



***SUBURBAN FRIENDSHIP LEAGUE***

***SFL COACH RESPONSIBILITIES***

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## A. Safety – The Primary Responsibility

### 1. Concussions

- a. Guidance provided by the following
  - Centers for Disease Control: [www.cdc.gov/comcussion](http://www.cdc.gov/comcussion)
  - US Youth Soccer: [www.ussoccer.com/about/recognize-to-recover/concussion-guidelines](http://www.ussoccer.com/about/recognize-to-recover/concussion-guidelines)
- b. The Virginia Youth Soccer Association (VYSA) has also implemented a no heading rule for 11 and under players. At these age groups whenever the ball strikes a player in the head play is stopped.
- c. Train your players in proper and legal technique. For example: go straight up for headers (headers in practice for the younger age groups are limited by VYSA and US Soccer); cleats down on slide tackles; avoid tackles from behind.
- d. If a player is injured during a game, get them proper care and do not allow them to return to play if there is any doubt about their condition.
- e. **WHEN IN DOUBT, SIT THEM OUT**

### 2. Field Safety

- a. Inspect
  - (1) All goal posts and nets for safety and that they are properly anchored and secured.
  - (2) The fields and surrounding areas.

### 3. Severe Weather

- a. Review the guidance included from US Youth Soccer at [www.usyouthsoccer.org/news/lightning\\_safety-outdoors/](http://www.usyouthsoccer.org/news/lightning_safety-outdoors/)
- b. Play should cease immediately upon seeing lightning and/or hearing thunder.
  - (1) Play may not start until 30 minutes after the last sighting of lightning or hearing of thunder.

- c. Because of the number of games played, and the requirements of **II.B.2.a.)** above, most games will not be able to continue. File your game report and the SFL will decide on whether to take the score at the time play was stopped, or ask for the game to be rescheduled.

## **B. Coach Leadership**

1. At the older age levels, the coach assumes an increased level of responsibility regarding team leadership and maintenance of order and discipline of the team members and team spectators. The SFL expects each of its coaches to set a positive example for their player and spectators in promoting good sportsmanship and self-control. Accordingly, coaches are expected to be present at every game with their team or to ensure that responsible adult leadership is present for the team in their absence. A history of disciplinary infractions by a team can be grounds for team, coach, and/or player dismissal from the league. Such decisions will be made after a careful review of the facts by a Disciplinary Panel to resolve disputes.

## **C. Team Roster Management**

### **1. Eligible Players**

- a. Players must be registered with an associated club and meet their requirements for being a recreational or house player. Players who are listed in the Virginia Youth Soccer Association (VYSA) travel data base or any other state youth travel soccer database, and those players who participate in travel/select programs may not participate, except as noted in the SFL rules.

(1) Players can only be registered with one club.

- b. Coaches are encouraged to discuss with their players and stress that travel players, regardless of the club for which they play, are not permitted to play in the SFL.
- c. Once identified to the SFL Club Representative, and the players having been removed from the Master Player Roster, a new SFL Team Roster will be generated by the SFL.
- d. Failure to comply will result in the forfeiture of games and exclusion from the SFL End of Season Tournament.

### **2. Roster Management -- Non-Tournament Games**

- a. Players should wear their jerseys to practice so that the coach may record their uniform number, date of birth, correct spelling of the name, and forward it to their SFL Club Representative, who can verify the information against the Master Player Roster. Failure to do this will cause verification problems during the season.
- b. Coaches are required to inform their SFL Club Representative, as soon as possible, of any changes that are needed for their roster.

- c. Some clubs require that the referees be given a paper copy of each team's roster. The coach, and/or a designated individual should bring extra rosters to a game.
- d. Coaches are required to exchange a paper roster before the game. If a roster is not available, the team will forfeit the game.
  - (1) If the opposing coach agrees to play, both coaches forfeit any claim for an appeal.
- e. For the first game only, the coach may enter correct uniform numbers for all players.
- f. For the second and following games, except for tournament games, the coach may only correct the uniform numbers for up to three (3) players. Any additional changes can only be made with the approval of the opposing coach.
- g. After the fifth week of play, no other changes will be made by the SFL, and rosters are finalized.
- h. A team roster with incorrect information, will impact the ability of the team to field players for games, including the SFL End of Season Tournament.

### 3. Roster Management – Tournament Games

- a. **Both coaches are required to give the referee a paper copy of their roster. Failure to provide a copy is an automatic forfeit.**
- b. Coaches must exchange paper rosters:
  - (1) If a coach does not have a roster, it is an automatic forfeit.
  - (2) If neither coach has a roster, both teams are charged a forfeit.
- c. The coach may not alter, change, or make entries on their roster.
- d. If during the roster check by the referee, there are found to be incorrect entries for players, only the opposing coach can give permission for a child to play.
- e. If it is determined that the form used by a coach is not a form generated by the SFL, it is an automatic forfeit, regardless if all the information on the form is correct.

### D. Preparations for Game Day

- 1. **The home team is required to call the visiting team by the Wednesday preceding the game to confirm:**
  - a. Game time

- b. Team color
  - (1) In case of a color clash, the home team may:
    - (a) Wear a different colored penny over their jersey
    - (b) Use an alternate colored jersey
  - (2) The requirement for unique uniform numbers is waived for the team required to change jerseys
- c. Game location and directions.
- d. The SFL web site – Phone Numbers for Checking Field Conditions ([www.sflsoccer.org/phone-numbers-for-checking-field-conditions/](http://www.sflsoccer.org/phone-numbers-for-checking-field-conditions/)) has the information on how to check for field conditions for each club.

## 2. **Contact information**

- a. If unable to contact the coach, refer to the season mailing for that clubs SFL Club Representative.

## 3. **Game Day/Start Time**

- a. The team must be ready to play within 15 minutes of the scheduled start time.
  - (1) A team is considered ready to play if it has the required minimum number of players present for its age group:
    - (a) 6 players for 12 and under
    - (b) 7 players for 13 and above
  - (2) If the required minimum is not present, the opposing team has the right to request a forfeit, or have the game rescheduled.

## 4. **Circumstances Beyond the Control of the Coach**

- a. Check the SFL web site on Friday after 8:00 PM to ensure that no changes have been made to their weekend game schedule.
- b. Cancellations:
  - (1) Weather – If possible, call 3 hours before start time
  - (2) Field closures beyond the control of the coach by:

- (a) Department of Recreation
  - (b) Club
  - (c) Referee
- (3) Section **IV.D.4.b.(3)** above could be a game time decision.