

## 5v5 Game Format Grade 2 Soccer Program OVERALL OBJECTIVES

- FOCUS ON SKILLS - NOT TACTICS
- EVERYONE TOUCHES THE BALL – A LOT!!
- KEEP THE GAME MOVING
- HAVE FUN

1. Field Size: Approximately 25 yards x 40 yards, goals about 2 yards wide
2. Players: 5 vs. 5 - play a "2-1-2 formation"; no goalkeeper (i.e. hands are NOT allowed)
3. Referees: 2x 7<sup>th</sup> and 8<sup>th</sup> grade players from the club. The referees will assist with the session beforehand and then remain on the field to manage the scrimmage.
4. Playing Time: Four Quarters 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.)
  - o • On the sideline: 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,**
  - o • At Goal-Line: Last touched by the offensive team results in a goal kick; last touched by the defensive team results in a corner kick.
9. **Intentional** 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.) – or by coaches request.
11. Coaches should focus on development of foot skills; heading should not be practiced.