2026/2027 INDOOR SOCCER COACHES INFORMATION

To be able to see your team please once again visit PowerUp registration system can be found on website www.simcoesoccer.ca log into registration system. Then click on volunteer, Select a role, click Team Official, click on set your active team 2026/2027 Indoor Soccer. Approve the team you are coaching this will give you access to your team to be able to email or call your players. The full roster is available to you. When you contact your players via email in the system all emails are sent from clubmanager@simcoesoccer.ca **So please make sure in your email to parents that you put your name and your team along with your own email and ask that they contact you and not Club Manager.**

Season starts the week of November 23. Shirts will be available on your first game night for you to handed out prior to your first game. Please be at The AUD at least 30 minutes before your first game. This is when you will meet and greet your players. You play one game a week. Your team will have the first 15 minutes before each game to warm up small practice, unfortunately we are limited to the use of The AUD. There will be no extra time for a practice other than 15 minutes on the hour, games start at 15 minutes past the hour. Games must start on time. Each game will be 2 x 20 minutes with 3 minute break and 2 minutes to leave the playing area. During the tournaments there will be no practice times, and each game will be 15 minutes with 3 minute halftime break. All divisions will have standings with 3 points for a win and 1 point for a tie. At the end of the season trophies will be handed out to the winning team in each division.

GERNERAL INFORMATION FOR INDOOR SOCCER

a). Indoor soccer shoes or non marking running shoes allowed (NO outdoor cleats) in playing area.

b). NO Wet shoes or boots allowed in playing area this includes **all players and coaches**.

c). No Jewelry at all can be worn during play.

d). All divisions U8, U10, U12, U14 & U18 practice starting on the hour for 10 – 15 minutes prior to game. All Games will start at 15 minutes past the hour e.g. 6;15 pm, 7:15 pm or 8:15 pm. Games are 2 x 20-minute halves with 3 minutes half time break. Please leave playing area as soon as possible we do have other games to play.

e). The coaches for the first game of evening will collect practice ball bag from concession and the last game of evening will return bag to concession. The bag of balls is to share between the two teams. No using the soccer balls outside the playing area.

f). Game balls and game sheets are responsibility of Referee.

e). You need to put the shirt number of each play on game shirts. Once you hand out shirts you will be able to record number on hard copy of ratings sheet (it will be handed to you first night). Coaches can also add the players numbers online in your profile under players ratings then save. Once this is done online and you save you will not need to put numbers on weekly game sheet they are there to stay. If you can't do this online send a photo of rating sheet I will add for you.

f). Only players and coaches in area by doors to playing area (no spectators). They will be marked by tape. No climbing on boards or standing on chairs allowed.

g). SDYSC have a Zero Tolerance Policy in place. Abuse of Referees, players or coaches will NOT be tolerated. The Aud is a safe space for staff, players, coaches, refs and visitors. Any form of abuse or threats of violence **will not be tolerated**. Those in violation will be asked to correct their behaviour. Reports to Club Manager of Zero Tolerance Policy may result in a Discipline by SDYSC Discipline Panel.

h). All games are 2 x 20 minutes with 3 minutes half time break. If you are not ready to play at 15 minutes past the hour the time **The Referee will start the clock, and no extra time will be added.**

i). All games are 6 v 6 this **includes goalkeeper**. If your team can not field 4 players your team will forfeit 3 v 0. If both teams can not field 4 players, then it's a double forfeit 0 v 0. No points for double forfeit games.

j). Standings are kept in all divisions. 3 points for win 1 point for tie. No overtime allowed.

k). We have a five (5) goal difference in place so for every goal over 5 the opposing team will also receive a goal e.g., 8 v 0 becomes 8 v 3.

l). If games are not played due to weather conditions the games will **not be rescheduled**. We usually have a 12 week program, but each division have been given extra games to cover the fact that if a game is cancelled by The Aud. No games will be cancelled by Board of Directors. It will be up to parents whether they attend games.

RULE FOR SCORING GOALS

1). If the active shot is attempted from inside the opponent's goal area, and enters the opponent's goal, play is whistled. Goal will be disallowed, and an indirect free kick will be awarded to the defending team.

2). If the active shot was attempted fairly outside the opponent's goal area and it at any time in the progression of the shot deflects off an attacking teammate while located inside the opponent's goal area and enters the goal, play is whistled. Goal disallowed and a goal kick is awarded to the opposing team.

3). If the active shot was attempted fairly outside the opponent's goal area and it deflects off an opponent (defender) while located in that goal area, play continues, including awarding a goal should the ball enter the opponent's goal. This is provided no other infringement, or fouls have been committed prior to the ball entering the goal.

4). All free kicks are indirect (another player must touch the ball after it has been kicked).

5). If the active shot was attempted fairly outside the goal area and it rebounds inside the area, a player from the attacking team may play the ball. They can't take an active shot from anywhere inside the goal area. The ball needs to be brought back outside goal area for another attempt on goal.