

# Unified Cup Soccer

School Championship

***Special Olympics***  
*New Jersey*



# Expectations and Conduct



## Coach Code of Conduct

Respect for Others

Ensure a Positive Experience

Act Professionally and Take  
Responsibility for My Actions

Quality Service to the Athletes

Health and Safety of Athletes



*Special Olympics Coach Oath: "In the name of all coaches and in the spirit of sportsmanship, I promise that we will act professionally, respect others, and ensure a positive experience for all. I promise to provide quality sports and training opportunities in a safe environment for all athletes."*

# Tournament Responsibilities



## Head Coach

- Checks in team and notifies of any scratches
  - Picks coach packet
- Attends coach meeting

## Coach Packet:

- Brackets
- Rules Sheet
- Code of conduct (coach/athlete)
- Unified Sports Competition Protocol
- Rosters



# Tournament Responsibilities



## Head Coach

- Serves as liaison between SONJ competition management and team
- Primary team spokesperson to SONJ competition management and officials on competition day regarding any policies or competition standards/violations
- Communicates to assistant coaches in advance of competition day any roles that are being delegated to them

# Tournament Responsibilities



Other coach responsibilities that need to be fulfilled by either the head coach or assistant coach(es):

- Provides meal tickets/information about how and when the team should get food
- Notifies Medical staff of attention needed during a game
- Gets team to the court, field or alley on time prior to the game
- Warms up the team
- Leads the team in post-competition stretching/cool down
- Provides assistance to athletes on the bench who need additional support and encouragement during the game

# Coach Conduct



- **Only the athletes and coaches on the competing team during the scheduled game may sit on the team benches.**
  - All others must sit in the bleachers opposite the sideline.
  - Head Coaches cannot have assistant coaches coach from the opposite side of the field.
  - Only ONE coach may stand at a time. All others must be seated on the bench.
- All coaches must stay in the coaches box defined as 15 meters long, located on the designated sideline, 10 meters from the midfield stripe.
- If a coach has a question/conflict with an official, please approach the Sport Director or a Special Olympics staff member at the site. Do not interrupt the flow of the game with inquiries.
- Special Olympics rules for athlete and coach misconduct will be enforced during the tournament

# Mercer County Park



- Mercer County Park, West Windsor, NJ. Fields 3-9. Parking Lot / Pavilion #1. Use the Hughes Drive entrance.
- On GPS, use one of these options: 1) Hughes Drive and Paxson Avenue, Hamilton, NJ 2) Mercer County Park Disc Golf Course, West Windsor Township, NJ
- When you enter the park at Hughes Drive, look for SONJ signs. At the first intersection (it's awhile), you'll make a right into the parking lot and head to the left where you'll see a pavilion and SONJ flags.
- [Click here for the full Mercer County Park map](#)



Hughes Drive  
Park Entrance

Coach Check In  
Pavillion

Parking

# Tournament Timeline



- **Coach/Team check-in opens at 9 a.m.**
  - Coach will check-in for entire team and pick up coach packet and uniforms shirts
- **Opening Ceremony at 9:30 a.m.**
- **Fields open following Opening Ceremony**
- **Games begin at 9:45 a.m.**
  - Team rosters will be announced for first games and final games
  - Teams are guaranteed 2 games

# Unified Cup Divisions



Division A	Division B	Division C	Division D
WMC	Morris Knolls A	Voorhees	Millburn
Monroe	Mount Olive	Sparta	Morris Knolls B
TAP & Sequioa A	Ewing	Ridge	Moorestown
Bloomfield	TAP & Sequioa B		

# Field Schedule



	Field 1	Field 2	Field 3	Field 4	Field 5
9:45	<a href="#">Division A Game 1</a> WMC vs Monroe	<a href="#">Division A Game 2</a> TAP & Sequioa A vs. Bloomfield	<a href="#">Division B Game 1</a> Morris Knolls A vs. Mount Olive	<a href="#">Division C Game 1</a> Vorhees vs. Sparta	<a href="#">Division D Game 1</a> Millburn vs. Morris Knolls B
11:00	<a href="#">Division A Game 3</a> Winner of 1 vs. Winner of 2	<a href="#">Division A Game 4</a> Loser of 1 vs. Loser of 2	<a href="#">Division B Game 2</a> Ewing vs. TAP & Sequioa B	<a href="#">Division C Game 2</a> Sparta vs. Ridge	<a href="#">Division D Game 2</a> Morris Knolls B vs. Moorestown
12:15		<a href="#">Division B Game 3</a> Winner of 1 vs. Winner of 2	<a href="#">Division A Game 4</a> Loser of 1 vs. Loser of 2	<a href="#">Division C Game 3</a> Voorhes vs. Ridge	<a href="#">Division D Game 3</a> Millburn vs. Moorestown

# Tournament Timeline



- Lunch available from 11 a.m. – 2 p.m.
  - Must have ticket
  - Wawa lunches provided for coaches, players only
- Awards from 12 - 1:30 p.m.
  - All players receive medals regardless of place
- Last Games Begin 12:15



- *In the event of poor weather, Unified Cup High School Friday is moved to Sunday.*

# Tournament Rules



- Teams should report to their games **15 minutes** prior to the scheduled start of the game
- Coaches should check in at scorer's table to confirm rosters and jersey #s
- **If a team arrives more than 5 minutes after the scheduled start of the game, it will be declared a forfeit**
- Only players and coaches allowed on team bench
- Two 20-minute halves
  - 5 minute halftime
- Running clock, except on time outs
- **No game will end in a tie. If a game is tied at the end of regulation, the following protocol will be followed:**
  - Two 5-minute, sudden death OT periods (first team to score is the winner)
  - Move to PKs if no goals are scored in OT

# Tournament Rules: Penalty Kicks



- **Penalty Kick Rules:**
  - 5 players on the field will each take a PK, highest score after 5 PKs is the winner
  - If the game is still tied after 5 kicks, PKs continue on a “golden goal” basis, using the remainder of the team’s players and going back through original lineup if necessary until a winner is determined
  - Referee chooses the goal where kicks will be taken
  - Referee will do a coin toss and winning team captain chooses 1<sup>st</sup> or 2<sup>nd</sup> kick
  - Only eligible players and officials are permitted on the field during PKs

# Rule Modifications



- Two 20-minute halves
  - 5 minute halftime
- Running clock, except on time outs
- Ball In/Out of Play
  - Ball over the sideline results in a kick-in
  - Ball over the end line results in a goal clearance or corner kick
  - Kick-ins are treated as an indirect free kick
- Goal Clearance
  - Goal keeper **always throws** the ball back into play beyond his/her own penalty area, but no further than the halfway line.
- Infringement penalty
  - If the ball thrown by the goalkeeper passes beyond the goalkeeper's half of the field without having first been touched by a player or without having touched the ground, the referee shall award an indirect free kick for the opposing team from any point on the halfway line. If from the goalkeeper's throw, the ball is touch by any player inside the penalty area, the throw shall be retaken.

# Play Unified: Meaningful Involvement



- ALL players have opportunity to contribute to the success of the team.
  - Player dominance applies to both Unified partners and athletes!
- Tournament Protocol
  - Unified Sports Evaluators
  - Verbal warning > written warning > player and/or coach suspension > game forfeit > team disqualification

# Principle of Meaningful Involvement



## **IMPORTANT NOTES ABOUT THE PRINCIPLE OF MEANINGFUL INVOLVEMENT**

- It is not the responsibility of the officials on the field/court to monitor and determine meaningful involvement – it's the responsibility of the coach to do so.
- Player dominance and meaningful involvement may include or exclude both Special Olympics athletes and Unified partners.
- **It is NOT player dominance when both athletes and partners score and defend** – all players should have the opportunity to display their individual skills

# Player Dominance Examples



**PLAYER DOMINANCE:** It is Player Dominance anytime throughout the course of a game when:

1. Scoring opportunities as a result of designed plays are frequently employed by specific individuals (example: partners only).
2. Players consistently do not utilize teammates, ignore teammates, bypass teammates, etc. while attempting to penetrate offensively or playing defense.
3. A player consistently dominates individually on either the offensive or defensive end of the field.
4. Players consistently have very limited opportunities to handle the ball while their team is in control of play.
5. Players repeatedly fail to pass/throw the ball to open teammates for an obvious scoring opportunity or to make a defensive play.
6. In the last minutes of competition, the participation of identified players is noticeably increased to the exclusion of teammates.
7. Coaches do not engage in tactics and strategies to eliminate player dominance or develop methods for meaningful involvement.

IT IS NOT PLAYER DOMINANCE when both athletes and partners score and play defense and all players have the opportunity to display their individual skills.



# Important Reminders

- All athletes and partners must wear shin guards
- Players can wear long sleeves under uniform t-shirt
- Cleats are optional, but recommended
- Any athlete, partner or coach missing paperwork will **NOT** be permitted to participate



**Questions?**