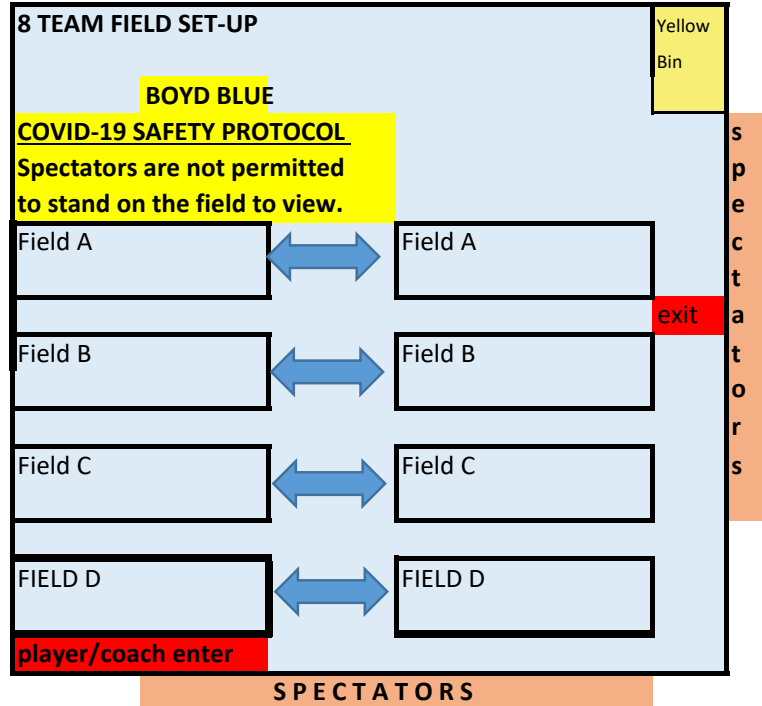


U6 Game Schedule and Game Day Instructions

	10am-11am	10am-11am	10am-11am	10am-11am
	Field A	Field B	Field C	Field D
18-Sep	8v4	6v7	5v1	3v2
25-Sep	4v6	2v1	8v3	7v5
26-Sep	PHOTO DAY			
02-Oct	3v7	1v6	5v4	2v8
09-Oct	NO SOCCER			
16-Oct	8v5	4v2	6v3	1v7
23-Oct	7v4	6v8	5v2	3v1
30-Oct	5v3	4v1	8v7	2v6
06-Nov	1v8	7v2	4v3	6v5
13-Nov	8v4	6v7	5v1	3v2
20-Nov	4v6	2v1	8v3	7v5
27-Nov	3v7	1v6	5v4	2v8
04-Dec	8v5	4v2	6v3	1v7
11-Dec	7v4	6v8	5v2	3v1
	NO SOCCER Dec 13-Jan 3			

TEAM LIST

- Team 1 - Silver
- Team 2 - Black
- Team 3 - Royal Blue
- Team 4 - Purple
- Team 5 - Highlighter (neon) Green
- Team 6 - Burgundy
- Team 7 - Yellow
- Team 8 - White



See page 3 for complete Boyd Soccer Complex map.



U6 Game Day Instructions (for EIGHT teams)

Players on field – 3 v 3

Playing time – equal playing time for all players, sub every 2 minutes “on the fly”

Formation - Use the Triangle Formation 1-2. **THERE IS NO GOALIE.**

Players/parent coaches enter field at designated Boyd Blue entrance, spectators proceed outside fence to spectator area.

WARM-UP:

Warm-up (5 minutes) one of your assigned game day fields. Do not warm-up on Field D if your game day fields are F.

TEAM FORMATION:

1. Divide your team in half, home and away. Your opponent will divide their team in half. Play two games against opponent’s two teams. One team stays “home”, “away” team travels across field to play opponent. 2nd game play opponent's other team.
2. Mix your two teams up each week.
3. Each parent coach takes a team. Parent coaches run the games.
4. Staff coaches will provide logistical support/set-up and coach development support.

GAME TIME:

Two (2) 20-minute games (horn blowing will be provided)

"RULES":

Players cannot touch the ball with their hands. There will be hand/ball sanitizing pump bottles located at the field.

Kickoff – all players in own half, opponents retreat 5 metres (at start of game and after goal)

Ball out of bounds on end lines/sidelines – coach to kick a ball back in play (no throw-ins, corner kicks or goal kicks)

Fouls – indirect free kick to other team for tripping, punching, kicking, tackling from behind, handball (obvious).

Free kicks – all indirect. Opponents retreat 5 metres. Player can dribble or pass ball to re-start game. No penalty kicks.

Referees – none provided, coaches act as on-field facilitators

End of game – 3 cheers , no hi-5s. Players and coaches to leave the field through designated Boyd Blue exit.

GAME COACHING:

POSITIVE – Be positive at all times, give encouragement to all players including the opposition

LET THEM PLAY – Don’t over coach the game let the kids play

DRIBBLE – Encourage players to get control of the ball and dribble

KEEP BALL ON THE GROUND – Encourage players pass the ball on the ground over short distances, discourage players from just kicking the ball down the field

DON’T WORRY ABOUT THE SCORE – The score does not matter if one team is dominating the game maybe switch players around to balance out the teams, never condition the game to stop a child or team from scoring

HAVE FUN – Keep it fun and enjoyable at all times, be enthusiastic, energetic and positive.

