

## **SPECIAL OLYMPICS BC - SOCCER**

### **Criteria for Sanctioning of Competition**

#### **SPORT RULES**

Refer to SOC Sport Rules and SOBC Exceptions to the SOC Sport Rules (if applicable). Rules can be found on the Special Olympics BC website [www.specialolympics.bc.ca](http://www.specialolympics.bc.ca) at

*Resources → Sport Rules, Resources and Videos → Soccer*

#### **DIVISIONING**

Due to the facility and time restrictions often faced at a Regional Qualifier the following divisioning procedure can be employed.

1. Local Coaches are required to complete the skills assessment forms and submit it to the Competition Coordinator with their registration (refer to appended Registration Form)
2. Teams are to be divisioned in preliminary divisions based on the information presented on the teams' skills assessment.
3. Where schedule permits, teams will be required to play a maximum of two (2) divisioning games before the start of the competition.
4. Divisioning games are to be conducted under the rules and regulations as per Special Olympics Canada Rules
5. Within 30 minutes of each teams' final divisioning game they are required to submit the post divisioning questionnaire to the tournament director.
6. Following the divisioning round teams are to be divisioned according to the Special Olympics Canada Official Divisioning Process.
7. Where schedule does not allow for Divisioning Games, divisions will be based on submitted registration information including assessments

#### **INDIVIDUAL SKILLS COMPETITION**

Regional Qualifiers are required as part of the sanctioning process to include an Individual Skills Competition (ISC) for developmental athletes. Athletes participating in the Individual Skills Competition at the regional qualifier may not also compete in the team competition.

## **FACILITY**

The following is a minimum list of facility requirements:

- Access to washroom facilities for Male and Female participants
- Separate changing facilities for Male and Female participants
- Fully accessible to all participants, i.e. participants with a physical disability.
- Adequate space to ensure that spectators are not on the pitch during games, (this will be left up to the discretion of the game Referee).
- Shelter in the event of inclement weather.

Playing surface set-up - Refer to the Special Olympics Official Sport Rules.

## **SPORT OFFICIALS**

Host communities are required to provide one (1) certified referee for each match played at a Regional Qualifier. In addition to providing a certified on-field referee, host communities are required to provide two (2) lines people for each match, (ideally these would be certified referees but certification for the lines people is not a requirement for sanctioning).

Host communities must identify a Chief Referee prior to making their application for sanctioning to the Provincial Office of Special Olympics BC. For assistance in recruiting individuals appropriate for these roles please contact the SOBC Provincial Office.

## **MEDICAL REQUIREMENTS**

The following are the minimum requirements for medical coverage at sanctioned Special Olympics BC Soccer competition.

- Two (2) First Aid attendants - (standard certification) - per pitch

## **COMPETITION ATTIRE**

All athletes of a team must wear matching jersey or shirt that is numbered, stockings and shin guards (with the exception of the goalie who shall wear a different jersey), shorts, and soccer cleats or athletic shoes. If cleats are worn they must use soft and yielding studs. If a team does not have two sets of matching jerseys or reversible jerseys, they will need to bring a set of pinnies for their team.

NO JEANS may be worn by coaches or athletes

## **REGISTRATION FORM / SKILLS ASSESSMENT**

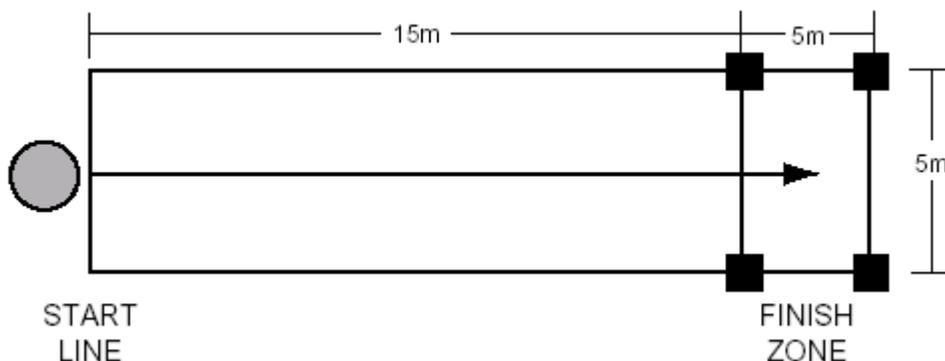
Please refer to the registration form included in this sanctioning supplement. Registration for Team competition must include assessment of Level as well as assessment scores.

A template for a complete Soccer Registration Package that you can customize for your tournament can be obtained by contacting [competition@specialolympics.bc.ca](mailto:competition@specialolympics.bc.ca)

## Soccer Skills Assessment

(SCORE MUST BE SUBMITTED FOR EACH ATHLETE AS PART OF REGISTRATION)

### 1. Dribbling

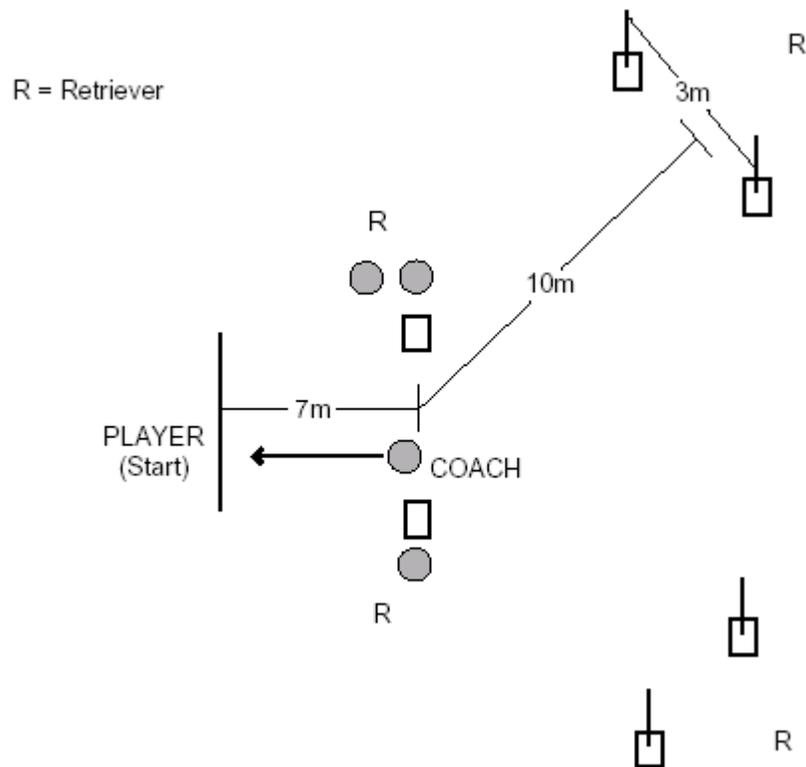


Equipment – #5/#4 ball, tape or chalk, 4 large cones to mark the finish zone.

- 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.
- Scoring – The time (in seconds) elapsed while the player is dribbling is converted into points using the scale below. A deduction of 5 points is made for each time the ball runs over the side-lines of the lane or if a player touches the ball with his/her hands (note: If the ball runs over the side-line, the referee will immediately place another ball in the center of the lane opposite the point at which the ball went out.)

SCORING CONVERSION CHART	
Dribble Time (Seconds)	Point Score
0-4	65 points
5-7	60 points
8-10	55 points
11-13	50 points
14-15	45 points
16-20	40 points
21-25	35 points
26-30	30 points
31-35	25 points
36-40	20 points
41-45	15 points
46-50	10 points
51 or more	5 points

## 2. Control and Pass

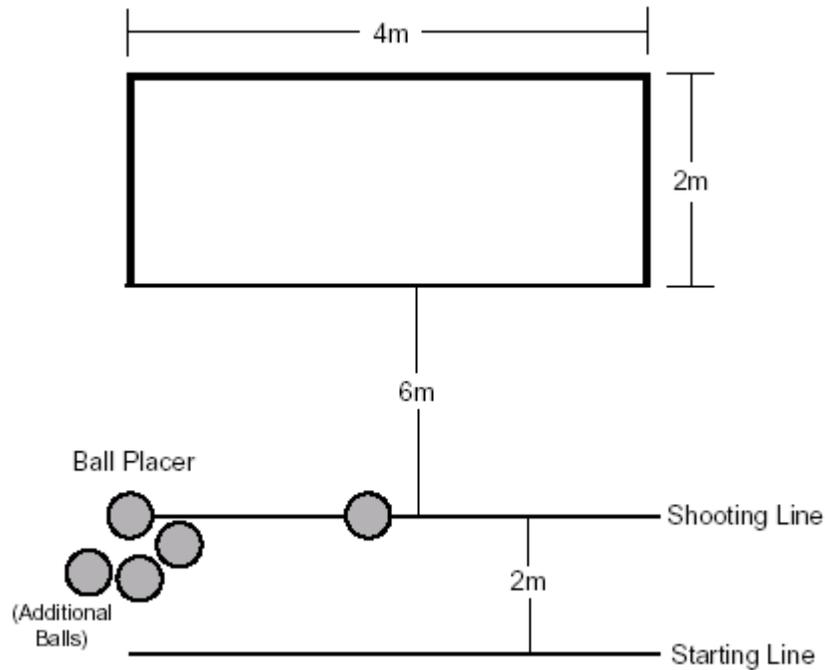


Equipment -Four (4) to eight (8) #4 or #5 soccer balls, six (6) cones, four (4) 1m flags

- a. Set up
  - Place two (2) cones to form a “passing gate” 5m wide, 7m from the starting line.
  - Set-up two passing “target gates” (cones and 1m flags if possible) as shown.
  - Coach retrieves four (4) to eight (8) balls (if balls are in short supply, use four (4) balls but have an efficient retrieval system for returning balls to the coach).
- b. Test
  - Time: 1 minute
  - Coach rolls the ball at a moderate pace to the waiting player.
  - The player may wait on the line or move towards the ball once it has been rolled.
  - Player controls the ball and dribbles through the passing gate.
  - Coach alternately calls and physically indicates “left” or “right” to designate target.
  - Ball 1: Right / Ball 2: Left / Ball 3 : Right etc.
  - Players can dribble as close as they like before passing the ball through the target.
  - The coach will roll the next ball as soon as the player returns to the starting line.
  - At 1 minute, a whistle will be blown to signify the end of the test.
- c. Scoring
  - Player scores ten (10) points for each successful pass through a target gate. A ball that hits the cone and goes through will count.

### 3. Shooting

- a. Equipment – Five #5 or #4 balls, tape or chalk, 4m x 2m 5 a-side goal with net.
- b. Description – Player begins at the start line and walks or runs to shoot the ball into the goal from a distance of 6m. The player returns to the line. Ball placer (official) places the next ball to be shot. Player repeats. Total of 5 shots.
- c. Scoring – Each successful goal scores 10 points.



**SOC CER REGIONAL QUALIFIER REGISTRATION FORM (PAGE 1 OF 2)**

Team Name: \_\_\_\_\_ Local: \_\_\_\_\_

Team Contact: \_\_\_\_\_

Phone: \_\_\_\_\_ (cell) E-mail: \_\_\_\_\_

**TEAM ROSTER**

ATHLETE NAME	DOB MM/DD/YY	ABILITY LEVEL	ASSESSMENT SCORES			
		A, B, C	DRIBBLING	CONTROL PASS	SHOOTING	TOTAL
1)						
2)						
3)						
4)						
5)						
6)						
7)						
8)						
9)						
10)						
11)						
12)						

***\*\* Please note: Each team must have a minimum of 8 players and a maximum of 12 athletes with three coaches only on the bench. This rule will be enforced.***

Head Coach: \_\_\_\_\_

Assistant Coach: \_\_\_\_\_

Assistant Coach: \_\_\_\_\_

**SOCCER REGIONAL QUALIFIER REGISTRATION FORM (PAGE 1 OF 2)**

**INDIVIDUAL SKILLS ATHLETES**

Skills Coach: \_\_\_\_\_

ATHLETE NAME	DOB (MM/DD/YY)
1)	
2)	
3)	
4)	
5)	

*\*\*use additional sheets as necessary*



## **Individual Skills Competition**

### **Event #2 – Shooting**

#### **1) Equipment**

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

#### **2) Description**

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

#### **3) Scoring**

- Each successful goal scores 10 points. Each player has 25 seconds to kick all five balls through the target gate (goal). A deduction of 5 points for every 2 seconds over the maximum allowable time is made.

#### **Score Deduction Chart**

<b>Time ( Seconds)</b>	<b>Total Points Deducted</b>
0 – 2	5 points
2 – 4	10 Points
4 – 6	20 Points
6 – 8	25 Points
8 – 10	30 Points
10 – 12	35 Points
12 – 14	40 Points
14 – 16	45 Points
16 – 18	50 Points
18 – 20	N/A
20 – 22	N/A

## **Individual Skills Competition**

### **Event #3 – Run and Kick**

#### **1) Equipment**

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

#### **2) 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. The player then runs and kicks another ball through a target gate. When the player kicks the last ball, the clock is stopped.

#### **3) Scoring**

- The total time (in seconds) elapsed from when the player starts to when he/she kicks the last ball is recorded and converted into points using the conversion chart below. A bonus of 5 points is added for each ball kicked successfully through a target gate.

**Scoring Conversion Chart**

<b>Dribble Time ( Seconds)</b>	<b>Point Score</b>
0 - 11	60 points
11 – 15	50 Points
16 – 20	45 Points
21 – 25	40 Points
26 – 30	35 Points
31 – 35	30 Points
36 – 40	25 Points
41 – 45	20 Points
46 – 50	15 Points
51 – 55	10 Points
55 or more	5 Points

## **Individual Skills Competition**

### **Event #4 – Dribbling #2**

#### **1) Equipment**

- **3 #5 balls, five cones, tape and chalk**

#### **2) Description**

- Each Player has a maximum of one minute to dribble around all the cones as quickly as possible. After passing the last cone the player must stop the ball and sprint back to the start line. If there is time remaining, the player retrieves a second ball and dribbles through the cones. This process continues until the one-minute time limit has elapsed. A whistle will be blown to signify the end of the test.

#### **3) Scoring**

- Player scores 5 points for each cone passed (to the outside) (i.e. 25 points per successful run). Cones that are knocked over do not count in the point total..

#### **Scoring Chart**

<b>Number of Cones Passed</b>	<b>Total Point Score</b>
1	5 Points
2	10Points
3	15 Points
4	20 Points
5	25 Points
6	30 Points
7	35 Points
8	40 Points
9	45 Points
10	50 Points
11	55 Points
12	60 Points
13	65 Points
14	70 Points
15	75 Points

## **Individual Skills Competition**

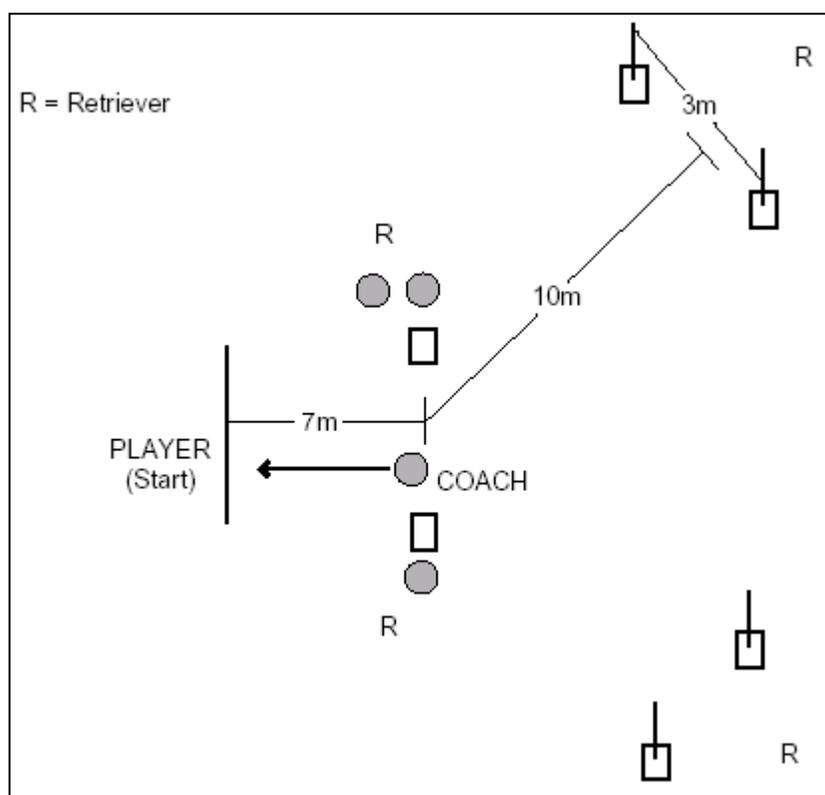
### **Event #5 – Control and Pass**

#### **1) Equipment**

- Six #5 Ball, tape or chalk, 2 Cones, 4 one meter corner flags.

#### **2) Description**

- Player begins at the starting marker. A volunteer roles a ball towards the waiting player at a moderate pace. The player may either wait on the line or move towards the ball once it has been rolled. The player controls the ball and dribbles through the passing gate. As the player approaches the passing gate the volunteer indicates by yelling and pointing the direction in which they wish the player to pass the ball. (i.e. Ball one: Left/Ball two: Right/etc...) Players are allowed to dribble the ball as close as they wish to the target gate before passing the ball through. Upon passing the ball, players are to return to the start line upon which the volunteer will deliver another ball. This continues until the maximum one-minute time limit has expired, signified by one whistle blow.



#### **3) Scoring**

- Players score points based on whether or not their ball passes through a target gate. Balls that hit the edge of the target gate but continue through are considered good and are awarded points as such. For each successful attempt, players are awarded 10 points.