

SOCCER

The following events will be offered at State level competition. Counties/areas may offer additional events at their competitions.

Lead-Up Events Individual Skills Competition

Regular Events Team Soccer, 5-a-side
Unified Sports® Team Soccer, 5-a-Side

Athletes may enter one event only.
All Soccer teams will be considered **coed** teams.

Federation Internationale de Football Association (FIFA) rules, with modifications established by SOI (2004-2007 Official Special Olympics Summer Rules Book) will be followed for all training and competition.

Federation Internationale de Football Association (FIFA)
Case Postale 85
8030 Zurich, Switzerland
www.fifa.com

United States Soccer Association
1801-11 S.Prairie Ave
Chicago, FL 60616
(312) 808-1300
www.ussoccer.com

BASIC RULES

1. In the case of extreme heat, the Games Committee can allow water breaks (maximum of 3 minutes) at a natural break in play, approximately half way through each half.
2. For 5-a-side competition, a team must have at least 3 players on the field at all times. Substitutions are unlimited in number. The duration of each game will be 2 periods of 15 minutes, with a 5 minute half.
3. In regular games, ties are considered final.
4. For tournament games that are tied at the end of regulation time, two “sudden death” overtime periods can be played (5 minutes for each period). If a tie exists at the end of the two overtime periods, penalty kicks (5 players per team) will be used to determine the winner. **The 5 players selected to take the penalty kicks must be selected from the players who were on the field at the end of the second overtime period.**

UNIFIED SPORTS® RULES

1. A Unified Sports® Soccer Team must consist, on the field, of the following ratio of players:
5-a-side, 3 Special Olympics athletes and 2 partners
Failure to adhere to this rule shall result in forfeit.
Teams that lose players due to injury or suspension and are playing with less players on the court/field must maintain the appropriate ratio of Special Olympics athletes to Unified Partners or be subject to forfeit
2. Each team shall have an adult non-playing coach responsible for the lineup, substitutions and the conduct of the team during competition.

UNIFORMS/APPROPRIATE CLOTHING

1. A player's uniform consists of a jersey and shorts. Jerseys must have sleeves
2. Player's numbers must be from 1 to 99. The number must be placed in the center of the back. Numbers shall be a different and contrasting color from the jerseys. Numbers must be at least 6" high.
3. Shin guards are required for all players.
4. Goalies must wear a shirt of contrasting colors from those of the rest of the team.
5. A player may not use equipment or wear anything that is dangerous to himself/herself or another player (including any kind of jewelry).
6. All uniform rules will be enforced in all games.
7. Athletic-type shoes must be worn.

ADVANCEMENT/DIVISIONING

Teams may advance to State level competition provided they have met the following criteria:

1. For a team to advance to Sectionals (Basketball) or State (Soccer, Softball & Volleyball) Competitions, the Team must play a minimum of 4 regulation games, one of which must be at a Sanctioned Area Level Tournament or a Sanctioned Invitational Tournament. Two games must be played before an Area Competition
2. At the Area level competition, teams with correct competition in a specific division must place first in that division to advance. **When there are only 2 teams in a division, a best 2 of 3 games series must be played**
3. At the Area level competition, teams without correct competition in their specific division will be eligible to advance to State level competition if they have met the criteria list in #1 and if, at the discretion of the Director of Sports and Training, the team will have viable competition at the State level event.

The results of these 4 games must be recorded on the "*Team Division Confirmation Forms*", signed by the coaches of both teams and by a neutral witness and submitted to Special Olympics Florida by the established deadline. Failure to submit these forms will disqualify a team from advancing to State level competition.

A team's final division will be determined based on the information provided on the "*Team Division Confirmation Form*"

The Soccer Divisioning Evaluation Worksheet must be submitted for each advancing team by the State Games Entry deadline

REQUIRED FORMS FOR STATE GAMES ENTRY IN ADDITION TO GENERAL REG. FORMS

- ◆ Athlete Sports Entry Form (for individual skills athletes)
- ◆ Team Roster
- ◆ Team Divisioning Confirmation Form
- ◆ Soccer Divisioning Evaluation Worksheet



Special Olympics
Florida

SOCCER ROSTER

COUNTY:	ESTIMATED DIVISION:
TEAM NAME:	PHONE:
HEAD COACH:	E-MAIL:
ADDRESS:	CITY/ZIP:

Team type: 5-a-side Unified Sports® 5-a-side Unified Sports® 11-a-side

Age: <input type="checkbox"/> Pee Wee (8-11 yrs) <input type="checkbox"/> Junior (12-15 yrs) <input type="checkbox"/> Senior (16-22 yrs) <input type="checkbox"/> Master (23 years & older)

The age of the oldest player on the team will determine the Age Division of the team

	Enter "P" for Unified Sports® Partner	ATHLETE NAMES (Last Name, First Name)	DOB
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			

Maximum # of Players: 5-a-side – 10 players

Place a "P" in the appropriate column for all Partners on a Unified Sports® Team

Team composition may not change after Area Level competition.

SOCCER DIVISIONING EVALUATION WORKSHEET

This worksheet is a tool developed to assist the coach and competition committee in establishing correct Team divisions. The format will be used in conjunction with the *Team Division Confirmation* Form (based on performance in competition) to determine each Team's actual division.

This evaluation must be completed no more than one week prior to Area Level/Invitational tournament and submitted to the Area Program Director prior to the tournament. Teams advancing to Sectional and/or State Tournaments must re-evaluate no more than one week prior to the tournament and submit form to the State Office.

Skills that must be evaluated

Dribbling – The ability to control the ball while moving the ball around the field

Passing – A variety of controlled passes to other players while moving or while stationary. Includes judgment of distances for passes

Trapping– trappers are able to do so with different areas of the body and under control

One Touch– This includes receiving and sending to an open space for a teammate.

Shooting – Evaluate form and type of shot, confidence to shoot and appropriateness of shot.

Rules Knowledge – Understanding of the basic rules of the game

General Athletic Ability –Over-all speed, strength, endurance and basic motor skills.

Goal Keeping – Basic skills needed to

Criteria for Evaluating each Player

- 5 points - Proficiently demonstrates skill in competitive situations
- 4 points - Competently demonstrates skill with minimal errors in majority of competitive situations
- 3 points - Performs skill in structured training environments
- 2 points - Attempts skill when cued
- 1 points - Unable to perform skill

Criteria for Self-Evaluation of Head Coach

- 5 points - Proficiently demonstrates knowledge of the game + skills to coach sport with special athletes in all situations
- 4 points - Competently demonstrates coaching knowledge (in this sport) and skill with minimal errors in majority of competitive situations
- 3 points – Knowledge of sport and skills but limited experience with SO athletes.
- 2 points – Experienced SO Coach but new to this sport.
- 1 points – New to coaching and Special Olympics. No training in either Special Olympics or coaching this sport

SOCCER

INDIVIDUAL SKILLS SCORECARD FOR A HEAT



Special Olympics
Florida

HEAT: _____

ATHLETE NAME/COUNTY	DRIBBLING	SHOOTING	RUN & KICK	TOTAL	PLACE
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

SCORING INFORMATION

DRIBBLING - SCORING CONVERSION

Dribble Time (seconds).....Point Score	
05-10....60 pts	36-40....30 pts
11-15....55 pts	41-45....25 pts
16-20....50 pts	46-50....20 pts
21-25....45 pts	51-55....15 pts
26-30....40 pts	56 +.....10 pts
31-35....35 pts	

SHOOTING

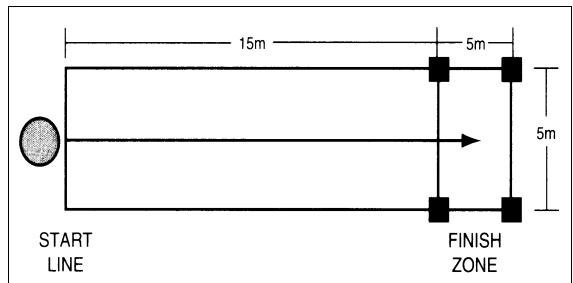
5 shots
Each successful goal = 10 points

RUN & KICK - SCORE CONVERSION

Dribble Time (seconds).....Point Score	
11-15....50 pts	
16-20....45 pts	
21-25....40 pts	
26-30....35 pts	
31-35....30 pts	

SPECIAL OLYMPICS FLORIDA FOOTBALL -- INDIVIDUAL SKILLS COMPETITION EVENT LAYOUT & DESCRIPTION

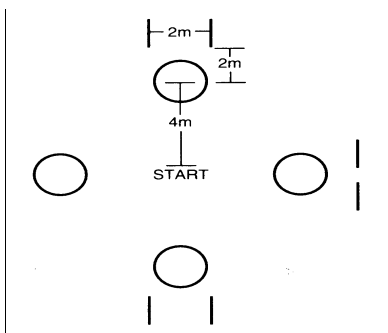
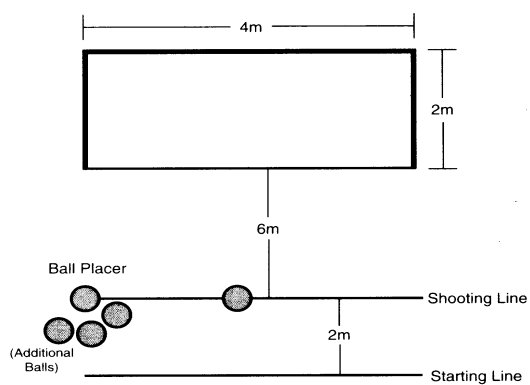
EVENT 1 – DRIBBLING



SCORING CONVERSION CHART

Time	Points	Time	Points
5-10 sec	60 pts	31-35 sec	35 pts
11-15 sec	55 pts	36-40 sec	30 pts
16-20 sec	50 pts	41-45 sec	25 pts
21-25 sec	45 pts	46-50 sec	20 pts
26-30 sec	40 pts	51-55 sec	15 pts
		55 sec and up	10 pts

EVENT 2 – SHOOTING



SCORING CONVERSION CHART

11-15 sec	50 pts	36-40 sec	25 pts
16-20 sec	45 pts	41-45 sec	20 pts
21-25 sec	40 pts	46-50 sec	15 pts
26-30 sec	35 pts	51-55 sec	10 pts
31-35 sec	30 pts	55 sec and up	5 pts

EQUIPMENT

One size #5 or size #4 ball, tape or chalk, four large cones to mark the finish zone.

DESCRIPTION

The player dribbles from the starting line to the finish zone, staying inside the marked lane. The finish zone should be marked off with cones as well as chalk. The clock is stopped when both the player and the ball are stopped inside the finish zone. If the player overshoots the finish zone, he/she must dribble it back in to finish.

The time (in seconds) elapsed while the player is dribbling is converted into points using the scale below. A deduction of five points is made for each time the ball runs over the sidelines of the lane or if a player touches the ball with his/her hands (Note: if the ball runs over the sideline, the referee will immediately place another ball in the center of the lane opposite the point at which the ball went out).

EQUIPMENT

Five #5 or #4 balls, tape or chalk, 4m x 2m five-a-side goal with net.

DESCRIPTION

Player begins at the starting line and walks or runs forward to shoot the ball into the goal from a distance of 6 meters. The player returns to the starting line. The event official places the next ball to be shot. The player repeats the process. There will be a total of 5 shots.

SCORING

Each successful goal scores 10 points. Maximum points = 50.

EQUIPMENT

Four #5 or #4 balls. A central starting point should be marked. A 2m wide target gate (cones or flags) set up 2m ahead of each ball.

DESCRIPTION

Player begins at the starting marker. Athlete runs to any ball and kicks it through a target gate. Athlete is only allowed to kick the ball once. Athlete then runs and kicks another ball through a target gate. When the player kicks the last ball, the clock is stopped.

SCORING

The total time (in seconds) elapsed from when the player starts to when he/she kicks the ball is recorded and converted into points using the chart below. A bonus of five points is added for each ball kicked successfully through a target gate.