

MINI BLUES GAME DAY

Fixtures

www.tcafc.co.nz/fixtures/juniors

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

Each fixture is allocated 2 fields. Teams have a field each for the first session.
Run one of the sessions 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

Rules

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

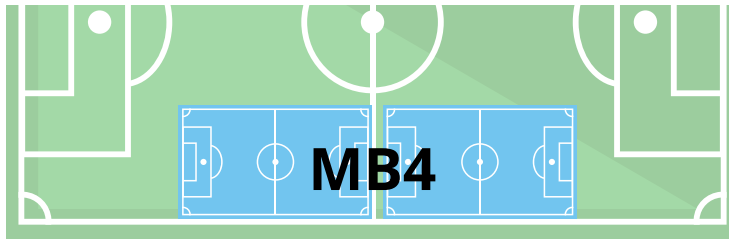
When ball goes out behind the goal line

- 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).

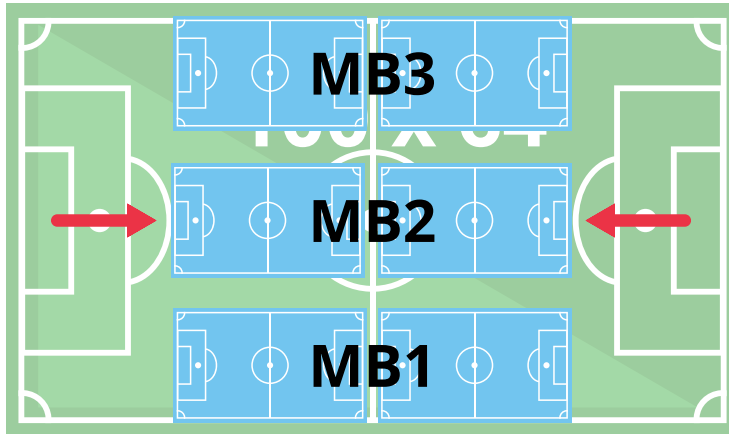
When ball goes out on sideline

- 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



The far field is used for teams that have a bye (Skills Session).



SETTING UP

Setup goals, use cones for corners (if not setup already).

MB4 might be further away.

CHANGING ROOMS

PACKING UP

Leave all fields in place for the U7 boys teams.