



## **2026/2027 INDOOR SOCCER COACHES INFORMATION**

To be able to see your team please once again visit PowerUp registration system, log into system. Then click on Select a role, click Team Official, click on set your active team. 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](mailto: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 2027 (Date TBA). Shirts will be handed out prior to your first game please be there at least 30 minutes before your first game. This is when you will meet and greet your players. You play one game a week and there hopefully will be a tournament one Saturday in January. Your team will have 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. Tournament top two teams will play in finals and receive trophies.

### **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/coaches**.
- c). No Jewelry at all can be worn during play.
- d). All divisions 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 and 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). Only players and coaches in area by doors to playing area (no spectators). They will be marked by tape.
- f). 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.
- 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 1 v 1.
- j). Standings are kept in all divisions. 3 points for win 1 point for tie. No overtime allowed. In tournaments if a tied game in Final only it will be penalty shots
- 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, they already have extra.
- m). All free kicks are indirect (another player must touch the ball after it has been kicked).
- n). Please make sure that you check your schedules we have dates that are not available to use during the season.

#### **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). 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.