

# **Latham Circle Soccer Club Coaches' Meeting 4/10/18**

## **Club/Team Housekeeping**

- 1) **Player Passes being held if fees are not paid by the start of CDYSL. Please make this announcement to your team**
- 2) **Make sure you have notified Walt, when you will be training**
- 3) **Teams will be individually responsible for fines due to rescheduling, cancelling, etc.**
- 4) **Code of Conduct: Players, Coaches, Parents. Find online and send to your parents.**
- 5) **Communication on sites or whatsapp**
- 6) **Building a Facebook Page (Pere) Publicize Big Wins, Rankings, Tournament Results and Photos**

## **Tryouts**

- 1) **Pick 3 dates in the next couple of weeks in order to post**
- 2) **Invite players and have an open door for practice**
- 3) **Publicize tryouts any way we can**

## **Professional Development**

- 1) **Join Professional Organization (NSCAA)**
- 2) **Read a coaching book. Don't care what sport!**
- 3) **Watch College and MLS Soccer, Why???**
- 4) **Continue your licensing**
- 5) **Attend Training sessions**
- 6) **Get a Mentor**

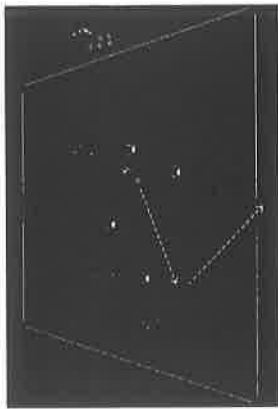
# 5 FAVES: SMALL-SIDED GAMES—TEAMWORK

COMPILED BY VINCE GANZBERG / WRITER SINCE 1981

## "DEAN SMITH" GAME

**Ideal Ages:** 8-18  
**Balls:** 1-2    **Cones/Goals:** 4:2    **Players:** 8-12  
**Why:** To promote teamwork and acknowledgement of the assist.  
**Setup:** Two teams.  
**Progression of activity:**

1. Play 4v4-6v6.
2. The goal only counts if the player scoring points to/acknowledges the player that passed them the ball.
3. Same as above except the player that gave the assist also has to point to the player who passed them the ball.



## 1v1-4v4

**Ideal Ages:** 9-18  
**Balls:** 4-5    **Cones/Goals:** 4:2    **Players:** 8-10  
**Why:** To work on individual and small-group play. To work on including all players, promoting teamwork.  
**Setup:** Two teams. Start off 1v1. When player passes to teammate they dribble on. Opponent also adds player. Whenever attacker passes to teammate, they dribble on field. The team that scores 1v1, 2v2, 3v3, 4v4 wins. Does not have to be in order.

- Progression of activity:**
1. Play 1v1 to 4v4.
  2. Start 4v4 then go down. Teams do not have to score in order.
  3. Start 1v1. When attacking team passes to teammate, opponent adds two players.

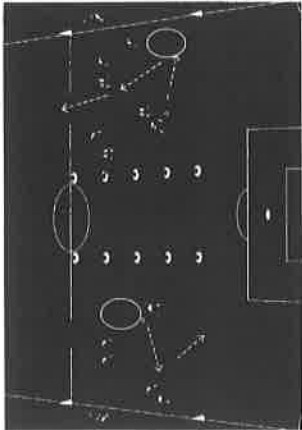


ASK: WHAT IS HARDER TO BREAK? ONE PENCIL OR A BUNDLE OF THEM?

## DROPPING DIMES

**Ideal Ages:** 9-18  
**Balls:** 1-2    **Cones/Goals:** 8-+4    **Players:** 12-18  
**Why:** To work on passing to set up a teammate.  
**Setup:** Two teams. Make two fields with small goals. The two fields should be side by side. Field sizes vary depending on number of players starting on each field.  
**Progression of activity:**

1. Play 3v3, 4v4, 5v5 on both fields.
2. When a player provides an assist, they run over to the other field and play for the same color.
3. Progress until the game becomes too lopsided or for time.
4. The team that has the players provide the most assists, not goals, wins.



## SILENT SOCCER

**Ideal Ages:** 10-18  
**Balls:** 1-2    **Cones/Goals:** 4:2    **Players:** 6-14  
**Why:** To work on vision and supporting teammates.  
**Setup:** Two teams. Place two small goals approx. 10 yards apart in the center. Note: could also play with large goals and keepers as shown.

- Progression of activity:**
1. Play 3v3 to 7v7. Teams can score in either goal.
  2. Normal game of soccer except no talking or making any noises. If a team violates that rule then it's the other team's ball.
  3. Same as above except allow the goalkeeper to talk.



## SCENARIOS

**Ideal Ages:** 10-18  
**Balls:** 1-2    **Cones/Goals:** 0:2    **Players:** 8-22  
**Why:** To work on problem-solving situations as a team.  
**Setup:** Two teams. Play a normal game with no restrictions.

- Progression of activity:**
1. Play 4v4 or more.
  2. Give each team a scenario. Make sure that the scenarios are kept secret from the other team.
  3. Example: One team is a goal down. The other team is a goal up with five minutes left.
  4. Example: Tell one team that if they score a goal within the first two minutes then it's worth double. Tell the other team if they don't allow a goal in the first two minutes then they get a point. ■



# Capital District Youth Soccer League.

## COACHES CODE OF CONDUCT

1. Coaches will always be fair, firm and consistent.
2. Coaches will promote a positive attitude and lead by example.
3. Coaches will not argue with parents or officials, and will always demonstrate good sportsmanship.
4. Coaches will do the best they can to ensure each athlete is both physically and mentally ready for whatever task is asked of them.
5. Coaches will adhere to the policies and procedures of CDYSL and set a proper example for everyone to follow.
6. Coaches will stress teamwork and respect for every athlete.
7. Coaches will allow each athlete the opportunity to compete and excel.
8. Coaches will display control, respect, dignity, and professionalism to all involved with soccer. This includes, but is not limited to, officials, opponents, coaches, administrators, parents, spectators and the media.
9. Coaches will ensure that coaching or training activities take place in a safe environment and are appropriate for the age, maturity, experience and ability of the players.
10. Coaches will never strike, shove, threaten to strike, or lay a hand upon an official, player or spectator.
11. Coaches will never coach or train while under the influence of alcohol or drugs or allow a player to train or play as well.
12. Coaches will never use trash talk, profane, obscene, or vulgar language under any circumstance.

## PLAYERS CODE OF CONDUCT

1. Players will play by the Laws of the Game.
2. Players will control their temper; most of all, resist the temptation to retaliate when you feel you have been wronged.
3. Players will be good sports by cheering all good plays, whether it's your team or opponent's.
4. Players will treat all players as they would like to be treated.
5. Players will cooperate with your coaches, teammates, opponents and referees.
6. Players will remember that soccer is a team game and encourage teammates as every player makes mistakes and has off days.
7. Players will never abuse anyone or swear in frustration on or off the field of play.
8. Players will never use unnecessary rough tactics during the course of a game.
9. Players will never appear in the contest area under the influence of alcohol or drugs.
10. Players must always abide by the officials decision.