

U7 GAME DAY RUN SHEET

8:50 - Teams arrive to help your coach setup your field.

9:00

Go to the field indicated in the draw provided online www.tcafc.co.nz/teams/fixtures

There are 3 Sessions: 9:00, 9:20 & 9:40 allowing for 3 x 15m games.

**IF YOU AREN'T LISTED IN A FIXTURE, THIS MEANS YOU HAVE THE "BYE".
IN THIS TIME, USE A SPACE TO RUN A SKILLS SESSION.**

If you are in a Skills Session, please try to use different areas so one area doesn't get worn.

Rules

- Games are 15m
- No goalkeepers
- No corners
- If you are at the Skills Session, use this time to develop skills. Ideas can be found on the CoachMate app once you setup your "training" (game) schedule).

When ball goes out behind the goal line:

- Defending team must return to Retreat Line (Half Way)
- Attacking team kick in from goal line.
- Defending team can only move over the retreating line after the second attacking player has touched the ball (e.g. ball is played by one player from goal line and touched by the next player).

When goal goes out on sideline

- Defending team must give space for attacking team to play the ball.
- Attacking team kick in from sideline.
- Defending team can only move after the second attacking player has touched the ball (e.g. ball is played by one player from sideline and touched by the next player).

IF A TEAMS DOESN'T HAVE ENOUGH PLAYERS, OR IS STRUGGLING - MIX THINGS UP.

U7 & U8 FIELD SETUP

Field Setup

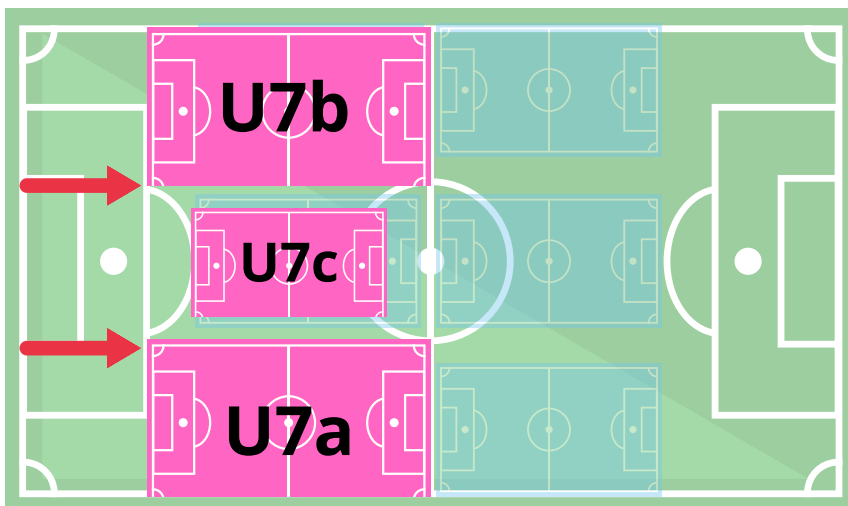
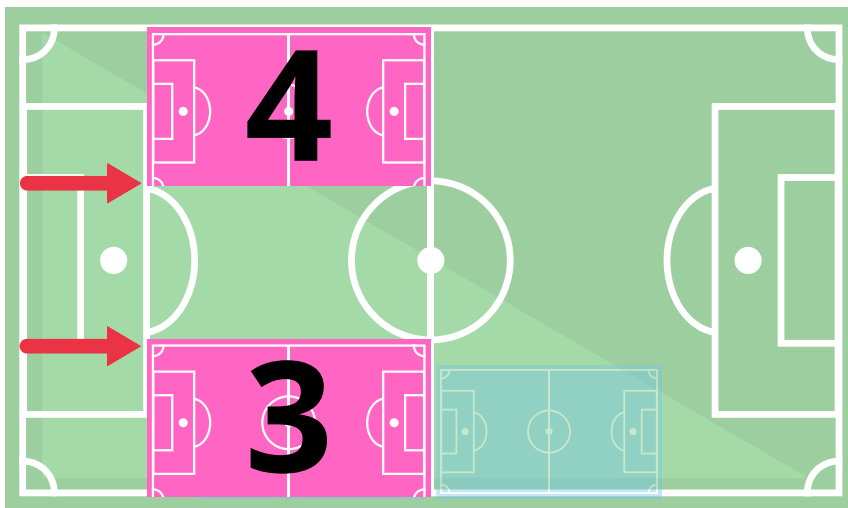
- Use larger coloured cones for corners (see pic)
- Place them so that the end of the field is in line with the "Goal Box" and from the "D" of the larger field. See red arrows below.
- At the other end (halfway on larger field).
- Unfold goals and put in place.



Small fields need to be flipped to other half of large field, so that the same area isn't used weekly.

Field Packup

- U7 Teams - pack up all fields
- U8 Teams - pack up if you are on duty.



CHANGING ROOMS