

GUIDELINES FOR HOUSE LEAGUE COACHES- Under 13

Getting Started:

1. Call or email your players **as soon as possible** to let them know your name and phone number/email, the name of their team sponsor, and place and time of the first session.
2. Read the Code of Conduct for coaches (available on website under coaches). Remember that the objective of house league soccer is for all players to participate and have fun. Recruit a parent to help you keep track of substitutions or help manage the kids if necessary.
3. If questions or concerns arise, please email office@owensoundminorsoccer.ca

Session Structure

- 9v9, (8 players plus 1 goalie)
- Throw In's and offside will be called.
- Will attempt to have referees for every game. Many are young and developing their skills so please support and encourage them. If you have any concerns or if a referee does not show up to your game, report this to our referees coordinator.
- The **retreat line** is used. All opposing players must "**retreat**" behind this line ($\frac{1}{3}$ up the field), anytime the goalie makes a save or is taking a goal kick. This allows the goalie to throw or pass the ball successfully to their teammate, and allows that player to make a pass or dribble the ball, while not under pressure. Once the teammate receives the ball from the goalie, opposition players move forward past the center line and apply pressure.

Field Map – All games are played on either Field 2A or 2B for U13 Girls and Field 6 will also be used for U13 mixed (map of Kiwanis Soccer Complex is available on website)
<https://www.owensoundminorsoccer.ca/facilities>

Weather Policy

In the case of inclement weather: Please visit our website or Facebook page.

If it is apparent that it is unfit to play any games late in the afternoon, OSMSA will contact CFOS and ask them to put the cancellation announcement on their 5:00 pm news. We will also post cancellations to our website/Facebook page.

If games are not canceled by 5pm they will go on as scheduled and will be canceled at the field if necessary.