

2025 CYC Soccer Coaches Meeting

1. Open with Prayer

*God, we pray that our hearts be open to see your presence in and through sports
We pray for athletes... who, through sports develop character and values.
We pray for coaches... who place players before winning and value sportsmanship.
We pray for parents... who love their children for who they are, not for how they perform.
We pray for officials... who inspire fair play.
We pray in God's name. Amen*

2. Evangelization

- a. CYC is a ministry. We should keep that in perspective and make this a priority.
- b. Ask your athletes if there is anything that they would like to pray for before practice.
- c. Invite team (players and parents) to attend Mass together or other parish events to build community.

3. Coaching Requirements - All 1 time requirements

- a. <https://Playcyc.org/coach>
 1. Safe Environment Training - <https://www.preventandprotectstl.org/>
 2. Coaching Classes for all coaches - [CTMAPD](#)
 - a. If you already completed PLACT, you are exempt
 3. Your picture roster will include your coaches number and the date completed
 - a. Please be patient, these are being updated daily

4. Rulebook Location: <https://playcyc.org/rulebooks/>

- Taking Officials Test <https://playcyc.org/officiate/online-officials-testing/>

5. Rules Changes for 2025

- Number of players
 1. Grades 5 – 8: 11 v 11 (*must have at least 9 players to start and/or continue a game*)
 2. Grades 3 – 4 : 8 v 8 (**must have at least 6 players to start and/or continue a game*)
 3. Grades PreK – 2 : 7 v 7 (**must have at least 6 players to start and/or continue a game*)
- BUILD OUT LINE – 4th grade and Below - No pressure line marked 10 yards from the Halfway line on both halves of the field. After a goalkeeper possesses the ball in their hands, the opposing team must drop back behind the build out line closest to the goalkeeper. After the opposing team is behind the line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed) or can dribble the ball with their feet. On a goal kick, a goalkeeper/player of the defending team may kick the ball from within their goal area. The goalkeeper/player may put the ball in play sooner, but they accept the positioning of the opposing team and any consequences. After the ball is put in play, the opposing team may cross the line.
- Indirect Free Kick

An indirect free kick is also awarded to the opposing team if a goalkeeper, inside their penalty area, commits any of the following offenses:

 - ☐ (4th grade and below) punts or drop-kicks the ball
 - The indirect free kick is taken from where the offense occurred.
 - Exception: If the punt or dropkick occurs within the goal area (not penalty area), the indirect free kick should be taken on the goal line area parallel to the goal line at the nearest point to where the offense occurred.

NOTE: 1st 2 Weeks of season – We will have the officials give the goalkeeper a second try to throw the ball in play if they punt or drop-kick the ball. This will be an effort for the coaches and officials to educate the players about the new rule.

- Goal Kick
 - o The ball must be stationary and is kicked on the ground from any point within the goal area by a player of the defending team
 - o 5th-8th grade games: The ball is in play when it is kicked and clearly moves.
 - Opponents must remain outside the penalty area until the ball is in play
 - o K-4th grade games: The opposing team must move behind the build out line during a goal kick until the ball is put in play.
 - o If an opponent enters the penalty area or crosses the build out line(K-4th) before the ball was put into play and touches or challenges for the ball, the goal kick is retaken.
- Duration of Games: Halftime is 5 minutes

<u>Division</u>	<u>Period of Play:</u>
7 th – 8 th GRADE	30 MINUTE HALVES
3 rd – 6 th GRADE	25 MINUTE HALVES
1 st – 2 nd GRADE	20 MINUTE HALVES
PreK - K	10 MINUTE QUARTERS

Soccer Misunderstood Rules

LAW 3 – PLAYERS and SUBSTITUTIONS

Subs must report to the official area at the intersection of the touchline and the halfway line.

Officials will not allow subs to enter from the bench area.

NOTE: Substitutes may not enter the game during any direct or indirect kicks.

LAW 7 – DURATION OF THE GAME

If a penalty kick has to be taken or retaken, the half is extended until the penalty kick is completed.

In all other situations, the half is not extended, i.e., corner kick, throw-in, goal kick, free kick, etc.

LAW 15 – THE THROW-IN

If the throw-in is not taken correctly, the ball is awarded to the opposing team for a throw-in.

For PreK or Kindergarten divisions, allow 2 attempts, and if an infraction occurs, let play continue.

For 1st-2nd divisions, allow 2 attempts, if an infraction occurs on the 2nd attempt, give the other team a throw-in

For 3rd and up divisions, one attempt is allowed.

Offsides does not start until 3rd grade

6. Schedules

- a. Will be located on your Team Sideline Pages and will be linked to your TeamSite
 - [Northwest Region Schedules](#)
 - [Southeast Region Schedules](#)
- b. Reschedule Requests -
 - Make every effort to play games as originally scheduled.
 - Head coach will contact Opposing coach about the game change and send all information (i.e. Date, Time, Location, Teams) to your coordinator: [Contacting coaches](#)
 - Any reschedule request must be submitted by your program coordinator to the CYC Office 10 days in advance of the game. Any games cancelled after this date will be forfeited.
 - All games must be played by Sunday Nov 2nd.
 - They will only be considered (not guaranteed) for religious or school events.
 - \$100 charge to your program for each game that is rescheduled after Sep 1st.
 - If we missed a submitted conflict, the CYC Office will change the game.
 - The CYC Office will handle all rainout reschedules (using Nov 1/2 and 7/8/9)

7. 4th-8th Grade Opt-In Recreation Tournament at end of season – Thu-Sun Nov 6-16

- For all 4th grade teams and 5th-8th grade B, C, D division teams
- You must fill out a google form to play by October 13th
 1. Link will be emailed out to coaches and coordinators in Early September
 2. You must be able to play at any time during the dates, we will only accept conflicts related to religious events for the players

8. Forms to have at each game

- a. Both teams supply a filled out Game Card in uniform number order to the officials
 1. [Game Card](#) - Copy or Download to Your Computer or Google Drive
Then fill your roster out 1 time and print 8 copies
- b. Picture Roster – Must be presented at each game - Can be digital - Contact your coordinator
 - It is also on your [Team Information page on Team Sideline](#) (not the Teamsite)
- c. Fields do not provide practice and game balls, Bring your own!

9. Sportsmanship/Expectations

- a. *Guest player rules - up to 2 subs more than the full team - reference rulebook*
 - *You may also use a player that is on a volleyball roster (any level) from the same grade or below.*
 - *Bring digital copies of all rosters to the game. Coordinators will assist with rosters.*
- b. *Rosters may still add players until Sep 15 - contact your coordinator for any missing or new players*
- c. **MINIMUM PLAYING REQUIREMENT**
All eligible players on the bench must participate in at least 25% of regulation time in each game (league & playoff games). Failure to do so may result in forfeiture.
It is the coach's responsibility that each player plays at least 25% of each game. Failure to comply with the spirit of this policy may result in disciplinary action by the Parish and/or CYC Office.
- d. *Reverse the trend of negativity in youth sports, have good handshake lines*
- e. Coach/Player/Spectator Behavior. Teams have two identifiers, Name of Parish, Name of Coach. Do not allow either name to be tarnished.
- f. *Any coach/spectator who is ejected from a CYC game, will be suspended for at least 3 games and the son/daughter of that coach/spectator will be suspended for at least 1 game.*

10. Scoring Games

- a. Comments Section: Officials, Sportsmanship.
 - Do not put OK or good/bad. Only give us constructive feedback that we can communicate.

11. Questions