

Fixtures

www.tcafc.co.nz/teams/fixtures

Sessions

- Each session runs for 15 minutes with a 5 minute gap in between.
- 5v5 where possible, smaller side games are better than lots of players on the pitch (e.g. 4v4 or 3v3).
- If teams are short players, or teams are struggling move players around to enable a better development environment and more fun for players.

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

7:50 - Teams arrive to setup fields (see page 2).

8:00 - Session 1

Teams meet at allocated field (you have half the space with another team for the day). Run session listed in CoachMate

8:20 - Session 2

Split your team into 2 teams (bibs supplied).

One team stays on their starting pitch, while the other team moves to play the opposition team.

8:40 Session 3

Switch teams so half your team plays the other opposition team.

8:55 - Finish

Teams on MB2 (middle pitch) - pack up goals and cones. All other fields stay as they are.

Rules

- 5v5 (or 4v4 if numbers allow)
- No goalkeepers
- No corners

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).

MINI BLUES FIELD SETUP

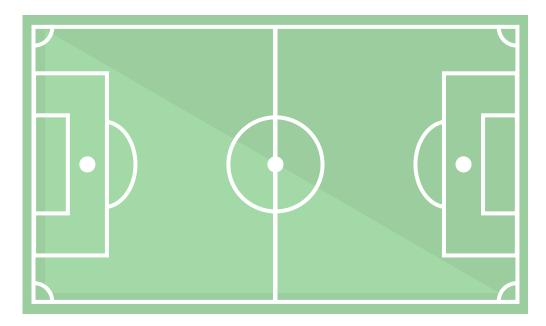
Field Setup

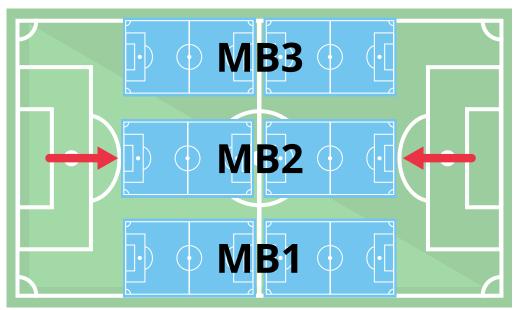
- Use larger coloured cones for corners (see pic)
- Place them so that the end of the field is in line with the "D" from the larger field. See red arrows below.
- At the other end (halfway on larger field). Goals are just back to back.
- Unfold goals and put in place.



Field Packup

- Teams on MB2 pack up goals and cones.
- All other fields stay in place for U7 Boys





CHANGING ROOMS