

Souderton Intramural Soccer League

updated June 2016

How to control the Scoring

What to do when your team is obviously better than the opposition and the score is likely to get out of hand.

Why do it?

- Save embarrassment for your opponent.
- Save embarrassment for your team.
- It's the right thing to do.
- This is about R-E-S-P-E-C-T.** Sportsmanship starts with the players and the coaches. It extends to the opponents and spectators.
- If you are involved in a blowout game, contact your intramural coordinator as soon as possible.
You WILL need to explain what happened.

Some Guidelines:

Don't wait too long.

Don't make it obvious.

Let the opposing coach know what you are doing.

Tactics

- STOP SHOOTING. This is the simplest option.
- Shoot with weaker foot only. Work out a signal with the team to get the information to them.
- 3,4,5 passes before shooting. One touch from your opponent resets the score.
- Every player on the field **MUST** touch the ball before anyone can shoot.
- Every player on the field **MUST** touch the ball twice before anyone can shoot. Use in combination with other restrictions to really slow down the shooting.
- Shoot from outside the penalty area. The distance makes the shot easier for the keeper to handle.
- Pass the ball to the keeper. If you shoot it **AT** the keeper, it's not likely to go in the goal. The keeper doesn't even need to know that's what you're doing.
- Shoot wide of the net. The looks even more realistic than passing the ball to the keeper. Good, hard shots that are aimed wide of the net can still offer players opportunities to shoot in the game.
- Place weaker players in forward positions.
- Change formations to have only one forward. This makes it easier for the opponent's defense to stop your offense.

- Limit player's range into the offensive third of the field.
- Have players pass the ball toward the keeper once they cross the halfway line.
- Remove a player from the field. Do this discretely. Have one less player go on the field at a substitution opportunity.
- Have leading team's goalkeeper throw the ball back into play versus punting it. This keeps the ball in the winning team's defensive third for a longer time.
- Play weaker lines/players more than the "superstars".
- When you do send the stronger lines onto the field, do so with tough restrictions on them.
- Play keep-away. Use in conjunction with other restrictions. Don't let it run for too long.
- Throw your original game plan out the window.
- Have the players come up with creative ideas to prevent embarrassing their opponents.

Other things to remember:

- Coach, YOU ARE THE ADULT.
- If a player ignores the restrictions you have set in place, sit the player on the bench. It WORKS!
- Make adjustments EARLY.
- 3-0 is the time to start implementing measures to stop scoring.**
- 5-0 is NOT the time to start.**
- Work out a plan. Failing to plan is not an excuse.
- Consider this as important as teaching players to dribble the ball.
- Communicate your plan. Let your players practice the plan.
- Let the parents in on the plan so they don't urge players to do things that they know they should not.

**The FIFA 2018 World Cup starts in June 2018
Teams from SISL are NOT eligible for the World Cup.
Don't coach as if they are !!!**

QUESTIONS OR COMMENTS?

Email the intramural coordinator.

soudertonsocceric@gmail.com