

KINT 7.2 Course Outline as of Summer 2025**CATALOG INFORMATION**

Dept and Nbr: KINT 7.2 Title: INTER INDOOR SOCCER

Full Title: Intermediate Indoor Soccer

Last Reviewed: 5/8/2023

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	0	17.5	Lecture Scheduled	0
Minimum	1.50	Lab Scheduled	3.00	6	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 26.25

Total Student Learning Hours: 78.75

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: KTEAM 7.2

Catalog Description:

Students will learn indoor soccer fundamental skills and rules of the game at the intermediate level.

Prerequisites/Corequisites:**Recommended Preparation:****Limits on Enrollment:****Schedule of Classes Information:**

Description: Students will learn indoor soccer fundamental skills and rules of the game at the intermediate level. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area			Effective:	Inactive:
CSU GE:	Transfer Area			Effective:	Inactive:
IGETC:	Transfer Area			Effective:	Inactive:
CSU Transfer:	Transferable	Effective:	Fall 2024	Inactive:	
UC Transfer:	Transferable	Effective:	Fall 2024	Inactive:	

CID:

Certificate/Major Applicable:

Major Applicable Course

COURSE CONTENT

Student Learning Outcomes:

At the conclusion of this course, the student should be able to:

1. Apply intermediate tactical components of team play.
2. Utilize intermediate indoor soccer training techniques and skills.

Objectives:

At the conclusion of this course, the student should be able to:

1. Demonstrate the rules and skills of indoor soccer.
2. Utilize intermediate level tactical components of team play.
3. Practice intermediate level conditioning routines for participation in indoor soccer.
4. Demonstrate intermediate positional play.

Topics and Scope:

- I. Introduction to the Game
 - A. Safety of players
 - B. Equipment needs
 - C. Terminology of soccer
- II. The Field of Play
 - A. Position of the players
 1. Offensive
 2. Defensive
 - B. Rules of the game
 - C. Court markings
- III. Intermediate Individual Skills
 - A. Kicking
 - B. Shooting
 - C. Dribbling
 - D. Trapping
 - E. Passing
- IV. Intermediate Team Tactics
 - A. Systems of play

- B. Dead ball situations
- C. Team scrimmages

Assignment:

1. Competitive situational soccer in-class activities
2. Skill performance exam(s)
3. Quiz(zes)
4. Demonstrate game rules and player safety considerations

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because skill demonstrations are more appropriate for this course.

Writing
0 - 0%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None

Problem solving
0 - 0%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Skill performance exams; demonstrate game rules and player safety considerations

Skill Demonstrations
20 - 40%

Exams: All forms of formal testing, other than skill performance exams.

Quiz(zes)

Exams
20 - 40%

Other: Includes any assessment tools that do not logically fit into the above categories.

Competitive situational activities; participation and attendance

Other Category
40 - 60%

Representative Textbooks and Materials:

Futsal: The Indoor Game That Is Revolutionizing World Soccer. Fahey, Jamie. Melville House. 2022.

Soccer Anatomy. 2 ed. Kirkendall, Donald T. and Sayers, Adam. Human Kinetics. 2020.

Instructor prepared materials