SOUTHEAST SOCCER CLUB



U9

COACHING MANUAL



Lesson Plan Form



Coach:	Session date:	Team/Age:	U9s

Session 1: Dribbling 1 Theme:

Stage

Activity 1 DRIBBLE TAG: (10-15min) One player gets a 2 yard head start from other player. Lead player dribbles in square while following player also dribbles but tries to tag the lead player. Once the player is tagged switch rolls.

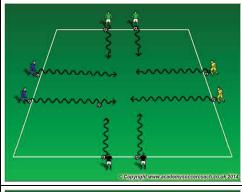
Activity 2 **CROSS THE SQUARE** (10-15min) Make a square and have equal players on all four sides. Give each side a number or name. Call out one or more numbers and have groups dribble to other side.

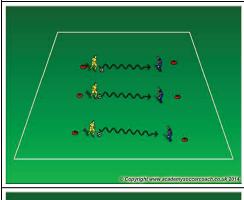
Activity 3

1v1 (15-20min) Kids play 1v1 toward cones that are about 15 yards apart. No guarding of cone

Final Game 7v7 with goalkeeper (20-25min)









Objectives Key Coaching Points See ball through bottom of eyes Quick first step

Keep ball rolling -Appropriate distance to push ball -Use foot brake -Different parts of the foot -Creativity

Discover Questions: Progression:

Add cones as obstacles -What worked to not get tagged? _What worked to get yourself close

-Head up Awareness

-Proper touch (distance from body) around other players. Progression:

-Keep score giving a point to the team that gets all the players across Discovery Question: and stops the ball -Specify type of dribbling.

-Once they hit the other line they to the original line.

-Add cones as obstacles

Keep the ball under control -When did you have to slow down? Speed up? -What did you need to do when must immediately turn and go back other people were close to you?

Plan ahead and anticipate

-Slow and speed up to navigate

Keep ball close -Balance during contact -Proper use of long and short dribbling

Progression

-Move cones further away or closer -Tell kids they can go to either cone

-Use all parts of your foot -Keep head up so you can see the cone

Discovery Question: How did you protect the ball? -When did you use long dribbles? short dribbles?

Have fun

Point out any of the above objectives to kids as they are playing

Limit comments to one or two of the above coaching points

COACHING REMINDER: Soccer is a player focused thinking game. Developing the thinking player at this age is important.









South East Soccer Club

Lesson Plan Form



Coach:	Session date:	Team/Age:	U9s

Session 2: Dribbling 2

Stage

Activity 1
DRIBBLE AND PASS TO SELF
(10-15min)
Player starts at position 1

Player starts at position 1 and dribble toward cone. At position 2 player passes to position 3. Player runs around cone and collects the pass they made to themselves and then dribbles to next cone and repeats. Have more than one player at each square

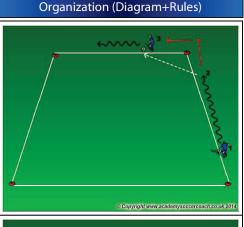
Activity 2
CRAB POT (10-15min)
Make several grids (pots)
and have a crab in each of
them (players hands and
feet on the ground with
their stomach up). Players
need to dribble from one
pot to another without a
crab kicking their ball out.
Crabs need to stay in their
own "pot."

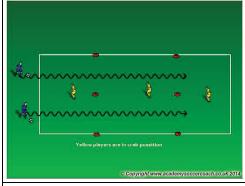
Activity 3

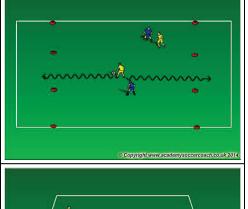
2v2 EITHER END ZONE: (15-20min)

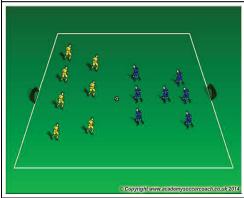
Make a grid that has two endzones. Kids can score by dribbling into any endzone

<u>Final Game</u> 7v7 with goalkeeper (20-25min)









Objectives

- -Movement
 -Spacial awareness
- -Ball control
- -Proper touch on ball
- Progression
- -Change direct
 -Have one player going one
 direction and another player going
- the opposite direction (so they have the potential to run into each other)
- -Decision making
- -Use of dribbling moves -Proper dribbling pace
- Progression:
- -Have little "neutral" post between the ones with crabs
- -More than one crab in the pot -Cones that kids need to avoid
- -Keep head -Plan ahead
- -Use moves such as scissors,

Key Coaching Points

-Anticipating and thinking ahead

-Proper pace and distance on ball

-How did you have to change the

-How did your pace change?

Change of speed

Discovery Question:

pace of the ball?

- change speed etc..
 -Use entire "pot"
- Discovery Question:
- -What moves worked well?
 -What parts of the foot did you
- 11502
- -Decision making on when to change direction
- -Trying various cutbacks and experimenting
- -Changing speed
- Progression:
- -One team must go one way and the other team must go opposite way.
- -Proper technique -Looking for open space
- -Use heal, sole and outside of foot
- to turn and cut back
- to turn and cut back -Short dribble and long dribbles
- Discovery Question:
- -What part of the foot did you use when changing direction?
- -What are some of the reasons you may change direction in a game?

- Have fun
- Point out any of the above objectives to kids as they are playing
- Limit comments to one or two of the above coaching points
- COACHING REMINDER:
- Have cones and pennies out and organized prior to the start of practice.
- HOMEWORK:
- Have kids do the dribble and self pass 20 times









Lesson Plan Form



Coach:	Session date:		Team/Age:	U9s
Theme:	Session 3	3: Dribbling 3		

Session 3: Dribbling 3

Stage

Activity 1 CIRCLE CONE (10-15min) Every player w/ a ball and w/ a cone. Have kids dribble around the cone as close as they can.

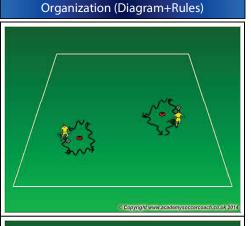
Activity 2 SNOW CONE (10-15min) Make 2 grids with equal number of kids. One grid have cones scattered upright & other grid cones upside down. Kids dribble flipping cones over so they match the side they started on. Kids can dribble into any of the two grids. Keep time and see which side as most.

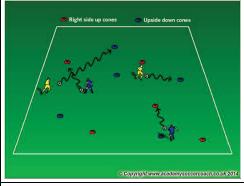
Activity 3

3v3 EITHER END ZONE: (15-20min) Make a grid that has two

endzones. Kids can score by dribbling into any endzone

Final Game 7v7 with goalkeeper (20-25min)









-Touch -Balance -Movement

Progression -Only using left foot/right foot

-Only using inside/ outside/ bottom -When you say "turn" they need to turn and go the opposite direction -Keep body between cone and ball

Objectives

Decision making Change of direction -Ball control -Communication

Progression: -Must have foot one ball when flipping cone -Specify type of drible

-Communication. Let teammates know which one you are taking -Using outside of foot when going faster and inside or sole when slowing down.

-As you are at one cone already be

looking for the next

Key Coaching Points

-Keep ball close to cone

-Use all parts of your foot

-Slow down if needed

Discovery Question: -When is the closest cone not the best option? -What did you need to do as you got closer to a cone?

-Decision making on when to cutback (forward isn't always best choice)

-Trying various cutbacks and scissors

-Changing speed

Progression: -Teams have a specific goal they go

-Every player must touch the ball before scoring

-Slow and correct is better than fast and wrong

Explode after making a move or changing direction

Discovery Question: -When was it good to turn and go the opposite direction?

-When you had the ball what did you teammates need to do to help vou?

Have fun

Point out any of the above objectives to kids as they are playing

Limit comments to one or two of the above coaching points

COACHING REMINDER: Establishing a "team culture" through a few routines helps kids feel ownership and pride.

HOMEWORK:

Circle cone 20 times each way or how many times can you do in a minute









South East Soccer Club

Lesson Plan Form



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Coach:	Session date:	Team/Age:	U9s	
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Session 4: Passing 1

Stage

Activity 1 GATE PASS TO SELF (10-15min) Players dribble in grid and then pass the ball through a gate. After passing they run around the gate and collect the ball.

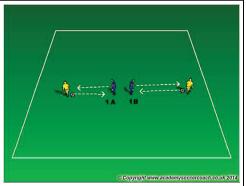
Activity 2 **3 PERSON PASSING** (10-15min) Two outside players have the ball. Player in middle receives pass from one player and then passes back to same player. Middle player then turns and receives pass from other player and returns pass. (use cones to mark spots)

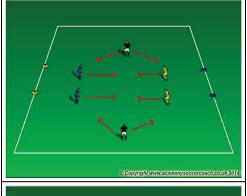
Activity 3

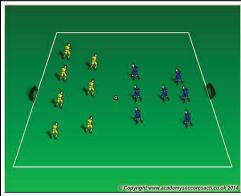
2v2 w/ 2 NEUTRALS (15-20min) Make a grid and have 3 sets of pairs. 2 of the pairs play 2 v2 while the other set of pairs is always offence. So it is essentially 4v2 all the time. After a certain amount of time switch the neutral team.

Final Game 7v7 with goalkeeper (20-25min)

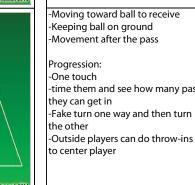




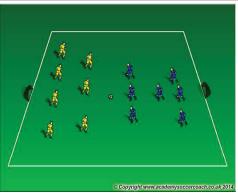












Objectives Key Coaching Points Proper technique -Ankle locked, non-kicking foot toward target, Head up Accuracy Change of speed -Proper pace on the ball -Pace of ball

Discover Question: -Where do you need to strike the Progression: -Specify how the ball must be ball? Why? -How did you have to run right after the pass?

-Moving toward ball to receive -Keep body moving "on toes" -Keeping ball on ground Use both feet -Movement after the pass Play ball to side in order to turn

Turn with the ball Progression:

-One touch Discovery Question -time them and see how many pass -Why do you need to move they can get in forward to receive the pass -Fake turn one way and then turn

-Triangles -Moving to create options -Passing to space

Progression: -Neutral players can only play wide (you can make a channel for them) -Limit neutral players touch

-Forward is not always the best option . Movement off the ball, don't stand

Check in check out -Make good passes to players feet or into space for them to run onto Dribble until defenders put pressure on you

Discovery Question: -How did you try and get open when you didn't have the ball?

Have fun

Point out any of the above objectives to kids as they are playing

Limit comments to one or two of the above coaching points

COACHING REMINDER: Continue to ask them about terms such as: offence, defense, goal side, touch line, end line etc...

HOMEWORK:

Dribble around the yard using only the inside of your feet. Then using only the outside









Lesson Plan Form



Coach:	Session date:	Team/Age:	U9s

Theme: Session 5: Passing 2

Stage

Activity 1 GATE PASSING: (10-15min) Set up numerous small goal with cones about 1-2 yards apart. Kids partner up and have one ball between them. They dribble around and then pass to their partner through a gate. Then dribble and pass into another gate

Activity 2 POPCORN PASSING: (10-15min)

About 2/3 of kids outside a grid or circle the other 1/3 inside. Inside group has a ball. They pass the ball out to someone on the outside and then move to receive a pass from a different outside player. Then play to another person on the outside and repeat

Activity 3

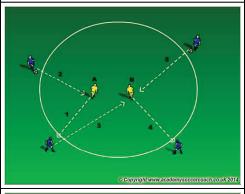
4 CORNER GOALS (15-20min)

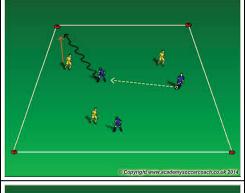
Set up a grid with a cone at each corner. Each corner cone is a goal. Play 3v3 and teams can go to any of the 4 goals.

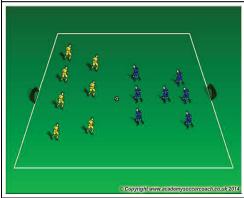
Final Game 7v7 with goalkeeper (20-25min)



Organization (Diagram+Rules)







Objectives

- Technique while moving (Just this light running will be a challenge to keep technique correct)
- -Preparing ball for pass
- -Make sure your partner can receive the pass

-See how many they can get in 30

-Only inside foot, only outside, only left, etc...

Discover Question:

-What did you have to do after making a pass? After receiving a pass?

Key Coaching Points

-Non-kicking foot is key in this

makes it easier to receive

Keeping the ball on the ground

-Proper pace to get through the

activity

-What were the easiest balls to control?

-Turning

-Vision -Communication

Progression:

-Technique

Progression: -l imit touches

-Put a defender in the circle

-No talking

Easy to receive passes: on the ground, with pace, at players feet -Call for the ball when you want it Don't stop the ball dead, turn with it, redirect it

Quick step after first touch

Discovery Question:

-What part of the foot did you use to turn the ball?

-What did you say when you wanted the ball? (if you played no talk what hand signals did you use?

-Movement to space & playing ball

-Changing direction

-Triangles

Progression -Play 3v2 or 3v1 -Limit touches

-Limit cone options

-Changing direction is sometimes a good option

-Keep moving. If you stand still you are easy to defend

-Options are not always in front of you.

Discover Question:

-When did you have to change the goal you were going to?

-How did you get open and ready

to receive a pass?

Have fun

Point out any of the above objectives to kids as they are playing

Limit comments to one or two of the above coaching points

COACHING REMINDER:

What does good effort look like to you as a coach? Do the kids know what you expect of them? Are the kids encouraging each other in their effort?

HOMEWORK

Do 20 tick-toks (Passing the ball to from one foot to the other while standing right above it). See if you can do 20 in less than 10 seconds.









South East Soccer Club

Lesson Plan Form



Key Coaching Points

-Watch the ball the entire time

Don't give teammate the ball

-Finger tips

make them take it.

Coach:	Session date:	Team/Age:	U9s

Session 6: Goalkeeping

Stage

Activity 1 BALL NASTICS: (10-15min) Pairs. Kids do various activities as you instruct with the ball (using hands is fine). Pair tick-tocks. Over under (back to back and pass ball over head then between feet), Left-right (same as over-under but pass left to right), have them walk with the ball wedged between backs

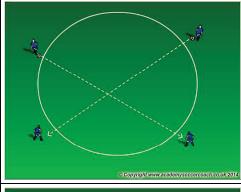
Activity 2 CIRCLE BOWLING (10-15min) Set up a circle or grid. All players around the outside with half of them having balls. Players bowl balls to one another and scoop up using proper technique.

Activity 3

3 GOALS (15-20min) Make 3 goals in the form of a triangle. Keepers bowl the ball at either of the other two goals and try to score.

Final Game 7v7 with goalkeeper (20-25min)









Objectives Body movement -Controlling ball while body is off balance, twisted etc...

-One hand catching -Each person have a ball and circle it around leg, waist, head, figure 8 around legs

Progression:

-Movement

-Technique

them

-Angle

Progression:

-Communication Progression: -Add cones in middle and try to hit

ball (finger tips down) Bring the ball to the "bank" (ball at chest, arms on either side with hands up and elbows down) -Call "keeper"

> **Discovery Question:** -Why do we want our body behind the ball? -Why do we say "keeper?"

-Move your feet and get body

-Both hands down and behind the

behind the ball

-Protect the near post Technique -Stay off the line

-Decision making Move you feet to get your body behind the ball -Get low to bowl the ball

-Use feet to shoot Discovery Ouestion: Why do you protect the near post? -Why do you stay off the goal line?

Have fun

Point out any of the above objectives to kids as they are playing

Limit comments to one or two of the above coaching points

COACHING REMINDER: Ask the kids if they know the dimensions of a regular size goal (8 feet by 8 yards). How about the penalty area (18yrds by 44 yrds)

HOMEWORK:

Practice bowling the ball toward different object in the yard









Lesson Plan Form



Coach:		Session date:		Team/Age:	U9s	
Theme:	eme: Session 7: Recieving					

Session 7: Recieving

Stage

Activity 1 JUGGLING (1-015min) Each player tries to keep their balloon or beach ball up in the air using any body part except for hands. Count how many touches. If it falls to the ground, pick it up try again.

Activity 2 EGG DROP (10-15min) 2 pairs w/ one person from each team at a cone (cones 10 yrds away). Each team throws ball to teammate. Receiving person takes one touch and tries to drop ball closest to cone. Point for closest ball.

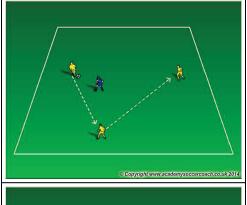
Activity 3

3v1 KEEP AWAY (15-20min) 3 Players in a grid pass to one another and keep it away from a 4th player who is the defender. If the 4th player kicks it out of the grid they changes places with the player who last touched the ball

Final Game 7v7 with goalkeeper (20-25min)









Objectives

Touch with ball/control -Using various parts of the body

Agility/balance

Progression:

-Juggling in pairs -One person serves to the other

Follow object/ball with vour eves.

-Move to get behind and in line with it—don't stretch

Key Coaching Points

for it

DISCOVERY QUESTION:

-How did you have to prepare to get the ball?

Technique

-Various parts of the body being used

-Movement

Progression:

-Can go to 2 touch if 1 touch not working.

-Receiving player face away. Thrower serves ball and then says turn.

-Stay on toes

Go to the ball and then relax -Get behind the ball

Discovery Question:

How does staying on toes help? -What parts of the body worked

-Moving to open space

-First touch

-Check in check out

-Progression

-Play 3v0 so kids have a chance to pass and move without pressure -Defender can only hop or move as a crab

-Limit touches

Have fun

-Triangles: Key to creating options -Move after pass to create option for receiving player

-Try not to stop the ball dead when receiving, direct it to a space you want to go

-Keep moving, change speed, cut Go to meet the ball

Discovery Question: -What did you have to do to get open?

-When the ball was coming to you what did you need to do?

Point out any of the above objectives to kids as they are playing

Limit comments to one or two of the above coaching points

COACHING REMINDER:

During halftime rather than tell the kids what is going well or bad ask them what they are doing well and what they are doing bad.

HOMEWORK:

Juggle 20 times with feet only and 20 times with thighs only.









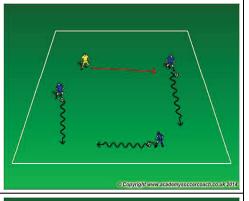
Lesson Plan Form



Coach:		Session date:		Team/Age:	U9s
Theme:					

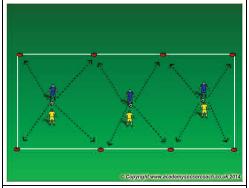
Stage

Activity 1 SHARK TANK (10-15min) Kids dribble in a grid or circle. One person is it and tries to tag dribblers.



Organization (Diagram+Rules)

Activity 2 CORNER CONES (10-15min) Set up grids next to one another. Pairs play 1v1 in grids. The cones are the goals and players can go to any of the 4 cones



BATTLE BALL (15-20min) Form 2 lines. Throw ball out and first person from each line goes to the ball. Players try and win ball and then pass back to coach. If defender wins ball then they try and pass it back to

Activity 3

Final Game 7v7 with goalkeeper (20-25min)

coach





-Vision

-Spacial awareness

-Keep ball close

Progression: -To make it easier for dribblers have Discovery Question:

two sharks. They must hold a penny between them and therefore run together. Which ever shark tags someone they become a dribbler

Objectives

-Create a "safe beach" just outside the circle or grid. Only one kid in there at a time and when a kids enters the other must leave

-Change direction -Moves -Decision making -Creativity

after ball

Have fun

playing

Progression: -Limit the number of cones they can go to

the shark from you?

-Use body to faint -Various parts of the foot -Change speed, quick step

Discovery Question: Did you ever change the cone you were going to? Why? -What move did you do to change

Key Coaching Points

-Don't be afraid to try something

-What did you have to do to keep

-When did you keep the ball close

-Use arms for balance and to

-Keep head up and scan

protect ball

to you?

-Attacking Move into path of over play as you -Turning get to the ball -Vision -Body between defender and ball

until you can turn Progression: -Use faints and change of speed -Have more than one player go -Take the little opening either with a dribble or pass -After throwing ball move 5-6 yards

direction

Discovery Question: to a different spot -How did you know where the defender was? -How did you find me to make the pass to?

Limit comments to one or two of Point out any of the above the above coaching points objectives to kids as they are

COACHING REMINDER: If the kids ask you a question about the rules of the activity or

something else you have already explained tell them to talk with a teammate and figure out the answer. HOMEWORK:

Dribble around yard and anytime you come close to an object do a move and pretend you get by the defender.









Lesson Plan Form



Coach:		Session date:		Team/Age:	U9s	
Theme:	eme: Session 9: Shooting					

Session 9: Shooting

Organization (Diagram+Rules)

Stage

Activity 1 COPS AND ROBBERS (10-15min) The coach sets up 8-10 stand up (tall) cones in a 20x25 yard grid. Robbers will strike the ball and try to knock the cone (the bank) down. The cops (2 or 3 players) are without soccer balls and are trying to stand all the cones back up before all the banks are robbed. Rotate the cops and the robbers

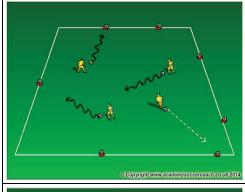
Activity 2 SHOOT AT COCUNUTS (10-15min) Put cones at various points on the grid. Give each cone a number. Kids dribble around and when yell a number kids shoot at that "coconut" and try to knock it off.

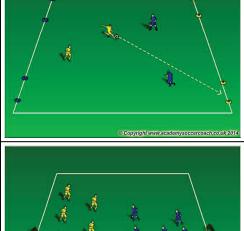
Activity 3

2v2 TO 4 GOALS (15-20min) Player can score on either of the goals they are going toward. Still want low shots.

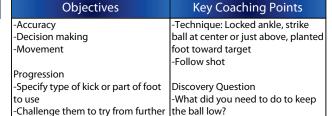
Final Game 7v7 with goalkeeper (20-25min)











the shot

(if there are no cones that can be knocked over you can put balls on top of flat cones and knock the balls off)

awav

-Accuracy

-Technique -Quick shooting Progression:

-Limit touches after calling number -Call more than one number -Specify foot

-Keep the ball low: head down, body over ball

-Why do we follow the ball after

-Quick shot: See the "coconut" and shoot

Find the open lane to shoot

Discovery Question: -What did you need to do to find an open shot?

-Spacial awareness -Shot choice -Power vs accuracy

Progression -Score off a pass -Score after beating someone -Shoot early and often -Only need a little opening Shooting to far goal when near goal is blocked is a good choice

DISCOVERY OUESTION: -What makes a good shot. -How did you choose what goal to go toward

Have fun Point out any of the above objectives to kids as they are playing

Limit comments to one or two of the above coaching points

COACHING REMINDER: Tell kids to pick one thing to work on during the scrimmage. Occasionally ask kids what they chose.

HOMEWORK: Sit on the ground and kick the ball in the air. Try and get up before the ball bounces. Control the ball.

20 times







South East Soccer Club

Lesson Plan Form



Coach:	Session date:	Team/Age:	U9s

Session 10: Shooting 2

Stage

Activity 1 AROUND THE WORLD (10-15min)

Put 4 cones around the field and give them a country name. Players start in the middle each with a ball. Coach calls out a country. Kids dribble around that country and then shoot the ball in the Pugg goals that are in the center.

Activity 2 MOVING BALL SHOOTING (10-15min)

Two lines near the top of the 18. Coach in goal with all balls. Coach serves ball on ground to one line. First person run through a gate and shoot on goal. Serve other line before shot is taken by first line (rapid service)

Activity 3

3V3 TO 4 GOALS (15-20.

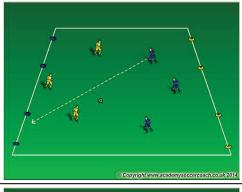
In a 20x25 yard grid, place a two yard goal with cones close to the corners of each end line. Players will score by dribbling or passing through any of the two goals they are attacking.

Final Game 7v7 with goalkeeper (20-25min)



Organization (Diagram+Rules)







Objectives

- Shooting moving ball Appropriate power on shot Dribbling and shooting technique
- -Shot timina
- Progression -Limit number of touches after going around the cone -Have them go around more than
- one cone -Add cones
- -Say "Everyone wearing black go around X and everyone wearing red go around Y."

Key Coaching Points

- -Technique: Head down, hit ball above center
- -Follow ball after shot -Need space (only a little) for shot
- Discovery Question:
- -What did you have to do before you could shoot?
- Why do we run after the ball after shooting it?

-Proper technique

- -Appropriate foot
- -Timing of run

Progression:

- -Move gate to create different shooting angles.
- -Put cones near posts and kids try and hit cones
- -Limit to one touch
- -Serve bouncing balls

-Keep foot up and hit center of ball -Pick your spot on goal then focus on the ball

- -Follow shot
- -Use both instep and inside
- depending upon position and pace of ball

Discovery Question

- When did you need to use the inside of your foot?
- -How did you approach the ball to keep it low?

-Spacial awareness

- -Shot choice
- -Power vs accuracy

Progression

- -Score off a pass
- -Score after beating someone

-Shoot early and often

- -Only need a little opening -Shooting to far goal when near
- goal is blocked is a good choice

DISCOVERY OUESTION:

- How did your teammates help you get a better shot?
- -If you are not the shooter what is your job when the shot is taken?

Have fun

- Point out any of the above objectives to kids as they are playing
- Limit comments to one or two of the above coaching points

COACHING REMINDER:

Give the kids a range of solutions instead of exact answers (as often as possible)

HOMEWORK:

Kick the ball in the air. Do a spin and try and control the ball before it hits the ground. 20 times.









SESC Care and Prevention



Care and Prevention

for Training and Games

Before activity:

- -Have the club provided first aid kit available and stocked with the required supplies
- -Have child medical information and parent/guardian contact information
- -Inspect field, equipment (shoes, goals, no jewelry etc...) prior to the start of training and games
- -Make sure there is ample water available

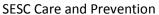
During activities:

- If in doubt call 911. It is better to error on the side of caution than to not have taken appropriate action.
- -If there has been a concussion or it is suspected that there may have been a concussion then follow SESC policy on concussions.
- -If the incident is not life threatening or it has been determined that 911 is not an appropriate response then:
 - A. Note the position of the injured part
 - B. Look for swelling and deformity
 - C. Compare with the opposite side
 - D. As the player or teammates what happened

Treatment should be as follows remembering R.I.C.E.

- R: Remove the athlete from the situation
- I: Apply ice to the injured part
- C: Apply compression bandage
- E: Elevate the body part





- -The athlete should not be able to return to play in practice or game conditions until the following criteria have been met:
- A. The player should be able to run straight without pain: run and turn in a figure eight without a sign of a limp.
- B. The player should be able to support weight with the injured part. If the injury is an ankle or knee, he should be able to do a toe raise on the injured side without being supported.
 - C. There should be no pain or swelling or disability following activity.

After activity:

-Follow up with the parent or guardian either in person or via phone. Advise them of the situation and the actions that were taken.





Southeast Soccer Club Sideline Concussion Management Check List

\square Blow to the head OR body, and/or whiple	ash
☐ If back or neck injury suspected, OR if atl	nlete loses consciousness, contact emergency
services immediately (call 911). If not, pr	
	·
RECOGNIZE – does atmete report of den	nonstrate signs/symptoms of a concussion?
Signs (Observed by others)	Symptoms (reported by athlete)
Athlete appears dazed or stunned	Headache
 Confusion 	Fatigue
 Forgets Plays 	Nausea or vomiting
 Unsure about game, score, opponent 	 Double vision, blurry vision
 Moves Clumsily (altered coordination) 	Sensitive to light or noise
 Responds slowly to questions 	Feels sluggish
 Personality changes 	Feels "foggy"
 Balance Problems (can't stand on one leg 	 Problems concentrating (can't repeat 5
with eyes closed for at least 30 sec)	digits in a row backwards)
 Forgets events prior to hit (ask about the 	 Problems remembering (can't tell you
score, last play, etc.)	details about the game – score, etc.)
Forgets events after the hit	
 Loss of consciousness (any duration) 	
 □ REMOVE from activity □ Contact parents □ Document incident with Sideline Concus □ Monitor athlete RED FLAGS – Call 911 immediately, IF at any tine • Loses consciousness • Vomits repeatedly (more than 1 time) • Demonstrates extreme drowsiness (can • Is extremely confused (does not know face) • Has an extreme headache that comes on 	ne, the individual: not be awakened) amiliar people, self, what year it is, etc.)
 □ REFER the athlete for medical evaluation □ Documentation with physician release for □ Document the incident in Concussion Incompanies □ BEFORE PLAY AGAIN – must have signed 	orm on reverse side cident Log I Return to Participation Medical Release
(RPMR). This can happen no sooner than	•
☐ File the RPMR with your Concussion Inci	dent Log





Southeast Soccer Club Sideline Concussion Documentation

Athlete name:		Date of birth://	Age/Grade:/					
	OBSERVATIONS							
Team:	Date:	Venue:	Current time:					
Time of Injury:			Phone #:					
		□Parent □Other:						
1. Loss of consciousness? ☐Yes	□ No If 'YES', call 91	1 Duration of LOC						
2. Were seizures observed?	Yes□ No If 'YES', ca	II 911 Comments:		_				
3. Was vomiting observes? \(\simeg\) Yo	es No If 'YES', and	more than 2x, call 911						
4. Injury description:	☐ Hit head on other	player	d/object □Struck by object					
5. Location of Impact: On the h	ead- 🗌 Front 🔲 L	eft Front ☐ Right Front ☐	Left Back 🔲 Right Back 🔲 Back					
	cation- 🗆 Neck 🗆							
6. Last memory before the impac	t:	(Duration of time b	(Duration of time between memory and impact:)					
7. First memory after the impact		(Duration of time	between impact and memory:)					
		FUNCTION						
		FUNCTION						
 Oriented to: □self 	□ location □ score	opponent last play						
2. Does player stagger, sw	ays, stumbles or appe	ars uncoordinated? 🛛 Yes 🗖	No					
3. Are player's eyes having	difficulty tracking and	d/or do pupils look unequal?	☐ Yes ☐ No					
4. Does the player seem da	azed, is the player resp	ponding slowly, or acting diffe	erent than usual? 🗆 Yes 🗆 No					

Monitoring Symptoms

Ask player to rate each symptom immediately after the injury, 15 minutes after, and 30 minutes after, using a scale of 0 to 3:

- 0 none
- 1 a little
- 2 medium
- 3 a lot

Enter the rating in each box for each symptom at the time intervals listed.

Symptom	Immediately	15 min after	30 min after
Headache			
Dizziness			
Vision changes			
Light sensitivity			
Noise sensitivity			
Neck pain			
Feeling distracted			
Fatigue			
Tingling/loss of movement			
Feeling foggy/cloudy/out of it			
Difficulty remembering			
Upset/emotional			

SESC Concussion Return to Participation Medical Release

Athlete name:	Date of birth:	/_		Age/Grade:/				
Dear Physician,								
This athlete has been referred to you due to a suspected concussion sustained during play. Please evaluate this player to determine if player sustained a concussion, review the Graduated, Step-wise Return —to —Participation Progression below, and make recommendations as you see fit. If you determine the player has sustained a concussion, the SESC will follow your recommendations, and will not allow a player to return to full sports participation within 2 weeks of the injury (regardless of whether player is released to play by you prior to that time). Thank you for your assistance!								
Additional information can be found at: www.cdc.gov/concussion/HeadsUp/physicians-tool-kit.html								
Have you determined that this player sustained a concussion? ☐ No (Skip to bottom of page and sign) ☐ Yes (Next section)								
GRADUATED, STEP-WI	SE RETURN -TO -	PARTIC	IPATION P	ROGRESSION				
1. No activity: Complete rest, both physical and cognitive. This may include staying home from school or limiting school hours and/or homework as activities requiring concentration and attention may worsen symptoms and delay recovery.								
2. <u>Light aerobic exercise</u> : Walking or stationary bike at low intensity; no weight lifting or resistance training.								
Before progressing to the next stage t	the student must l	be heal	thy enough	to return to school full time.				
3. <u>Sport-specific exercise</u> : Sprinting, dribbling basketball or soccer; no helmet or equipment, no head impact activities.								
4. Non-contact training: More complex drills in full equipment. Weight training or resistance training may begin.								
5. Full contact practice : Participate in normal tr	aining activities.							
6. <u>Unrestricted Return-to-Participation/full competition</u> (please also complete "Return to Participation" Form)								
The athlete should spend a minimum of one day at each step. If symptoms re-occur, the athlete must stop the activity. The student must rest for a minimum of 24 hours and then resume activity one-step below where he or she was when the symptoms occurred. Graduated return applies to all activities including academics, electronics, sports, riding bikes, playing with friends, PE classes, chores, etc.								
THIS SECTION TO BE COMP	LETED BY PHYSIC	CIAN/H	EALTH CA	RE PROFESSIONAL				
☐ This athlete may NOT return to any sport activity until medically cleared.								
☐ Athlete should remain home from school to rest and recover until next follow up with physician on (date).								
☐ Please allow classroom accommodations , such as extra time on tests, a quiet room to take tests, and a reduced workload when possible. Additional Recommendations:								
☐ Athlete may begin graduated return at st	tage circled abov	/e.						
Physician/Health Care Professional Signature: _				Date:				
Physician/Health Care Professional Name/Title:				Phone:				