. The sanction is to retake the goal kick. The ball is not required to clear the build-out area to be in play. The build-out line is not relevant for any restart other than goal kicks.

Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.

The build-out line also indicates where offside can be called, as teams cannot be called for offside between the midfield line and build-out line.

To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play.

Coaches are responsible for addressing these types of issues with their players.

Referees can manage the situation with misconduct (failure to respect the distance) if deemed appropriate, Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

Frequently Asked Questions - FAQs:

Can the goalkeeper throw or roll a goal kick?

No. At a goal kick the ball must be stationary inside the Goal Area. The ball must be kicked and it is in play once it has been kicked and moved. The kicking team can receive and play the ball inside the Penalty Area. The opposing team can advance into the buildout area only once a second player on the kicking team touches the ball.

Does the ball have to leave the Penalty Area to be in play?

No. The ball is in play when it has been kicked and moved. The kicking team can receive and play the ball inside the Penalty Area and the opposing team can move beyond the build-out line and into the Penalty Area once the ball has been touched by a second player on the kicking team.

For indirect free kicks or direct free kicks that occur inside a team's own build out line area does the opposing team have to be outside of the build out line area or just 10 yards away?

For all restarts, other than goal kicks, the build-out area is not relevant and the normal minimum required distance would apply (opposing players must retreat 10 yds and be outside the Penalty Area). The ball is back in play when it has been kicked and moved.

For throw-ins that occur inside a team's own build out line area does the opposing team have to be outside of the build out line area or just 6 feet (2yds) away?

For all restarts, other than goal kicks, the build-out area is not relevant and the normal minimum required distance would apply.

Build-Out Line Rule 2 = Goalkeeper Possession:

At all goalkeeper possessions, opposing players must move behind the build-out line. Opposing players must remain outside of the build-out area until the goalkeeper releases ball from their hands and the ball is touched by another player on the goalkeeper's team. The sanction is an IFK to the goalkeeper's team where the build-out line infringement occurred. The six-second goalkeeper possession rule is not enforced until all opposing players are outside of the build out area. Goalkeeper possession includes the goalkeeper contacting the ball with any part of their hand or arm including bouncing and tossing/catching the ball.

Frequently Asked Questions - FAQs:

Can the goalie place the ball on the ground and kick it to anywhere in the field?

Yes. The other team may advance into the build-out area once another player from the Gk's team touches the ball.

What's the call on defenders crossing the build out line too soon?

The ref can delay the goalkeeper to back up the defenders to the correct side of the line. If persistent, the referee can call an infraction and award an IFK at the spot where the opposing team entered the build-out area. Repeated infractions may also be punished with misconduct.

Does the ball have to leave the Penalty Area to "be in play"?

No. The ball does not need to leave the Penalty Area to be in play. The ball remains in play while possessed by the goalkeeper. The goalkeeper may put the ball on the ground and dribble or pass or kick the ball at any time. The opposing team may enter the build-out area once a second player from the GK's team touches the ball.

They are not holding the ball in their hands anymore, so does the 6 second rule apply?

The six-second rule only applies to the goalkeeper controlling the ball in their hands; however, the six-second rule does not begin until all opposing players have moved outside of the build-out area.

Can the keeper play the ball early, or must they wait for the other team to retreat behind the dash line?

Yes, the keeper can play the ball early, but there can be no penalty to the opposing team for not allowing them time to retreat behind the dash line.

If goalie kicks the ball past the buildout line before it is played by his/her team is that a foul, and what is the restart?

That scenario is not an infraction. The ball does not need to be 'played' or 'touched' by a teammate inside the build-out area. The goalkeeper kicking the ball is fine although punting is not permitted. The build-out line has nothing to do with when the ball is in play, it is only used temporarily to allow defenders (including the goalkeeper) a bit more time to play the ball without pressure to learn to 'build play from the back.'

What happens if the team without the ball fails to get behind the Build-out line?

All opposing players (team without the ball) must fully clear and remain outside the build-out area until the goalkeeper releases the ball and another player on the goalkeeper's team has touched the ball. Any opposing player(s) (team without the ball) inside the build-out area cannot interfere with play until leaving the build-out area and the goalkeeper releases the ball from their hands and another player on the goalkeeper's team has touched the ball. This includes a scenario where player from the team without the ball, outside the build-out area, wins the ball and plays the ball to a teammate inside the build-out area but, who did not clear the build-out area... (Indirect free kick to the goalkeeper's team.)

Are there any restrictions on where the goalkeeper's teammates can be?

There are no restrictions regarding the goalkeeper's teammates. They may stand on either side of the buildout line and inside or outside of the Penalty Area. They may receive and play the ball inside or outside of the Penalty Area.

The goalkeeper cannot punt off a save?

Correct. Punting includes dropkicks, bouncing the ball off of the ground and/or tossing the ball into the air to kick it. The sanction is an Indirect Free Kick to the opposing team where the goalkeeper punted the ball subject to special circumstances for free kicks within the Goal Area.

Once GK possesses the ball, the opposing team must move beyond the build out line and the GK can then distribute the ball to his/her players behind or in front of the build out line -does the opposing team have to wait for a teammate of the GK to receive the ball before the opposing team may challenge for the ball? Does the opposing team have to wait for the GK's team to move outside of the build out line?

Neither. In this situation the ball has always been in play. Opposing players are only restricted because of the goalkeeper possession. Opposing players may enter the build-out area once a teammate of the GK touches the ball. Opposing player do not need to wait for the ball to exit the build out area or the Penalty Area.

If the GK distributes the ball in front of the build out line (without punting it), may the opposing team immediately challenge for the ball?

The goalkeeper may distribute the ball by dribbling, throwing, rolling or kicking the ball. Opposing players may pressure the ball once a teammate of the GK touches the ball OR the ball crosses the build-out line.

Note for U10: However, if an opposing player, outside the build-out area, wins the ball and then plays the ball to a teammate inside the build-out area, who did not clear the build-out area, the sanction is an indirect free kick to the defending team. BUT, no sanction if the GK played quickly before the other team had a chance to get out of the build-out area.

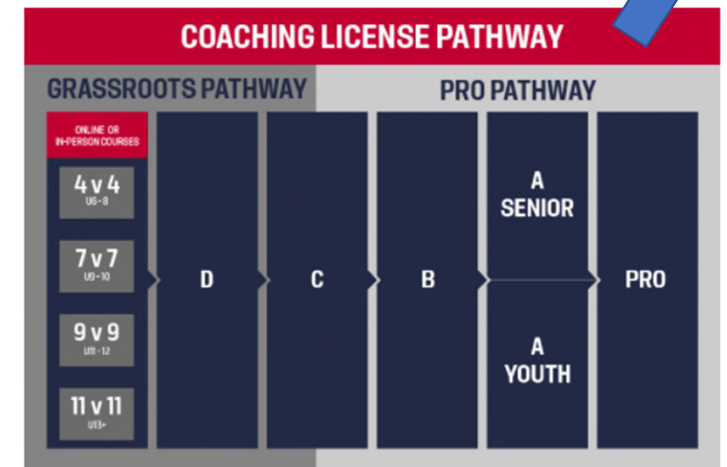
Credit:

- *US Soccer Federation PDI*
- *Darth Newman – State Youth Referee Administrator – Western Pennsylvania Referees*
- *Eastern PA Youth Soccer Association (2017).*

ATTACHMENT 4 – How to Register for SafeSport

COACHING LICENSE PATHWAY

U.S. Soccer is committed to providing all coaches, from beginner to advanced, with education tailored to their experiences and the needs of their players. The Coaching License Pathway consists of a series of courses designed to meet the specific needs of a coach at every step of the way. U.S. Soccer believes education is a journey, and our goal is to provide the necessary tools, guidance, and mentorship a coach requires along their way.



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Please fill in the form below to open your free account now. * - required fields

EMAIL * demarcoa@zoominternet.net	MAILING ADDRESS 104 Lawnview Court	
PARENT OR GUARDIAN EMAIL Parent or Guardian Email	APT / UNIT / SUITE	
PASSWORD * *****	CITY * Cranberry Township	STATE * Pennsylvania
CONFIRM PASSWORD * *****	ZIP * 16066	COUNTRY * United States
FIRST NAME * Amy	PHONE * +1 7243161666	
LAST NAME * DeMarco		
GENDER * ☐ MALE ☒ FEMALE ☐ X What's this		
BIRTHDAY * 08/23/1979		
CHOOSE YOUR ROLES ☒ COACH ☐ REFEREE ☐ BOTH What's this		
U.S. Soccer invites you to self-identify your personal demographic information to help us fulfill our commitment to achieving a diverse and inclusive sport. Your response is completely optional and the information you share will only be used to monitor and assess our progress in achieving our diversity and inclusion goals such as improving our recruiting, hiring and development practices across the sport. Providing this information is voluntary, but we hope you will assist us in our efforts to uphold these values.		
ETHNICITY * White		
☒ I AGREE TO THE TERMS OF USE ☒ I AGREE TO THE PRIVACY POLICY		
CANCEL		SIGN UP

Fill out this information.



CONFIRMATION



Please double check and confirm the values below are correct:

E-MAIL ADDRESS

demarcoa@zoominternet.net



SECONDARY E-MAIL ADDRESS

FIRST NAME

Amy

LAST NAME

DeMarco

BIRTHDAY

 08/23/1979

Before proceeding, please note:

- The name and date of birth on the account must match the individual completing any courses. For example, do not use your own name and birthdate (parent/guardian) if the individual taking courses will be your child.
- Make sure there are no mistakes in the email address, or you will be unable to receive important communications such as password reset messages.
- To prevent false attribution of licenses, if you need to fix or change the name on the account, you will be required to contact U.S. Soccer.

GO BACK

PROCEED



[COURSES](#)[GROUPS](#)[INFO](#)[PLANNING](#)[HELP](#)[RECOGNIZE TO RECOVER](#) **AMY D.**

PROFILE

[PROFILE](#)[CALENDAR](#)[SUBSCRIPTION](#)[PAYMENTS](#)[NOTIFICATIONS](#)

*Check your email to verify your email address. Then click on COURSES.



This information is not publicly available. The details you provide here are used to determine your eligibility for courses and provide U.S. Soccer with basic demographic information. Please ensure your profile is up to date.



AMY DEMARCO

USSF-ID: 1000-0000-0188-8000

AUGUST 23, 1979

[UPDATE PROFILE >](#)

SWITCH TO REFEREE ☒

CONTACT DETAILS



demarcoa@zoominternet.net



(724) 316-1666



104 Lawnview Court
Cranberry Township, PA 16066

PERFORMANCE CENTER ELIGIBILITIES

U.S. SOCCER COACHING LICENSES

[MISSING INFORMATION?](#)

SAFETY CERTIFICATIONS

[I've already done SafeSport](#)



COURSES

GROUPS

INFO

PLANNING

HELP

RECOGNIZE TO RECOVER

AMY D.

AVAILABLE COURSES

LICENSE PATHWAY

SUPPLEMENTAL COURSES

Pro Course

A - Senior Course

A - Youth Course

B Course

C Course

D Course

Grassroots Courses

In-Person Courses

11 v 11 Course

9 v 9 Course

7v 7 Course

4 v 4 Course

Online Courses

UPCOMING 11 V 11 COURSES

GO TO COURSE INFORMATION >

CLEAR X CLOSE

TITLE

Type here ...

HOST

LOCATION

Pennsylvania

YEAR

LANGUAGE

Any



HIDE COMPLETED/CANCELED COURSES

11V11 RIVERFRONT UNITED



Starts Aug 6, 2022 09:00 am Eastern Time



Scranton, PA

SCHEDULED

COURSE DETAILS

BLENDED 11 V 11 GRASSROOTS COURSE-MONROEVILLE, PA - THURSDAY-SATURDAY



Starts May 19, 2022 07:00 pm Eastern Time



, PA

REGISTRATION

COURSE DETAILS

BLENDED 11 V 11 GRASSROOTS COURSE - MONROEVILLE, PA - TUESDAY-SATURDAY



Starts May 17, 2022 07:00 pm Eastern Time



, PA

REGISTRATION

COURSE DETAILS



COURSES

GROUPS

INFO

PLANNING

HELP

RECOGNIZE TO RECOVER

AMY D.

AVAILABLE COURSES

LICENSE PATHWAY

SUPPLEMENTAL COURSES

SafeSport

Intro to Safety

Academy Director Course

Continuous Education

Goalkeeping

Performance Centers

Educator Courses

Director of Coaching

Coach For Community

Talent Scout Course

UPCOMING 11 V 11 COURSES

GO TO COURSE INFORMATION >

CLEAR X CLOSE

TITLE

Type here ...

HOST

LOCATION

Pennsylvania

YEAR

LANGUAGE

Any



HIDE COMPLETED/CANCELED COURSES

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← SAFESPORT

COURSE INFO

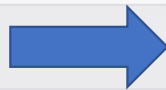
COURSE TIMELINE



SAFESPORT ☆



Contact administrator



START SAFESPORT



CONTACT



COSTS



TERMS AND CONDITIONS



These terms and conditions govern your ("User") access to and use of online training courses provided by the United States Center for SafeSport ("SafeSport") (User and SafeSport are each a "Party" and collectively, the "Parties") accessed: (a) on SafeSport's online hosted Learning Management System ("LMS"); (b) through one or more websites (collectively, "Website"); or (c) via a customized Application Programming Interface ("API") ("Training"). By accessing the Training, you agree to be bound by these terms, which constitute your agreement with SafeSport (the "Agreement"). This Agreement may be updated from time to time at SafeSport's sole discretion. By accessing the Training, you agree to our privacy policies, <https://www.athletesafety.org/privacy-policy>.

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Term. The term of this Agreement is twelve (12) months from the date that a User account is set up (the "Term"). Subject to Section 5 below, upon the expiration or termination of this Agreement, Users will no longer have access to any Training, but may retain access to their accounts for the sole purpose of viewing and downloading any available Training completion certificates.

NO REFUNDS. ALL USER FEES ARE NON-REFUNDABLE except in cases of duplicate payments. However, within 30 days of the expiration or termination of this Agreement, User may access any unused Training by sending an email request to training@safesport.org. After such 30-day period, all unused Training will be forfeited and inaccessible.

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NO

YES



SAFESPORT 5606

COURSE DETAILS **ASSIGNMENTS** EVALUATIONS



Safesport Training

REFRESH PROGRESS **LAUNCH SAFESPORT TRAINING**



Once you complete the training, it may take up to 15 minutes for our system to receive confirmation from the U.S. Center for SafeSport and for your status to be appropriately updated.



DRAFT



MENU

Introduction

Welcome ✓

Language Selection 🔒

ENGLISH 🔒

ESPAÑOL 🔒

FRANÇAIS 🔒

日本語 🔒

DEUTSCH 🔒

РУССКИЙ 🔒

普通话 🔒



SAFESPORT™ TRAINED CORE

