

SSA Game Day Handbook

U10 – U19 Recreational Program



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Dear Coach

Congratulations! It seems that you have volunteered, or perhaps been asked, convinced, or maybe even coerced into coaching soccer. Based on that, let us first say thank you for volunteering your time and energy to coach a youth soccer team. Without your help we would not be able to run our recreational program. So thank you for allowing the kids a chance to play soccer!

This handbook will guide you through our game day procedures so a fun and positive soccer environment can be created for the players to enjoy the beautiful game of soccer!

We hope that you enjoy coaching your team almost as much as your players will enjoy playing for you. The more our player's love playing, the more they will want to get out and play. The more they get out and play soccer, the more time they spend time with the ball, and the better they will become.

Have fun, smile, laugh, and enjoy coaching the greatest game in the world.

Thanks for all you do,

Southern Soccer Academy

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Accessing Schedules

Schedules are available on your SSA location's website and/or registration portal.

Once on the Southern Soccer Academy schedule website, you can select the age group and division that your team is playing in and view information concerning the date, time, venue, field, and opposition.

Once a division is selected you can...

- a) Click on a team to show that team's coach contact information
- b) Click on a venue to show directions and address to that field

Game Day Paperwork

For every game, teams are required to bring the following paperwork to the fields in order for the game to be played as scheduled.

Game Roster

- Go to the Southern Soccer Academy schedule website within 2-3 days of the upcoming game
- Coach can login using their username and password
- Coach is able to print off team roster specific to upcoming game
- Coach must print two (2) copies and bring both to the game

Player Passes

- Each team is provided with player passes by their SSA location
- Each player on your team must have a player pass
- Each player pass must have a recent picture affixed to it in the appropriate place
- Once complete, player passes need to be laminated and are good for the season
- **Player passes MUST be brought to every game**
- If a player does not have a player pass then they will not be able to play

Medical Release Forms

- Medical release forms are available on your SSA location's website (copy of form is also included at the end of this handbook)
- Forms need to be printed and completed by the parent/guardian of the player, as directed by your SSA location
- Coach should have a completed medical release form for each player
- Coach should keep hold of these and bring to practice and games

Printing Game Day Roster

To print the roster you must have a Head Coach, Assistant Coach, or Team Manager account on the SSA Schedule Website (GYSA ADG system)

1) Setting up an account

- In order to print the roster, you must have a Head Coach, Assistant Coach, or Team Manager account established on the SSA Schedule Website (GYSA ADG system)
- If you **do not** have an account **please contact your League Registrar to set up an account**
- Once your account is established, you can login on the SSA Schedule Website (or the main Georgia Soccer ADG website)

2) Adding/updating roster jersey numbers

- To ADD / UPDATE the JERSEY NUMBERS for your team in the system, go to the MY ACCOUNT button
- Under the TEAMS section, click on the EDIT tab next to the team name. The Team Roster page will come up
- At the bottom of the Team Roster page, click on the “EDIT PLAYER/TEAM INFO” button. The site will open a page that allows you to electronically add the jersey number of each player
- Click the SAVE CHANGES button
- When you print your roster, the jersey numbers will appear on the line-up sheet

3) Printing the roster

- **Go to** SSA Schedule Website (ADG website)
- Log in by using the username / password fields on the left hand side. You may also click “Schedule & Results” to view the program of play for your team. Click the gender tab to switch between Boys or Girls divisions
- Once logged in, **Click** on the **My Account** button on the left hand side just above your name. This will bring up a page showing all information available for you, based on your roles, in the ADG system
- In the **Tournament Applications/ Game Scoring** section, which is located

- about half the way down the page, you will find your respective team(s)
- On the right hand side **Click** the **Schedules/Game Scoring** link
 - The schedule will appear for the respective team
 - The Game Roster Print button will only appear 3 calendar days prior to the game
 - **Click** on the **Print Roster button**
 - The system will display a window with the Game Roster
 - **Do NOT use your browser's Print function to print the roster!** Instead, within the window, **Click** on the Print icon at the top left hand side of the window
 - This will open up a PDF window from which you may print the Game Roster forms. You may also export the file to Word format if required, by clicking on the Export icon.
 - **Print 2 copies of the game roster** - 1 for your team and 1 for the Referee. Each team will provide the referee with a copy of the game report. Retain one copy for your records.

4) **Game Roster Instructions**

- Check to make sure that all of the players are on the line-up sheet / game day roster
- If you did not add the jersey numbers electronically into the system as described above, write in the jersey numbers after you print out the line-up sheet
- Give the Referee a copy for check-in
- After the game, **have the referee fill in all of the game information on your copy and sign all the copies** (Home team copy, Referee copy, Away team copy)
- Make any adjustments or initial any changes to the game rosters
- **Keep your copy** in case of any disputes and to enter the score and cards information in the online system.

Posting Game Scores

The following are the instructions for placing game scores into the SSA Schedule Website (ADG Scheduling).

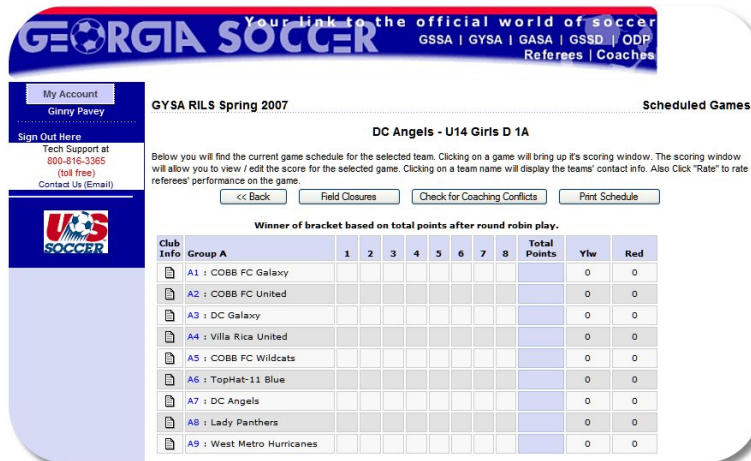
To report scores you must have a Head Coach, Assistant Coach, or Team Manager account for the SSA Schedule Website (Affinity Sports System).

1) Access your account

- Go the SSA Schedule website (ADG System), and log in using your *username and password*
- **If you do not have an account please contact your League Registrar to set up a username and password for you**

2) Viewing and editing information

- Once you have logged into your account the system will display various information...
 - o ***My info:*** This is where you can change/updated your personal information and reset your username and password
 - o ***Family Members:*** This is where the system provides information about any other members of your family in the system
 - o ***Registration Applications:*** Displays application information about any family members in the system that have certain roles
 - o ***Teams:*** This displays any team where you may be an administrator and/or parent on the Team
 - o ***Tournament Applications/ Gaming Scoring:*** This displays all of the Team applications to a gaming League and/or Tournament within the GYSA System
 - o ***Event Registration:*** This provides any Event registration applications in the system. An Event could be Camps, License classes etc.
- In the ***Tournament Applications/ Gaming Scoring*** area for your respective team(s) on the left hand side, ***Click*** the ***Schedules/Game Scoring*** link
- This displays the Bracket with all of the participating teams at the top of the page



GEORGIA SOCCER Your link to the official world of soccer
GSSA | GYSA | GASA | GSSD | ODP
Referees | Coaches

My Account
Ginny Pavay
Sign Out Here
Tech Support at
800-816-3365
(toll free)
Contact Us (Email)

GYSA RILS Spring 2007 Scheduled Games

DC Angels - U14 Girls D 1A

Below you will find the current game schedule for the selected team. Clicking on a game will bring up it's scoring window. The scoring window will allow you to view / edit the score for the selected game. Clicking on a team name will display the teams' contact info. Also Click "Rate" to rate referees' performance on the game.

<< Back Field Closures Check for Coaching Conflicts Print Schedule

Winner of bracket based on total points after round robin play.

Club Info	Group A	1	2	3	4	5	6	7	8	Total Points	Ylw	Red
A1 : COBB FC Galaxy											0	0
A2 : COBB FC United											0	0
A3 : DC Galaxy											0	0
A4 : Villa Rica United											0	0
A5 : COBB FC Wildcats											0	0
A6 : TopHat-11 Blue											0	0
A7 : DC Angels											0	0
A8 : Lady Panthers											0	0
A9 : West Metro Hurricanes											0	0

- If you scroll down the page the system shows the schedule for the respective Team



Bracket - Saturday, March 17, 2007

Game#	Venue	Time	Field	Group	Home Team	Score	Away Team	Score	Referee Performance
2797	TBD RILS	9:30 AM	23	A7 vs A8	DC Angels		Smyrna Lady Panthers		Rate
Reschedule Game									

Bracket - Sunday, March 18, 2007

Game#	Venue	Time	Field	Group	Home Team	Score	Away Team	Score	Referee Performance
2802	Tophat Soccer Club	1:00 PM	2	A6 vs A7	TopHat-11 Blue		DC Angels		Rate
Reschedule Game									

Bracket - Saturday, March 31, 2007

Game#	Venue	Time	Field	Group	Home Team	Score	Away Team	Score	Referee Performance
2808	TBD RILS	10:50 AM	34	A7 vs A3	DC Angels		DC Galaxy		Rate
Reschedule Game									

Bracket - Saturday, April 14, 2007

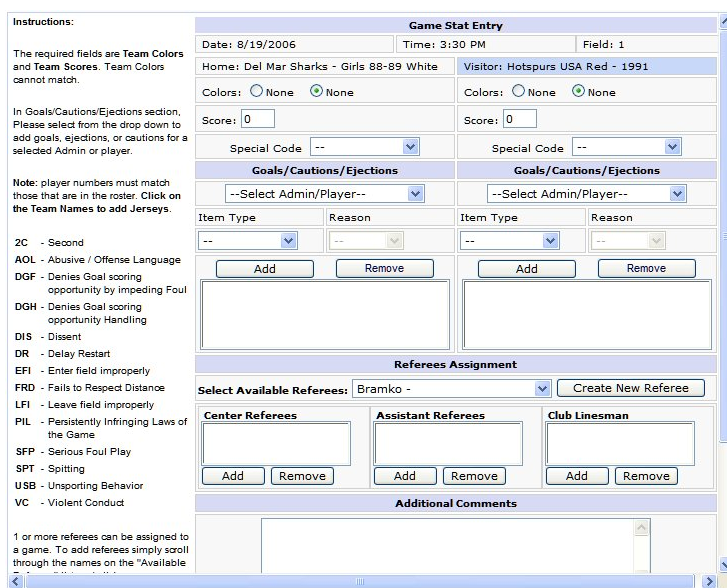
Game#	Venue	Time	Field	Group	Home Team	Score	Away Team	Score	Referee Performance
2787	Fowler	1:30 PM	1	A7 vs A5	DC Angels		COBB FC Wildcats		Rate
Reschedule Game									

- The schedule will appear for the respective Team
- For each of the games displayed you may:
 - o **Click** on the Venue and receive the information about the Venue Location
 - o **Click** on the Team Name and receive information about the administrator on the Team, so that you may contact those individuals if required

3) Entering game scores

- Find the game to be scored
- **Click** on the box under the Score label for your team and the following Game Stat Entry window will appear:

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Instructions:

The required fields are **Team Colors** and **Team Scores**. Team Colors cannot match.

In **Goals/Cautions/Ejections** section, Please select from the drop down to add goals, ejections, or cautions for a selected Admin or player.

Note: player numbers must match those that are in the roster. Click on the **Team Names** to add Jerseys.

2C - Second
AOL - Abusive / Offense Language
DGF - Denies Goal scoring opportunity by impeding Foul
DGH - Denies Goal scoring opportunity Handling
DIS - Dissent
DR - Delay Restart
EFI - Enter field improperly
FRD - Fails to Respect Distance
LFI - Leave field improperly
PIL - Persistently Infringing Laws of the Game
SFP - Serious Foul Play
SPT - Spitting
USB - Unsporting Behavior
VC - Violent Conduct

1 or more referees can be assigned to a game. To add referees simply scroll through the names on the "Available"

- The window displays the game date, time, field and team information
- **Input** the Score fields the game score for both teams
- **Forfeits or reschedules can only be posted by an Age Group Coordinator**
- Provide the Cautions and Ejections for both Teams by selecting
 - o First the players and/or coach from the drop down fields
 - o Then selecting the Type and reason for the caution or ejection
 - o Then **Click** on the **Add Button** to add the item to the list
 - o If more then one item, repeat until all have been inputted
 - o Repeat for both Teams
- FOR A DOUBLE YELLOW CARD EJECTION, PLEASE SELECT EJECTION AS ITEM TYPE AND 2C (2 CAUTIONS) FOR REASON
- You may also add comments about the game at the bottom of the screen

Please note the following abbreviations for Cautions and Ejections:

Caution Codes

C1 = USB	Unsporting Behavior
C2 = DIS	Dissent
C3 = PIL	Persistent Infringement
C4 = DR	Delaying Restart of Play
C5 = FRD	Failing to Respect Distance
C6 = EFI	Entering Without Permission
C7 = LFI	Leaving Without Permission

Send-Off Codes

S1 = SFP	Serious Foul Play
S2 = VC	Violent Conduct
S3 = SPT	Spitting at a Person
S4 = DGF	Denying Obvious Goal Scoring Opportunity
S5 = DGH	Denying Obvious Goal Scoring Opportunity by Handling the Ball
S6 = AOL	Offensive, Insulting or Abusive Language
S7 = 2C	Receiving a Second Caution

Website Key

2C	- Second
AOL	- Abusive / Offense Language
DGF	- Denies Goal scoring opportunity by impeding Foul
DGH	- Denies Goal scoring opportunity Handling
DIS	- Dissent
DR	- Delay Restart
EFI	- Enter field improperly
FRD	- Fails to Respect Distance
LFI	- Leave field improperly
PIL	- Persistently Infringing Laws of the Game
SFP	- Serious Foul Play
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USB	- Unsporting Behavior
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4) Saving and editing scores

- Remember to **Click** the **Save Stats** at the bottom of the screen once you have finished entering the results
- If you need to edit the information you can make the changes and **Save Stats** again
- If you need to clear the information then use the **Clear Stats** Button at the bottom of the screen
- Once one of the Head Coaches, Assistant Coaches, or Team Managers enters the scores and the cards, the system will show the information on the results page of the public view website
- If the other team enters different information then the system will display **Scores and/or the cards (cautions or ejections) are Contested**
- The Contested item will be displayed with a **red (S) for contested Score** and a **red (C) for contested Card**
- If this is the case you must contact your Age Group Coordinator for resolution

Player's Equipment

- Players need to bring both game jerseys to each game. HOME team should wear Blue jerseys and AWAY team should wear white jerseys. In the rare occasion the referee deems there to be a conflict of team colors, it is the responsibility of HOME team to change jerseys
- Shin guards are mandatory and must be a commercially manufactured product specifically designed for the purpose. Home-made products will not be allowed
- Shin guards should be covered with socks
- Soccer cleats are mandatory. No baseball, softball, or football cleats are allowed
- Players should bring their soccer ball
- No jewelry should be worn by players
- Players are not allowed to play with a cast (hard or soft)
- All players on the same team must wear the same color uniforms
- For safety, players may not participate with improper equipment

Avoiding A “Blowout”

In an effort to provide an environment that is both fun and productive for teams to continue to develop, avoiding a “blowout” is key. A “blowout” is a game in which one team is scoring a significantly higher amount of goals than the opposition, for example 6-0. This type of scoreline does not help the development of either team and can hurt the collective psychology of the opposition. A few helpful hints in avoiding this are listed below:

- 1) If your team has a dominant player (player who is scoring all of the goals)....
 - a) Challenge that player to dribble only with their weaker foot
 - b) Challenge that player to pass the ball to a teammate to see if their teammate can score
 - c) Challenge that player to only shoot with their weaker foot
 - d) Challenge that player to perform at least one move (e.g. a turn move) before dribbling towards opponent’s goal

- 2) If your team has more than one dominant player...
 - a) As well as the options above, attempt to balance your team so you don’t have all of the dominant players on the same field at the same time
 - b) Have one of the dominant players in goal and rotate them with other dominant players
 - c) Ask team to make a certain number of consecutive passes before going to goal
 - d) Ask team to shoot first time (which forces players have to pass to each other)
 - e) Ask all players on your team to touch the ball before they can go to goal. If opponent’s touch the ball then they all must touch it again before going to goal

*** Identify these dominant players to Recreational Director so the club may provide an opportunity for them to play in a more challenging environment the following season ***

Although it may be difficult for players (and some parents) to comprehend what you are asking of your team, by manipulating the environment it will hopefully provide your team with a greater challenge to further their development while allowing the opposition an opportunity to develop also. Remember the emphasis of recreational soccer is Player Development, and not winning!

Rescheduling Games

In the rare occasion that a game needs to be rescheduled, the following procedure must be followed:

1. The HOME coach should contact their league scheduler to determine the minimum days advance notice required to reschedule the game AND provide the game number
2. Both home and away coaches need to communicate with each other and agree upon 2 or 3 dates and times the game could be played
3. The HOME coach must then contact their SSA location's scheduler to determine what is available
4. Only when the day and time for the rescheduled game is agreed upon will the game be confirmed
5. At this time, schedules will be updated to reflect the change and the game will be played

Please Note: Advance notice is required to reschedule games in order to book fields and assign referees. Typical advance notice required is one week but coaches should contact their SSA location to confirm.

Location	Contact	Email	Phone
SSA Carrollton	Caryn Scheufler	cscheufler@ssaelite.com	770-832-1161
SSA Cobb	Sharon Gaughan	SharonGaughan@ssaelite.com	678-594-5041
SSA Coweta	Denise Tucker	dtucker@ssaelite.com	470-314-4899
SSA Douglasville	Denise Tucker	dtucker@ssaelite.com	770-780-5161
SSA Kennesaw	Carrie Crawford	Carrie@ssaelite.com	404-630-8805
SSA Paulding	Tess Kaye	Tess@ssaelite.com	770-712-7698

Rules and Regulations

UNDER 10 BRIEF OVERVIEW

- Teams play 6v6 (includes GKs) and additional players are substitutes
- Substitutes should be rotated in to the game so all players receive equal playing time
- It is suggested to make substitutions every 10 minutes
- All players must receive a minimum of 50% playing time
- Players should be rotated positions during the game or over the course of the season
- Players should not play more than one half as goalkeeper
- Offside enforced

UNDER 10 LAWS OF THE GAME

Law #1: The Field of Play

- The field of play must be rectangular and shall be approximately 40 yards by 60 yards
- There shall be 26 yards by 10 yards penalty area, 18 yards by 6 yards goal area, and an 8 yard penalty kick mark
- The goal shall be approximately 18 feet wide and 6 feet high. Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement
- No one (spectators or participants) shall be allowed behind the end lines during the course of a game

Law #2: The Ball

- Players shall use a size 4 ball

Law #3: Number of Players & Substitutions

- A match is played by two teams, each consisting of not more than six (6) players, one of whom is the goalkeeper
- Minimum of five (5) players per side needed to start or continue the game

- Each player must play a minimum of 50% of the total playing time, unless he or she is unable to do so, or at the parent's request
- Players' time spent as goalkeeper must not exceed half of a game
- It is recommended that players rotate positions throughout the course of the season
- Substitutions are unlimited and may be made, with the consent of the referee, at the following times: a) Prior to a throw-in in your favor, b) Prior to a goal kick, by either team, c) After a goal, by either team, d) After an injury, by either team, when the referee stops the play (substitutions shall not be limited to only the injured player or his team), e) At half time, f) After a caution, by either team
- Substitutions are not allowed during the stoppage of play for a player being sent off (red card)

Law #4: Player's Equipment

- Shin guards are mandatory and must be a commercially manufactured product specifically designed for the purpose. Home-made products will not be allowed
- Shin guards should be covered with socks
- For safety reasons, soccer cleats are mandatory. No baseball/softball, or football cleats are allowed
- Players are not allowed to play with a cast (hard or soft)
- All players on the same team shall wear the same color uniforms
- For safety, players may not participate with improper equipment

Law #5: Referees

- There will be one certified referee

Law #6: Assistant Referees

- There will be two assistant referees

Law #7: Duration of the Game

- The center referee will act as the official timekeeper
- The match shall be divided into two (2) equal, thirty (30) minute halves
- There shall be a half-time interval of ten (10) minutes

Law #8: The Start of Play

- Each team shall be represented at the field of play by a coach or assistant coach or a parent appointed in his/her place for the duration of the game.
- The opponents must be eight (8) yards from the center mark while a kick-off is in progress

Law #9: Ball In and Out of Play

- The ball must be wholly over the goal line or touch line whether on the ground or in the air to be declared out of play

Law #10: Method of Scoring

- The ball must be wholly over the goal-line to be declared a goal. A ball sitting on the line is still in play (no goal has been scored)

Law #11: Off-Side

- The off-side rule will be enforced

Law #12: Fouls and Misconduct

- It is recommended that the game official explain all infractions to the offending player
- For a foul committed in the penalty area, a penalty kick will be awarded
- Opposing players shall not play or touch the ball until it has left the penalty area
- Teammates are not allowed to receive the ball in the penalty area from a goal-kick. This would result in an indirect free kick from where the teammate received the ball
- If during regular play, the goalkeeper rolls the ball to a teammate who is within the penalty area then this is not an infringement
- Pass-back to the Goalkeeper: A goalkeeper shall be penalized for handling the ball intentionally passed to him from the feet of a teammate
- Harassing the Goalkeeper: When the goalkeeper has taken possession of the ball within his own penalty area, opposing players are required to move away and to the side so as not to interfere with the goalkeeper putting the ball into play

- If the goalkeeper punts the ball, and it strikes an opponent who is in the penalty area, a direct free kick to the goalkeeper's team at the spot where the ball contacted the opponent will be awarded
- If the goalkeeper punts the ball, and it strikes a teammate within the penalty area and rebounds into the goal, a goal to the opponents is awarded
- If the goalkeeper catches the ball, drops it to his feet and dribbles to the top of the penalty area then picks the ball up, a second possession infringement has occurred resulting in a direct free kick for the opposing team
- If the goalkeeper catches the ball, drops it to his feet and dribbles to the top of the penalty area then kicks the ball from the ground out of the penalty area, there is no infringement

Law #13: Free Kick

- Conform to FIFA with the exception that all opponents are at least eight (8) yards from the ball until it is in play

Law #14: Penalty Kick

- Conform to FIFA with the exception that the penalty mark is made eight (8) yards from the goal

Law #15: Throw-In

- Conform to FIFA, which states that opponents must stand at least two (2) yards from the point at which the throw-in is taken

Law #16: Goal Kick

- Conform to FIFA, which states the ball is kicked from any point within the goal area by a player of the defending team

Law #17: Corner Kick

- Conform to FIFA with the exception that opponents remain at least eight (8) yards from the ball until it is in play

UNDER 12 BRIEF OVERVIEW

- Teams play 8v8 (includes GKs) and additional players are substitutes
- Substitutes should be rotated in to the game so all players receive equal playing time.
- It is suggested to make substitutions every 10 minutes
- All players must receive a minimum of 50% playing time
- Players should be rotated positions during the game or over the course of the season
- Players should not play more than one half as goalkeeper
- Offside enforced

UNDER 12 LAWS OF THE GAME

Law #1: The Field of Play

- The field of play must be rectangular and shall be approximately 60 yards by 80 yards
- There shall be 30 yards by 14 yards penalty area, 18 yards by 6 yards goal area, and a 10 yard penalty kick mark
- The goal shall be approximately 18 feet wide and 6 feet high. Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement
- No one (spectators or participants) shall be allowed behind the end lines during the course of a game

Law #2: The Ball

- Players shall use a size 4 ball

Law #3: Number of Players & Substitutions

- A match is played by two teams, each consisting of not more than eight (8) players, one of whom is the goalkeeper
- Minimum of six (6) players per side needed to start or continue the game
- Each player must play a minimum of 50% of the total playing time, unless he or she is unable to do so, or at the parent's request
- Player's time spent as goalkeeper should not exceed half of a game

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- It is recommended that players rotate positions throughout the course of the season
- Substitutions are unlimited and may be made, with the consent of the referee, at the following times: a) Prior to a throw-in in your favor, b) Prior to a goal kick, by either team, c) After a goal, by either team, d) After an injury, by either team, when the referee stops the play (substitutions shall not be limited to only the injured player or his team), e) At half time, f) After a caution, by either team
- Substitutions are not allowed during the stoppage of play for a player being sent off (red card)

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- Shin guards are mandatory and must be a commercially manufactured product specifically designed for the purpose. Home-made products will not be allowed
- Shin guards should be covered with socks
- For safety reasons, soccer cleats are mandatory. No baseball/softball, or football cleats are allowed
- Players are not allowed to play with a cast (hard or soft)
- All players on the same team shall wear the same color uniforms
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- There will be one certified referee

Law #6: Assistant Referees

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Law #7: Duration of the Game

- The center referee will act as the official timekeeper
- The match shall be divided into two (2) equal, thirty (30) minute halves
- There shall be a half-time interval of ten (10) minutes

Law #8: The Start of Play

- Each team shall be represented at the field of play by a coach or assistant coach or a parent appointed in his/her place for the duration of the game
- The opponents must be at least ten (10) yards from the center mark while a kick-off is in progress

Law #9: Ball In and Out of Play

- The ball must be wholly over the goal line or touch line whether on the ground or in the air to be declared out of play

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- The off-side rule will be enforced

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- It is recommended that the game official explain all infractions to the offending player
- For a foul committed in the penalty area, a penalty kick will be awarded
- Opposing players shall not play or touch the ball until it has left the penalty area
- Teammates are not allowed to receive the ball in the penalty area from a goal-kick. This would result in an indirect free kick from where the teammate received the ball
- If during regular play, the goalkeeper rolls the ball to a teammate who is within the penalty area then this is not an infringement
- Pass-back to the Goalkeeper: A goalkeeper shall be penalized for handling the ball intentionally passed to him from the feet of a teammate
- Harassing the Goalkeeper: When the goalkeeper has taken possession of the ball within his own penalty area, opposing players are required to move away and to the side so as not to interfere with the goalkeeper putting the ball into play

- If the goalkeeper punts the ball, and it strikes an opponent who is in the penalty area, a direct free kick to the goalkeeper's team at the spot where the ball contacted the opponent will be awarded
- If the goalkeeper punts the ball, and it strikes a teammate within the penalty area and rebounds into the goal, a goal to the opponents is awarded
- If the goalkeeper catches the ball, drops it to his feet and dribbles to the top of the penalty area then picks the ball up, a second possession infringement has occurred resulting in a direct free kick for the opposing team
- If the goalkeeper catches the ball, drops it to his feet and dribbles to the top of the penalty area then kicks the ball from the ground out of the penalty area, there is no infringement

Law #13: Free Kick

- Conform to FIFA, which states that all opponents are at least ten (10) yards from the ball until it is in play

Law #14: Penalty Kick

- Conform to FIFA, with the exception that the penalty mark is made ten (10) yards from the goal

Law #15: Throw-In

- Conform to FIFA, which states that opponents must stand at least two (2) yards from the point at which the throw-in is taken

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- Conform to FIFA, which states the ball is kicked from any point within the goal area by a player of the defending team

Law #17: Corner Kick

- Conform to FIFA, which states that opponents remain at least ten (10) yards from the ball until it is in play

UNDER 14 to U19 BRIEF OVERVIEW

- Teams play 11v11 (includes GKs) and additional players are substitutes
- Substitutes should be rotated in to the game so players receive equal playing time
- It is suggested to make substitutions every third of each half
- Game Duration: 2x35 minutes (U14), 2x40 minutes (U16), 2x45 minutes (U19)
- All players must receive a minimum of 50% playing time
- All rules of soccer in effect

UNDER 14 LAWS OF THE GAME

Law #1: The Field of Play

- The field of play must be rectangular and shall be approximately 70 yards by 110 yards
- There shall be 44 yards by 18 yards penalty area, 20 yards by 6 yards goal area, and a 12 yard penalty kick mark
- The goal shall be approximately 24 feet wide and 8 feet high. Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement
- No one (spectators or participants) shall be allowed behind the end lines during the course of a game

Law #2: The Ball

- Players shall use a size 5 ball

Law #3: Number of Players & Substitutions

- A match is played by two teams, each consisting of not more than eleven (11) players, one of whom is the goalkeeper
- Minimum of seven (7) players per side needed to start or continue the game
- Each player must play a minimum of 50% of the total playing time, unless he or she is unable to do so, or at the parent's request
- Substitutions are unlimited and may be made, with the consent of the referee, at the following times: a) Prior to a throw-in in your favor, b) Prior to a goal kick, by either team, c) After a goal, by either team, d) After an injury, by either team, when

the referee stops the play (substitutions shall not be limited to only the injured player or his team), e) at half time, f) After a caution, by either team

- Substitutions are not allowed during the stoppage of play for a player being sent off (red card)

Law #4: Player's Equipment

- Shin guards are mandatory and must be a commercially manufactured product specifically designed for the purpose. Home-made products will not be allowed
- Shin guards should be covered with socks
- For safety reasons, soccer cleats are mandatory
- Players are not allowed to play with a cast (hard or soft)
- All players on the same team shall wear the same color uniforms
- For safety, players may not participate with improper equipment

Law #5: Referees

- There will one certified referee

Law #6: Assistant Referees

- There will be two assistant referees

Law #7: Duration of the Game

- The center referee will act as the official timekeeper
- The match shall be divided into two (2) equal, thirty-five (35) minute halves
- There shall be a half-time interval of ten (10) minutes

Law #8: The Start of Play

- Each team shall be represented at the field of play by a coach or assistant coach or a parent appointed in his/her place for the duration of the game
- The opponents must be at least ten (10) yards from the center mark while a kick-off is in progress

Law #9: Ball In and Out of Play

- The ball must be wholly over the goal line or touch line whether on the ground or in the air to be declared out of play

Law #10: Method of Scoring

- The ball must be wholly over the goal-line to be declared a goal. A ball sitting on the line is still in play (no goal has been scored)

Law #11: Off-Side

- The off-side rule will be enforced

Law #12: Fouls and Misconduct

- Conform to FIFA

Law #13: Free Kick

- Conform to FIFA, which states that all opponents are at least ten (10) yards from the ball until it is in play

Law #14: Penalty Kick

- Conform to FIFA, which states that the penalty mark is made twelve (12) yards from the goal

Law #15: Throw-In

- Conform to FIFA, which states that opponents must stand at least two (2) yards from the point at which the throw-in is taken

Law #16: Goal Kick

- Conform to FIFA, which states the ball is kicked from any point within the goal area by a player of the defending team

Law #17: Corner Kick

- Conform to FIFA, which states that opponents remain at least ten (10) yards from the ball until it is in play

UNDER 16 LAWS OF THE GAME

Law #1: The Field of Play

- The field of play must be rectangular and shall be approximately 70 yards by 110 yards
- There shall be 44 yards by 18 yards penalty area, 20 yards by 6 yards goal area, and a 12 yard penalty kick mark
- The goal shall be approximately 24 feet wide and 8 feet high. Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement
- No one (spectators or participants) shall be allowed behind the end lines during the course of a game

Law #2: The Ball

- Players shall use a size 5 ball

Law #3: Number of Players & Substitutions

- A match is played by two teams, each consisting of not more than eleven (11) players, one of whom is the goalkeeper
- Minimum of seven (7) players per side needed to start or continue the game
- Each player must play a minimum of 50% of the total playing time, unless he or she is unable to do so, or at the parent's request
- Substitutions are unlimited and may be made, with the consent of the referee, at the following times: a) Prior to a throw-in in your favor, b) Prior to a goal kick, by either team, c) After a goal, by either team, d) After an injury, by either team, when the referee stops the play (substitutions shall not be limited to only the injured player or his team), e) at half time, f) After a caution, by either team
- Substitutions are not allowed during the stoppage of play for a player being sent off (red card)

Law #4: Player's Equipment

- Shin guards are mandatory and must be a commercially manufactured product specifically designed for the purpose. Home-made products will not be allowed
- Shin guards should be covered with socks

SSA Game Day Handbook

- For safety reasons, soccer cleats are mandatory
- Players are not allowed to play with a cast (hard or soft)
- All players on the same team shall wear the same color uniforms
- For safety, players may not participate with improper equipment

Law #5: Referees

- There will one certified referee

Law #6: Assistant Referees

- There will be two assistant referees

Law #7: Duration of the Game

- The center referee will act as the official timekeeper
- The match shall be divided into two (2) equal, forty (40) minute halves
- There shall be a half-time interval of ten (10) minutes

Law #8: The Start of Play

- Each team shall be represented at the field of play by a coach or assistant coach or a parent appointed in his/her place for the duration of the game
- The opponents must be at least ten (10) yards from the center mark while a kick-off is in progress

Law #9: Ball In and Out of Play

- The ball must be wholly over the goal line or touch line whether on the ground or in the air to be declared out of play

Law #10: Method of Scoring

- The ball must be wholly over the goal-line to be declared a goal. A ball sitting on the line is still in play (no goal has been scored)

Law #11: Off-Side

- The off-side rule will be enforced

Law #12: Fouls and Misconduct

- Conform to FIFA

Law #13: Free Kick

- Conform to FIFA, which states that all opponents are at least ten (10) yards from the ball until it is in play

Law #14: Penalty Kick

- Conform to FIFA, which states that the penalty mark is made twelve (12) yards from the goal

Law #15: Throw-In

- Conform to FIFA, which states that opponents must stand at least two (2) yards from the point at which the throw-in is taken

Law #16: Goal Kick

- Conform to FIFA, which states the ball is kicked from any point within the goal area by a player of the defending team

Law #17: Corner Kick

- Conform to FIFA, which states that opponents remain at least ten (10) yards from the ball until it is in play

UNDER 19 LAWS OF THE GAME

Law #1: The Field of Play

- The field of play must be rectangular and shall be approximately 70 yards by 110 yards
- There shall be 44 yards by 18 yards penalty area, 20 yards by 6 yards goal area, and a 12 yard penalty kick mark
- The goal shall be approximately 24 feet wide and 8 feet high. Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement
- No one (spectators or participants) shall be allowed behind the end lines during the course of a game

Law #2: The Ball

- Players shall use a size 5 ball

Law #3: Number of Players & Substitutions

- A match is played by two teams, each consisting of not more than eleven (11) players, one of whom is the goalkeeper
- Minimum of seven (7) players per side needed to start or continue the game
- Each player must play a minimum of 50% of the total playing time, unless he or she is unable to do so, or at the parent's request
- Substitutions are unlimited and may be made, with the consent of the referee, at the following times: a) Prior to a throw-in in your favor, b) Prior to a goal kick, by either team, c) After a goal, by either team, d) After an injury, by either team, when the referee stops the play (substitutions shall not be limited to only the injured player or his team), e) at half time, f) After a caution, by either team
- Substitutions are not allowed during the stoppage of play for a player being sent off (red card)

Law #4: Player's Equipment

- Shin guards are mandatory and must be a commercially manufactured product specifically designed for the purpose. Home-made products will not be allowed
- Shin guards should be covered with socks

SSA Game Day Handbook

- For safety reasons, soccer cleats are mandatory
- Players are not allowed to play with a cast (hard or soft)
- All players on the same team shall wear the same color uniforms
- For safety, players may not participate with improper equipment

Law #5: Referees

- There will one certified referee

Law #6: Assistant Referees

- There will be two assistant referees

Law #7: Duration of the Game

- The center referee will act as the official timekeeper
- The match shall be divided into two (2) equal, forty-five (45) minute halves
- There shall be a half-time interval of ten (10) minutes

Law #8: The Start of Play

- Each team shall be represented at the field of play by a coach or assistant coach or a parent appointed in his/her place for the duration of the game
- The opponents must be at least ten (10) yards from the center mark while a kick-off is in progress

Law #9: Ball In and Out of Play

- The ball must be wholly over the goal line or touch line whether on the ground or in the air to be declared out of play

Law #10: Method of Scoring

- The ball must be wholly over the goal-line to be declared a goal. A ball sitting on the line is still in play (no goal has been scored)

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Law #16: Goal Kick

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Law #17: Corner Kick

- Conform to FIFA, which states that opponents remain at least ten (10) yards from the ball until it is in play

Field Locations and Field Hotlines

Please see below for information regarding playing fields at our SSA locations. In case of inclement weather, each SSA location will determine their own field conditions.

Please call the appropriate field hotline first for up to date information on field status. Each location's website will also be updated to show field closures.

SSA Carrollton

East Carroll
410 Northlake Drive, Carrollton GA 30117
678-248-4044

SSA Cobb

Mud Creek Soccer Complex
5600 Ernest Barrett Parkway, Marietta GA 30064
404-818-9221

SSA Coweta

Whitlock
170 Walt Sanders Memorial Dr, Newnan GA 30263
770-577-3272

SSA Douglasville

Chestnut Log
2544 Pope Rd, Douglasville GA 30135
770-577-3272

SSA Kennesaw

Martha Moore
6997 Keene Street, Kennesaw, GA 30144
770-578-5067

SSA Paulding

Braly Fields
775 Industrial Blvd, Dallas GA 30132
404-235-0119



Southern Soccer Academy

Medical Release Form

I hereby give permission for any and all medical attention necessary to be administered to my child

(NAME): _____ in the event of an accident, injury, sickness, etc., under the direction of the person(s) listed below, until such time as I may be contacted. This release is effective for the period of one year from the date given below. I also hereby assume the responsibility for payment of any such treatment.

MY ADDRESS IS: _____

HOME PHONE: _____ **WORK:** _____ **CELL:** _____

MY INSURANCE COMPANY IS: _____

MY POLICY NUMBER IS: _____

In case I cannot be reached, any of the following is designated to act in my behalf:

1. **COACH:** _____

2. **ASSISTANT COACH:** _____

3. **TEAM MANAGER:** _____

4. ANY LEAGUE REPRESENTATIVE WHERE MY CHILD IS PLAYING.

5. ANY TOURNAMENT REPRESENTATIVE WHERE MY CHILD IS PARTICIPATING IN A TOURNAMENT.

OUR PHYSICIAN IS: _____

ADDRESS: _____

TELEPHONE: _____

KNOWN ALLERGIES: _____

SIGNATURE: _____

PARENT/GUARDIAN

DATE

State of Georgia County of BEFORE ME, A NOTARY PUBLIC IN AND FOR SAID COUNTY AND STATE, PERSONALLY APPEARED WHO EXECUTED OR ACKNOWLEDGED THE EXECUTION OF THE FOREGOING, AND WHO, HAVING BEEN DULY SWORN, STATED THAT THE REPRESENTATIONS THEREIN CONTAINED ARE TRUE.

Subscribed and sworn before me this day _____ of _____,

Notary Public: _____

Commission Expires: _____

County of Residence: _____