

## **‘3 v 3’ Game Format Kindergarten Soccer Program**

### **OVERALL OBJECTIVES**

- • **FOCUS ON SKILLS - NOT TACTICS**
- • **EVERYONE TOUCHES THE BALL - ALOT!!**
  - • **KEEP THE GAME MOVING**
  - • **HAVE FUN**

1. Field Size: Approximately 20 yds x 30 yds, Pop-Up Goals
2. Players: 3 vs 3 - NO GOALIE
3. Referees: The Coaches (The coach who is referee should not be coaching while on the field. Have one team supply a ref for each half, use other team coach to do coaching while one coach is acting as referee)
4. Playing Time: Four Quarter of 8 minutes each - running time
5. Off-side: None
6. Start of Each Quarter: Team with ball starts half-way between mid-field and their own goal; defensive team starts at mid-field. Center forward must pass the ball to a teammate to start play. Each team starts with the ball twice during a game.
7. After a Goal: Team scored upon starts with the ball in same position as at the beginning of a quarter.
8. Out of Bounds: CALL THIS CLOSELY - WE'RE TRYING TO ENCOURAGE CONTROL (whole ball must be over the whole line.)
  - • On the side: Team who did not touch ball last gains possession; ball placed on side-line and kicked in to team-mate. Defensive team must be 3yds from kicker. NO THROW-INS.
  - • At Goal-Line: Defensive team always takes possession with ball placed on goal-line. Must kick ball to team-mate. Defense must be 5 yards from kicker. NO GOAL KICKS OR CORNER KICKS. Do not encourage defenders to kick the ball out-of-bounds over the goal-line as a defensive tactic.

9. Hand Ball: Team who did not touch ball takes possession; kicker must pass to team- mate (cannot score.) Defense must be 3 yards away.
10. Substitutions: At beginning or middle of quarter (Injuries excepted.)